

Do Mobile Devices and Music Class Go Together?

January 14, 2016 • 1:45 p.m.

Session Objective

To show how mobile devices encourage creativity, assessment, personalized learning, and multiple learning styles to flourish in the classroom.

Quaver is the market leader in interactive educational technology. Our complete curriculum is not a converted textbook, but the result of a multi disciplinary team of pedagogical experts, content specialists, graphic artists, composers/arrangers, programmers, game designers, and audio/video engineers all created for the web/mobile devices with interactivity in mind.

There is always more that can be done with technology!! Quaver's mission is to exploit the ever evolving power of technology to create, produce, and maintain online music education curricula from preschool 8th grade.



Please download or update the QStudent App for this session.

All of our students are digital natives. Students are growing up in an environment where learning through mobile media is becoming part of their everyday experience.

Mobile devices can enhance teaching by allowing students to:

1. Learn without teacher supervision
2. Engage in interactive activity
3. Listen to audio, or watch video clips
4. Save and record results of an assessment or an assignment.
5. Send results to a teacher's gradebook
6. Learn at their own pace
7. Adapt to different learning styles
8. Engage in station, group and individual activities.
9. Create compositions
10. Use the mobile device as a digital manipulative

Tips

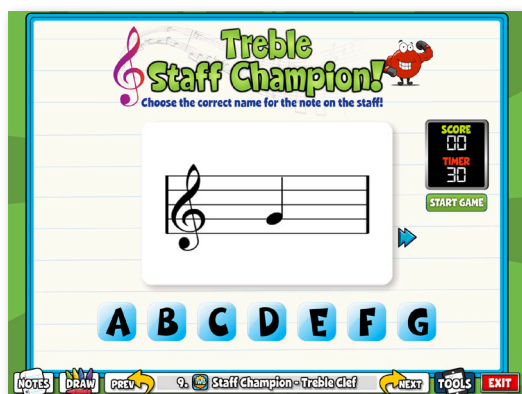
- Mobile activities, like any activity require teacher creativity and guidance to get the most out of the activity.
- We recommend only one mobile activity per lesson or module as music is primarily a group participation activity.
- Students should have iPads face down and laptops closed until time to use them.

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Examples:

Staff Champion Treble (3rd grade upwards)

Opportunity for gaming and learning at the same time.



Creative Ideas

- 1 v 1 competitions
- Leader Boards
- Staff Champion Super Bowl
- Trophies for the winners
- Send home through assignments so students can play at home.
- Play through the Quaver Student App.

Body Percussion (1st and 2nd grade)

Create body percussion movements to go with beats or measures of Pages Train.



Creative Ideas

- Use the top four boxes for the fast part of the song and the lower four boxes for the slow part of the song
- Create clapping patterns that compliment a song
- Create movement patterns that help compliment a song
- Use the app to create Orff parts by creating a speech/body/instrument part

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Examples:

Sir Binko Larch Leads the March (3rd grade upwards)

Draw tool allows for the students to outline in the class the difficult parts of the piece and allows for more focussed practice. Play button allows students to playalong (with headphones at the correct tempo).



Creative Ideas

- Games of circling notes, divide the class into two groups. Ask questions that they have to circle with the draw tool.
- Underline difficult passages.
- Listen to students individually and use the draw tool to annotate the areas to work on.
- Sign the student's screen and take a screenshot when piece is completed.

Rhythm Dictation (4th - 8th grade)

There are multiple variations with 4th and 5th grade for the use of this app. This can be sent to students for use at home or in a computer lab.



Creative Ideas

- Game: "Create one measure of quarter notes on the G line" – GO
- Simple Dictation. Clap a rhythm and have students create that rhythm on the screen.
- Create rhythmic ostinatos using only quarter and eighth notes.
- Create 2 measure phrases and play them – then add words. (A little like jingles)
- Use the backing tracks to add some 'oomph'

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Examples:

Assessments (1st Grade Lesson 3)

There are assessments in every module of the Quaver curriculum. These can be done in the class, in a computer lab or on mobile devices.

