

smartmusic lesson plans

SmartMusic Game



Grade Level: All Levels Class: Band, Strings

Author: Samuel Fritz and Phil Louden

**Teacher
Instructions**

Overview

Competitive games can be used to motivate students. It's all about learning how to practice and how to build skills. This approach is particularly effective when used with beginners who often find the repetition of practicing frustrating, and may not realize their own improvement.

Objectives

Students will:

1. Develop skills by viewing the on-screen assessment.
2. Increase speed and accuracy of exercises from a beginning method.
3. Develop skills related to “performance ready” preparation.
4. Evaluate their own performances using metronome speed and accuracy as assessment tools.
5. Have fun!

National Music Content Standards addressed:

2. Performing on instruments alone and with others, a varied repertoire of music.
3. Improvising melodies, harmonies and accompaniments

Assignment Suggestions

Select exercises from a beginning band or string method book. SmartMusic scales, exercises, or concert music excerpts could be used with intermediate and advanced students.

Teacher Procedures

1. Review SmartMusic's assessment feature.
2. Give students practice examples and do exercises in class.



smartmusic®



Assessment

For this game, a participation grade could be assigned. Students could be given a grade after each example is played, but that may take the “fun” out of the game atmosphere. Asking students the following questions will facilitate informal self-assessment:

“Was that your best performance? Have you improved? If you feel you improved, can you describe how you have improved? How did you practice? Using the on-screen assessment, can you describe your performance? Can you describe a way to improve your practice and make it more effective? If you did not practice, what kept you from practicing?”

Teacher Suggestions

1. Divide class into two groups
2. Rules of the game:

Option 1 - Choose your opponent

Start with a volunteer from Team 1. Select an example from any method book or SmartMusic’s exercises. Play the example and then choose “View Assessment” under the “Assessment” menu. Have a student record the assessment score on the board. This player now selects an opponent. The opponent from Team 2 plays the same example and their grade is recorded. A volunteer from Team 2 selects a new example, performs it, and then chooses an opponent. Repeat until all students have played.

Option 2 - Pre-determined order

The teacher determines the order by which students will perform. The teacher selects examples from any method book or SmartMusic’s exercises. Students can play the same example or choose from a list of four or five examples. Repeat until all students have played.

Lesson Extensions

1. Use rhythms and scale studies as basis for game material.
2. Have students complete the assignment with a score of 100% accuracy.