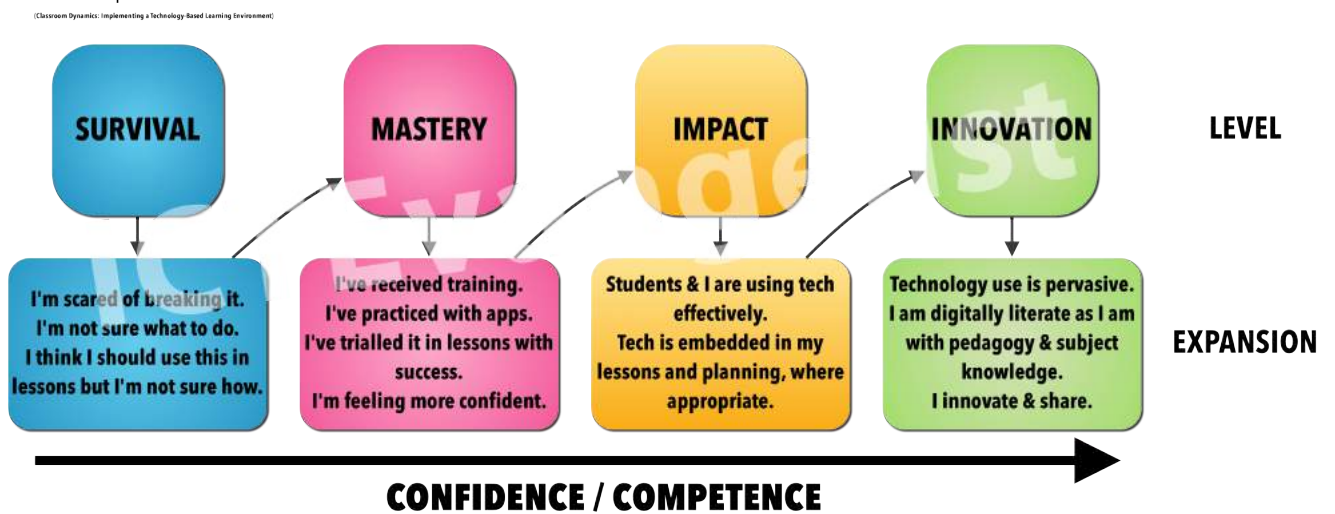


Efficient Use of Technology:

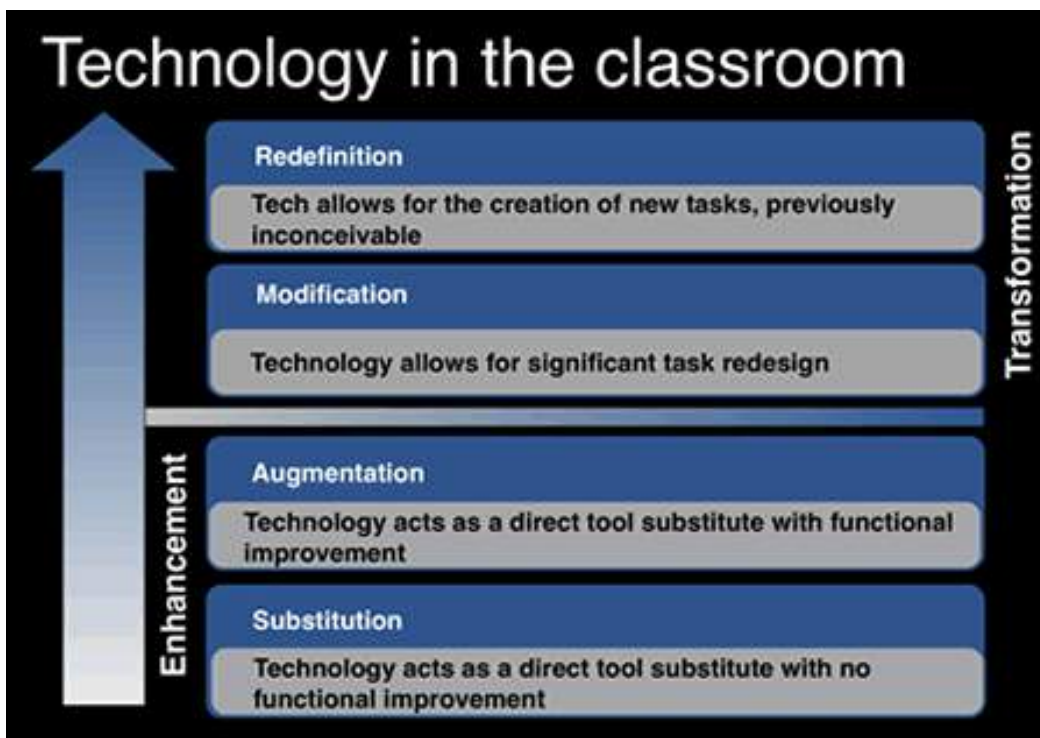
- Ask yourself these questions:
 Why am I adding tech to my music program?
 Will it benefit my students?
 Do you value time = money?
 Are there resources/lessons plans already out there you can buy?
 Have you practiced it yourself?
 Have you planned for introduction/implementation time?

