SmartMusic Student Helper for the Day

Bloom’s Taxonomy: Applying

Category: Motivation

Level: VE

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| Objective(s) | * Motivation for students to become a helper in the classroom and operate SmartMusic |
| Resources | * SmartMusic being used visually or aurally or both * SmartMusic is located in a stationary area |
| Procedure | * Select a student based on the teacher’s criteria. (Ex: Practice grade was an A or 100.) * Teacher asks the student to operate SmartMusic allowing the teacher to walk around the classroom and not have to go back to the computer. * This is especially useful if you have the loop feature going and want to stop it so the entire class can be addressed. * If the helper is not sure how to do something, get the entire class involved. |
| Follow up activities | * Change the criteria for becoming the helper |
| Teacher Notes |  |