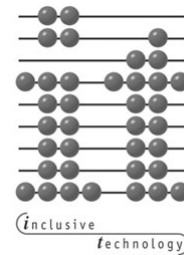
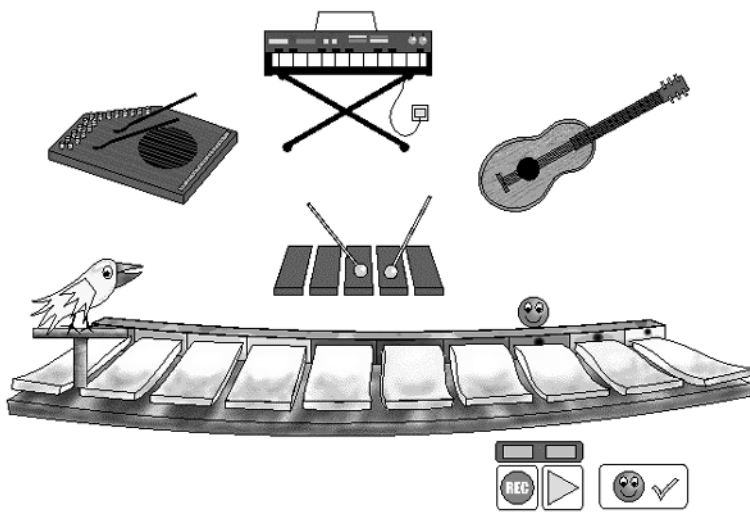


Music Games - Key Stage 1



Made with Macromedia is a trademark of Macromedia, Inc.

from Inclusive Technology Ltd
for Windows and Macintosh computers

Windows is a registered trademark of Microsoft Corporation.

Macintosh is a trademark of Apple Computer, Inc.

Music Games - Key Stage 1 was created using Macromedia Authorware.

Authorware ® Copyright © 1993, 1996 Macromedia, Inc.

Music Games - Key Stage 1 is © 1997 Helen Melhuish/Inclusive Technology.

Whilst every care has been taken with this product, the author and publisher cannot be held responsible for any errors it may contain. No liability is accepted for any loss or damage resulting from the use of this product.

Created by Helen Melhuish.

We welcome your comments on all Inclusive Technology products.

Inclusive Technology
Gatehead Business Park
Delph

Oldham OL3 5BX

Tel: 01457 819790 Fax: 01457 819799

email: inclusive@inclusive.co.uk

Introduction

Music Games contains a set of activities relating to the *Music National Curriculum Key Stage 1*. In particular...

1. Pupils should be given opportunities to:

b make appropriate use of IT to record sounds:

2. When performing, composing, listening and appraising, pupils should be taught to listen with concentration, exploring, internalising, eg hearing in their heads, and recognise the musical elements of:

a pitch - high/low;

e timbre - quality of sound, eg tinkling, rattling, smooth ringing;

6. *Listening and Appraising*

b recognise how sounds are used in music to achieve particular effects, eg to soothe, to excite.

It is hoped that by providing the facility to set targets at different levels that an individual's listening skills can be gradually improved in a 'fun' way. Although based on Key Stage 1 levels of attainment, the program has uses beyond this age range.

Navigating

Music Games can be operated in several ways. Firstly by using a mouse, making it suitable for those who use touch screens. Secondly, it can be operated entirely through the keyboard. A full list of keyboard shortcuts appears later in this documentation. It is intended that these shortcuts be used to prepare overlays for those who use concept keyboards. Thirdly, *Music Games* has a set of ready-made overlays for the *IntelliKeys* keyboard. Each activity has a menu option under **IntelliTools** for sending the correct overlay to the board.

Running Music Games

Run the file called 'MusicG.a4r'.

In Windows, the icon is in the Inclusive Technology group in the Start menu.

The program opens with the **Menu** screen. Click on an activity to begin.

Activities - common features

There are some features that are common to several of the activities.

The **keyboard** - press the keys by clicking with the mouse.

Keyboard voice - choose from five voices for the keyboard: piano, guitar, marimba, dulcimer and organ.

Clues button - allows the user to control whether a clue graphic appears above the keys as they are played.

Hide keys button - allows the user to control whether the keys are hidden during an activity.

Menus

File

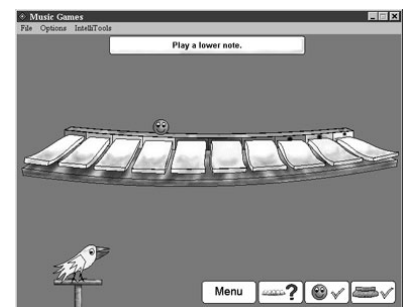
Print the screen.
Quit the program.

Options

Turn the clues button and the hide keys button on and off.
Turn the speech on and off.
Go to the Options screen.

IntelliTools

Send the *IntelliKeys* overlay for the current activity.



Activities

Free play

Play the on-screen keyboard.

Record and play back a sequence of notes. Press the 'Rec' button, play some notes, press the 'Play' button. The notes will be played back in sequence.

Choose a new voice to play back the same sequence.

Record a sequence for someone else to copy.

Play the same note

A note is played - play the same note. Turn on a visual clue. Hide the keys entirely whilst the note is played. Experiment with different voices.