Teacher confidence in use of technology

based upon the work of Mandinach and Cline



Mark Anderson www.ictevangelist.com @ICTEvangelist



SAMR model by Rueben Puentedura

Instrument Apps:



[Percussions](#) \$4.99 - multiple ways to play each percussion instrument, great for an alternative Orff instrument e.g. tap, shake, scrape



[Real Xylophone](#) free with adverts or \$2.99 - multiple sound sets/tuned percussion great for an alternative Orff instrument

Reference: p7 We're Orff 2, Obrien, T & Carthew, M, Bushfire Press



[BeatStudio](#) \$0.99- multiple percussion instruments on one screen



[Kitten Chorus](#) free - tap the kittens to make them sing a note



[Monsters Chorus](#) free - tap the different monsters to make them sing a note. Notation with Monster Chorus using picture symbols by taking a screen shot and cutting up the monster pictures or by cropping the picture in pages or word

Reference: p26 Music Room Student Activities – Reproducible BLM Masters Book 1, Burgemeister, C, Bushfire Press
Reference: p34 Music Room Beginning Primary Level 1, Fairbairn, Leehy, O'Mara, Bushfire Press



[Bebot](#) \$2.49- multiple sound sets and different ways of playing on a screen with no defined key trigger image



GarageBand free with latest iPad - play instruments, record instruments, add loops, use the inter-app audio function to record from another app, so many possibilities for arrangements to your songs.

Reference: p15 Rain Rain, Music Room Book 3 - Lower Primary, Fairbairn, Leehy, O'Mara, Bushfire Press
Reference: p1-4 Putting It Out there, Music Room Book 7 - Upper Primary, Fairbairn, Leehy, O'Mara, Bushfire Press



iMovie soundscapes in the junior/middle primary

Reference: p22, Spooky Surprise Music Room Book 3 – Lower Primary, Fairbairn, Leehy, O'Mara, Bushfire Press
Music Videos - Colin Buchannan Birds Were Made for Flying

General Classroom Apps:



[Popplet](#) free or \$7.99 to have multiple files - flowchart /brainstorming app

Or



[visual poetry](#) \$3.99 – use to display brainstormed words

Reference: p38 Music Room Book 4 - Middle Primary, Fairbairn, Leehy, O'Mara, Bushfire Press
Reference: p2 Music Room Book 7 - Upper Primary, Fairbairn, Leehy, O'Mara, Bushfire Press



[Tellagami](#) - Flipped classroom or just a different way of delivering factual information.

