

Game: Wii Music

Brief Description: Wii Music offers a variety of different games and simulations for students to experience. In this lesson students will experience conducting and hearing a variety of ensembles
Grade Levels: Upper Elementary

Lesson: Conducting and Ensembles

Teacher: Cynthia Hobbs

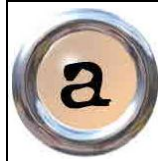


Good connections to curriculum (PASS)

*GENERAL MUSIC
Grade 6 Standards
(although I believe*

4th, 5th, and 6th graders can benefit from these concepts.

- Identify Ensembles (Choir, Orchestra, Chamber Ensemble, String Orchestra) 1.4.a & b
- Conducting simple meter patterns. 3.10.c
- Experimenting with variations of a piece of music including tempo and dynamics. 1.3
- Music Appreciation of classical ensembles by recognizing appropriate audience behavior through discussion. 4.1
- Respect classmates as the performer (conductor) 4.2



Abilities/understandings/ resources needed (Essential Questions)

- **Wii Console**
- **TV, Projector, or Interactive White Board with the capability of connecting a Wii Console**
- **Basic understanding of different ensembles so the students will be able to identify the group they are conducting**
- **Wii-Motes**
- **Wii Music**



Make it happen (Activities/Objectives)

1. Set up the Wii on the media available with Wii Music Disk inserted.

2. Once in the game, select Games and Maestro.

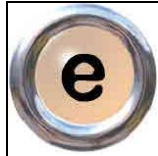
3. Take volunteers to take the Wii-mote and conduct the “piece/song” of their choice.

* When a song is selected, a pop-up comes on the screen giving details about the piece of music: history, style, and composer. Have students read this before beginning.

4. Allow them to conduct the piece.

* Every student should be given the opportunity to conduct one song for the class. Songs last around 2-3 minutes, so for a large class this will need to be spread of several class meetings

* Following each song, the class should discuss their experiences.



Extending the experience (Assessment of Learning)

Discussion Questions
Following a Piece

- What kind of ensemble were you conducting?
- Tell me about the music:
 - What instruments did you see/hear?
 - What was the style?
 - Can you tell me some of the history of the piece?
 - Were there dynamics?
 - What was the tempo?
 - Did you feel the music’s tempo increasing? Decreasing?
 - Did you try to control the group by changing the speed you were conducting? What happened? What did you hear?

Game: Wii Music

Brief Description: Ear-Training is a challenge for many people. Wii Music's Pitch Perfect is a great game for Young Ears to work on a variety of ear-training techniques

Grade Levels: 2nd & 3rd

Lesson: Ear-Training

Teacher: Cynthia Hobbs



Good connections to curriculum (PASS)

GENERAL MUSIC

Grades 2 & 3 (Although applicable for other ages)

- Recognizing a melody and copying the melody from the tune given. 1.1a
- Harmony through three and four part chords. Identifying what notes make up the chord. 1.1c
- Matching pitch including: identifying the lowest pitch, same pitch, order of pitches from low to high 1.1f & 3.2



Abilities/understandings/ resources needed (Essential Questions)

- **An understand of chords, pitch, melody and harmony**
- **Wii Console**
- **TV, Projector, or Interactive White Board with the capability of connecting a Wii Console**
- **Wii-Motes**
- **Wii Music**



Make it happen (Activities/Objectives)

1. Set up the Wii on the media available with Wii Music Disk inserted.
2. Once in the game, select Games and Pitch Perfect
3. Note: this game would be great as a class participation; however, the teacher should run the Wii-mote and allow students a say. Unfortunately there is a time limit on each round so it could be hard for a class of 20 to succeed. So it may be best to make this a center game in groups of 3-4 students and while the others are working on something else, this group is working on pitch.
- 4.



Extending the experience (Assessment of Learning)

Assessment should occur during this game or this game is the assessment.

- How did the student do?
- Did they get the right answers?
- Did they pass to the next level?
- Bring in a live instrument and have the student identify if you are playing the same pitch or a different pitch, have them identify the lowest and highest. Basically re-solidify what they just did in the game, but in person, allowing a live assessment.

Game: Wii Music: HandBell Harmony

Brief Description: Hand Bell Harmony allows students to simulate playing the hand-bells to a song. Since you only get 2 hand bells, you can only play with the harmonies and a little melody.

Grade Levels: 1st Grade

Lesson: Learning Harmony with Hand bells

Teacher: Cynthia Hobbs



Good connections to curriculum (PASS)

GENERAL MUSIC

Grade 1 Standards: could be used with any age group with harmony

as the objective.

- Interpreting Harmony 1.1c
- Tone Color 1.1e
- Tempo 1.3b
- History: Recognizing music from other cultures 2.2.
- Participate in music through playing instruments 3.1
- Play simple pitch patterns on instruments (hand-bells) 3.5
- Discuss likes and dislikes of different styles. 4.3



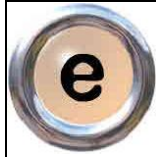
Abilities/understandings/ resources needed (Essential Questions)

- **Wii Console**
- **TV, Projector, or Interactive White Board with the capability of connecting a Wii Console**
- **Wii-Motes**
- **Wii Music**
- **Num-Chuck for the Wii-motes**



Make it happen (Activities/Objectives)

1. Set up the Wii on the media available with Wii Music Disk inserted.
 2. Once in the game, select Games and Hand Bell Harmony
 3. Demonstrate the objective for the students.
 4. Take 4 Volunteers and Select the first song.
 5. Read the history of the song given.
 6. Allow them to play.
 7. Take 4 more Volunteers and select the second song.
 8. Repeat
- *There are different levels and speeds to set the songs at to make them harder or easier. Start out easier, then as time allows, give students the opportunity to try the different tempos and see what they think.



