

Music Lesson

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Lesson Name: *Music Ace Maestro* Treble Staff Notes

For Grades: 4-8

National Standard Goals:

5. Reading and notating music

- c. Students identify and define standard notation symbols for pitch.

Materials Needed:

Music Ace Maestro (or *Music Ace*) software. [This software is already loaded on the computer by the post. Double click on Music Ace, click on start, Class, Class, right arrow nine times to Session 10, then click on the red 'lesson' button. Be sure speaker system is turned on -- push in button on the back of the transformer until red light comes on on the front.]

Procedure:

Quadrant 1: Why?

1. Students in band, orchestra, and chorus must know how to read music notation. Doing *Music Ace Maestro* lessons and games will make it easier for you to participate in music groups. Even those who do not join a music group should have a basic understanding of music notation, as it will come in handy many places in your life, such as church, weddings, funerals, sing-alongs.

Quadrant 2: What?

2. To help you read music notes, the class will listen and watch through the Music Session #10, Treble Notes, then play games 1, 3, & 5 associated with that lesson. We will take turns running the computer, starting with each captain, then second captains, etc. Others in the group should help the person operating the computer by saying the correct answers. Everyone must be actively involved with attention on the computer at all times.

[Note: teacher gives each person about 3 minutes running the computer, or until a logical pausing place occurs in the lesson.]

3. The lesson should take about 15-20 minutes to complete, then play game number one, beginning with the Brown Chair group. When the Brown group's turn is over, count the number of bonus notes left at the top of the screen and add that number to Brown team's score on the white board. Then comes Yellow group's turn, etc. When all teams have had a chance to play game one, go on to game three, then game five [do not do the even-numbered games].

Quadrant 3: How?

4. This lesson will take at least two music class periods. Give a short review of the pitch names on the white board before starting the games with the remainder of the groups.

Quadrant 4: What if?

5. If you finish all groups playing all three games, use the note name cards in the bottom left drawer of my desk to play Music Olympics. Each group sits in a circle on the floor and spreads out the note name cards inside the circle. Teacher places a magnet "note" around a line or in a space of a staff drawn on the board, and captain brings up the name card and places it face down in the calk tray under his/her dwarf. Teacher turns each card over and gives one point for the correct name, nothing for incorrect names.

Method of Evaluation:

Teacher continuously monitors and assists students as they work through the lessons and games, answers questions, and explains notations concepts or game procedures as needed.