Reference: p9-23 Music Room Book 6 - Upper Primary, Fairbairn, Leehy, O'Mara, Bushfire Press



[Photo Dice](#) free with adverts (\$1.49) - put images of rhythm notes and instruments on the dice and roll to make a rhythm pattern. Use the rhythm pattern to compose or to randomly select a rhythm pattern for a group of students to play on the instrument rolled.

Use instead of: Rhythm cards

Use with: Beat cards, composing chart/grid

Reference: p4 Music Room Book 3 - Lower Primary, Fairbairn, Leehy, O'Mara, Bushfire Press



[Memory King](#) free - create your own memory games with images from your photo roll, also has audio option to record.

Use instrument images or photos.

Use rhythm cards.

MATCH THE MEMORY

www.matchthememory.com works on both iPad and computer

Create your own memory games and create the name of your website link too, login required to create but not to play published games. Check out my instrument match at www.matchthememory.com/MRTinstruments



www.quizizz.com is a fun way of performing quizzes in real time via the internet. It can be used on any device or computer. Students join a quiz using a pin code. Settings can be changed to make it harder or easier. 2-4 Multiple choice answers. Statistics are then available for download as an excel spreadsheet. Login required to create but not to play published games.

Organisational Tools I use in my classroom:



QR Codes to deliver content or present work. I use www.qrstuff.com to create QR codes and the i-nigma QR reader to scan them.



[Dropbox](#) to share and upload files (used together with QR codes).



[Showbie](#) classroom management system app.



Book Creator & Explain Everything

Some of these activities can be done in both apps, some only in one.



Pitch Maps draw and record your voice

Reference: p13 Music Room Book 2 - Lower Primary, Fairbairn, Leehy, O'Mara, Bushfire Press



Beat & rhythm Cards, insert images or draw them, record the rhythm pattern using audio or video

Reference: p4 Music Room Book 3 - Lower Primary, Fairbairn, Leehy, O'Mara, Bushfire Press



Create interactive BLM's

Reference: p18 Music Room Book 3 - Lower Primary, Fairbairn, Leehy, O'Mara, Bushfire Press



Notation/Staff

Reference: p29 Music Room Book 2 - Lower Primary, Fairbairn, Leehy, O'Mara, Bushfire Press



Rhythm and Melody Shapes

Reference: p5 We're Orff 2, Obrien, T & Carthew, M, Bushfire Press



Picture this students guess the instrument as you or a student draw Mystery sounds – students record sounds in book creator and play them for class to guess

Reference: 40 simple Music games, L Fairbairn & R Fairbairn, Bushfire Press



Drag a food from behind the square (square locked in Ex Everything) drag to either ti-ti, taa or triplet

Reference: p1 We're Orff 3, Obrien, T & Carthew, M, Bushfire Press



The Wheels on the Bus

iBook with sound recording on each page for each kids drawing (The Animals in the Class)



Digital Portfolios: Students write, draw, insert images or photos, record audio and video of their work for assessment.

[We're Orff](#)

By Tamara O'Brien & Dr Mark Carthew

THE PROGRAM THAT TRAINS YOU AS YOU TEACH

A stunningly easy program for teaching music using the Orff approach.
NO ORFF EXPERIENCE NECESSARY.

Orff practitioner and award-winning Australian composer Tamara O'Brien joins forces with Dr Mark Carthew, Children's rhyme guru, to bring 10 delightful Orff-based units to life. Utilising speech, rhyme, rhythm, body percussion, movement, tuned and untuned percussion ... and lots of exploration and improvisation ... these infectious activities all lead to joyful performance.

- Clearly set out, easy to follow steps - a recipe for success.
- Activities supported by CD tracks and filmed demonstrations.
- Little to no set-up time required.
- Each unit steps the teacher and students through an Orff-based approach to exploring music.