Extending the experience (Assessment of Learning)

Discussion Questions

- Tell me about the history of the song?
- Did you like the song?
- What did you hear?
- Did you play the melody? Did you hear Harmony? Were you playing Harmony?
- Were your hand-bells high or low pitched?
- Was it easier or harder the faster the song was?

Game: Wii Music: Jam Session

Brief Description: Improvisation is a major skill in an music students learning. The Jam session brings a new element to learning how to jam as students pick the instruments and styles they want to use.

Grade Levels: 5th +



Good connections to curriculum (PASS)

GENERAL MUSIC

5th grade or older

Starting in the 5th grade,

improvisation becomes an important part of a student's musical education. It opens up areas of creativity and originality. This game is perfect for allowing students to explore improv. However, many students are afraid of stepping out of their comfort zone to show their peers what they can create.

Standard 3: Students will **perform**, compose, **improvise** and arrange a variety of music...

Standard 3.4: "Compose" music using a variety of **electronic and computer sound sources**.

Lesson: Improvisation

Teacher: Cynthia Hobbs



Abilities/understandings/ resources needed (Essential Questions)

- **Wii Console**
- **TV, Projector, or Interactive White Board with the capability of connecting a Wii Console**
- **Wii-Motes**
- **Wii Music**
- **Num-Chuck**
- **A background of Jazz music and improvisation as well as other styles of music to create different sounds like.**
- **Class discussion about being supportive of the student performing.**
- **A Previous lesson on the instruments and how to play them in Wii Music.**



Make it happen (Activities/Objectives)

1. Set up the Wii on the media available with Wii Music Disk inserted.
 2. Once in the game, select Jam>Instrument Improv> Play with Toots
 3. Allow students to choose an instrument they want to play and then let them experiment with different rhythms, sounds, dynamics, and tempos.
- * as the student plays, more characters are added with harmony and back-ups to the style the student is performing.



Extending the experience (Assessment of Learning)

Wii Music allows you to record your jam session. They would need to record it, create a "label" and save it for the teacher to go back and observe what they did. It would be graded on completion, and if they did any variety of rhythms or ideas in their performance.

Game: Wii Music

Brief Description: Wii Music has an area that allows students to learn about a variety of instruments from history, to how they are really played to how you would play them on Wii

Grade Levels: 1st (all)

Lesson: Learning about the instruments

Teacher: Cynthia Hobbs



Good connections to curriculum (PASS)

GENERAL MUSIC

Grade 1 (good for all grades as it emphasizes the individual instruments, their sounds and how they are played.

Standard 1.1e ~ Classroom percussion instruments, orchestra instruments, instrument families



Abilities/understandings/ resources needed (Essential Questions)

- **Wii Console**
- **TV, Projector, or Interactive White Board with the capability of connecting a Wii Console**
- **Wii-Motes**
- **Wii Music**
- **Num-Chuck**



Make it happen (Activities/Objectives)

1. Set up the Wii on the media available with Wii Music Disk inserted.
2. Once in the game, select Jam>Instrument Improv
3. Allow exploring of the instruments making sure that the instrument they explore is read about and learned how to play instead of just waving the remotes around to see what happens. (However, some waving needs to occur so they can see what happens and get the full effect.)



Extending the experience (Assessment of Learning)

- Discussion Topics*
- **Did you like the instrument you selected?*
 - **Can you tell me what family of instruments it is from?*
 - **How would you play it in real life? Do you blow into the instrument? Do you use your fingers? Do you play the instrument with your hands? Do you use mallets or sticks?*
 - **Do you know any history about the instrument?*

Game: Wii Music

Brief Description: In the Custom Jam session, students have the opportunity to create a Jam with an instrumentation of their choice, changing the melody to create an individualized performance.

Grade Levels: 4th Grade and older

Lesson: Themes and Variations

Teacher: Cynthia Hobbs



Good connections to curriculum (PASS)
GENERAL MUSIC
Grade 4 and older

Standard 1.3: Experiment with variations in and demonstrate understand of temp, tone color, dynamics.

Standard 2.2 Listen and describe music from a variety of styles, periods and cultures.



Abilities/understandings/ resources needed (Essential Questions)

- **Wii Console**
- **TV, Projector, or**

Interactive White Board with the capability of connecting a Wii Console

- **Wii-Motes**
- **Wii Music**
- **Num-Chuck**
- **A foundational understanding of themes and variations, classical music.**
- **The first song they can play in this game is “Twinkle Twinkle Little Star” which is a variation of a famous Mozart Piece. It is also one of the most common pieces that has been used as a variation in classical music. This should be addressed before playing the game.**



Make it happen (Activities/Objectives)

1. Set up the Wii on the media available with Wii Music Disk inserted.
2. Once in the game, select Jam> Custom Jam
3. Allow students to select the instruments they want to include in the Jam Session
4. Allow students to choose the song or piece they want to use. Make sure they read the information on it.
5. So the students can see the melody, have them press the (+) on the Wii-mote so they may see where the real notes fall according to the beat
6. Encourage students to create their own variation of the melody when the song starts.
7. Save the jam session in a video for future assessment



Extending the experience (Assessment of Learning)

Discussion Topics

** What is a variation?*

**How did you decide what rhythms you were going to do to change the melody?*

**How did you choose what instruments you wanted playing the different parts? (Melody? Harmony? Percussion? Etc)*

Video

Make sure students save their videos at the end of the jam session so the teacher can go back and assess them. Make sure to check for a creative variation and a variety of different instruments. If possible try to connect their selection with their explanation from the discussion.