Play a lower note

A note is played - play a note that sounds lower. Turn on a visual clue. Hide the keys entirely whilst the note is played. Experiment with different voices. Although you can just keep hitting the bottom note on the keyboard, there is the freedom for the teacher to say 'play one note higher', or 'see how close you can get to the note that is being played'.

Play a higher note

A note is played - play a note that sounds higher. Turn on a visual clue. Hide the keys entirely whilst the note is played. Experiment with different voices. Although you can just keep hitting the top note on the keyboard, there is the freedom for the teacher to say 'play one note higher', or 'see how close you can get to the note that is being played'.

How many notes?

A random sequence of notes is played. How many are played?

Choose sequences between 1 and 3 notes or 4 and 7 notes.

Choose whether the notes are spread over the whole keyboard or just the first 5 notes.

Choose how long a pause is played between each note. (See **Options**.)

How does it sound?

An open ended activity. Play one of fifteen sounds by clicking on a picture. Use the arrows to go to another sound. Click on the words to describe the sound. Type in your own words and print the screen.

Look at the picture that goes with each sound. How might it represent that sound? What other ways could you represent the sound in a picture?

Options

The **Options** screen is reached via the pull-down menu.

Options are saved when the program quits, so the program will have the same settings as the last time it was used.

Clues on/off

Clues button on/off

Hide Keys on/off

Hide Keys button on/off

Choose one of three graphics for the clue

Speech on/off

How many notes:

Pause between notes played in sequence

(experiment with longer and shorter pauses between notes played in sequence. Are they harder or easier to count?)

Notes in sequence (1-3 or 4-7)

Keyboard notes used (1-5 or 1-10)

(it may be easier to count notes that are played closer together, therefore using notes 1 to 5 of the keyboard. There is a greater chance that a melodic or more memorable tune will be played.)

Choose from 5 voices for the keyboard

(1 - piano, 2 - guitar, 3 - marimba, 4 - dulcimer, 5 - organ)

Choose thinking time

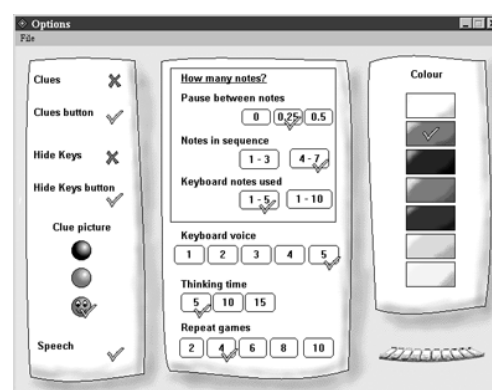
(the time allowed for a response before the question is asked again.)

Choose how many times each activity is played

(after an activity has been completed the chosen number of times the program returns to the menu.)

Choose a background colour

Click on the small keyboard to return to the main program.



Editable features

The *How does it sound?* activity has been written as a framework. That means the words, sounds and pictures have been provided as external resources and can therefore be changed. This allows considerable freedom for individually focused activities to be created.

All files mentioned below must retain the same names and file extensions. It is strongly recommended that a copy of files to be edited are backed up so they can be easily be returned to their original locations should the need arise.

The words are contained in a text file, the sounds are 16-bit mono '.wav' files and the graphics are 8bpp '.bmp' files. Although originated in Windows, the files are understood equally well by the Music Games program on both Windows and Macintosh computers.

In the 'Words' folder there is a text file called 'HowSound.txt'. If the words in this file are changed, the changes will appear in the Music Games program. There is a limit to the length of words due to the way the screen has been designed. Some experimentation may be necessary. There must be a 'Return' between each word.

The sounds to go with these words are in the 'Sounds' folder. They are contained in files 'sp15.wav' to 'sp24.wav'.

The musical sounds are in the 'Sounds' folder and are contained in files '001.wav' to '015.wav'.

The graphics to go with these musical sounds are in the 'Words' folder and are contained in files '001.bmp' to '015.bmp'.

Keyboard shortcuts

The provision of keyboard shortcuts allows concept keyboard overlays to be created.

<i>Menu screen</i>		<i>Free play</i>		<i>Play the same note/Play a higher note/Play a lower note</i>
Key		Keyboard	1,	
		2, 3... 0		
Free play	1	Menu		Keys, Menu, Change Voice, Clues - as above
Play the same note	2	Ctrl + M		
Play a higher note	3	Change voice	V	Hide keys on/off H
Play a lower note	4	Piano		
How many notes?	5	Function key 1		<i>How many notes?</i>
How does it sound?	6	Guitar		Menu, Change Voice, Clues, Hide Keys - as above
		Function key 2		1 note played 1
		Marimba		2 notes played 2
		Function key 3		etc.
		Dulcimer		
		Function key 4		<i>How does it sound?</i>
		Organ		Play sound
		Function key 5		Ctrl + P
		OK		Next sound
		Return		Ctrl + 1
		Clues on/off	C	Previous sound
		Record	R	Ctrl + 2
		Playback	P	Word 1 1
				Word 2 2
				etc.
				Add words
				Ctrl + 3
				Cancel
				Ctrl + 4
				Menu
				Ctrl + M

Music Games has been available from Inclusive Technology since 1997 will not feature in future catalogues.

This copy of *Music Games* is a free download from www.inclusive.co.uk - therefore we are not providing technical support, and there will be no upgrades available.

Although this is a free product, you may not reproduce or distribute it in any way without written permission from the publishers, Inclusive Technology Ltd.