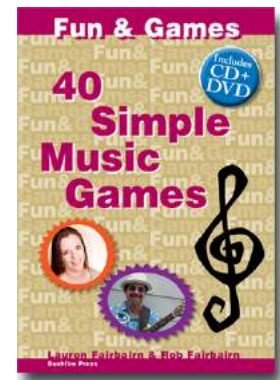
[40 Simple Music Games](#)

By Lauren & Rob Fairbairn

A great collection of instant music games for primary school students compiled by Lauren Fairbairn and Music Room's Rob Fairbairn. With a CD of music tracks (and demos) for the games

+ a great DVD of the authors showing you what to do. It couldn't be easier!!!

- Old favourites and new ideas.
- Graded and categorized.
- Ideal for warm-ups, lesson breaks, replacement teachers, rewards, rainy days and camps.
- A fun way to develop skills and promote understanding of musical concepts.
- Can be enjoyed by students with and without prior musical knowledge.
- An ideal assessment tool.



[Music Room](#)

By Rob Fairbairn, Mark Leehy & Kevin O'Mara

Music Room 7 - the winner of The Best Primary Teaching Resource at the Australian Educational Publishing Awards 2012

The first national developmental classroom music program since Upbeat!

- A fun, easy-to-use program for class teacher & music specialist.
- From the authors of Cool Cats Cross Arts Adventures, The Great Southern Songbook and the Bushfire musicals

MUSIC ROOM COVERS:

Concept development (beat, pitch, tempo, dynamics), Arts practice
Responding to the Arts music around us (Music in time, Music for Dance,
Music for Special Occasions, Music that Tells a Story) and even concert
performance pieces.



MUSIC ROOM TECH

Technology projects for the music classroom

[Signature Ringtones](#) contains 4 iPad projects (each taking 1-2 lessons):

Pitch Maps - drawing and recording in the Explain Everything app.

Melodic Rhythms - composing and then recording untuned and tuned percussion instruments in the Explain Everything app.

Ringtones - playing, recording, arranging and producing in the Garage Band app.

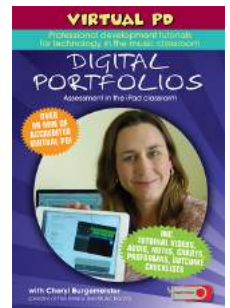
Digital Portfolios - Putting it all together in the Explain Everything app.



Join author and presenter Cheryl Burgemeister as she steps you through the process of recording, collating and sharing evidence for Assessment in a digital form, allowing you to view and listen to your student's work in the one document. Access can be provided to teacher, student, school and parent as required.

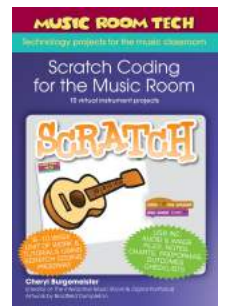
By the end of this tutorial you will be able to:

- Work with the apps dropbox/Google Drive, i-nigma, Book Creator and Explain Everything
- Create QR codes
- Create templates for your students to access
- Document a unit of work from start to finish in one app
- Inc. tutorial videos, audio, notes, charts, proformas, outcomes checklists
OVER 90 MIN OF ACCREDITED PD!



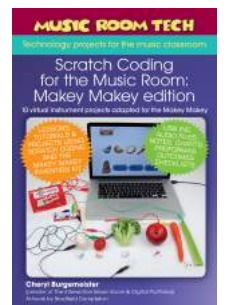
[Scratch Coding for the Music Room](#)

Use this 8 - 10 week unit of work to teach your students to code their own virtual music instruments using Scratch, an online/offline, computer based, coding program used to teach the basics of coding.



[Scratch Coding for the Music Room: Makey Makey edition](#)

Use this 10 week unit of work to teach your students to code their own virtual music instruments in Scratch and turn them into an electronic instrument with the Makey Makey INVENTION kit! Scratch is an online/offline, computer based, coding program used to teach the basics of coding.



[Interactive Music Room](#)

Books 1-3 of the Music Room curriculum from Bushfire Press adapted for use on the interactive whiteboard. Includes all audio and media content plus interactive activities.

