

*Congratulations! Your lab planning is now done for you! We are excited to help you **easily** use technology in your studio! We have taken a careful look at each lesson and taken into consideration what a student has already learned, and assigned an appropriate lesson. In a matter of seconds you will now be able to plan technology assignments to reinforce and provide additional practice on the concepts you are teaching in lessons with immediate feedback and reinforcement.*

## ASSIGNING LESSONS

... as easy as 1-2-3!

1. Put a Post-It® Flag on the page the student will be using.

2. Put a checkmark in the A (Assigned) box next to each assignment you would like students to complete.

The blank column next to each assignment can be used to assign lessons in a particular order (1, 2, 3, or a, b, c), or teachers may ask students to complete all 1s, then 2s, etc. When completing assignments during a lab session, assign slightly more than students may achieve to avoid interruptions for additional assignments.

Teachers may also use the blank column to assign lab activities with an L and lessons to be completed at home with an H.

3. Students will check off completed assignments in the C (completed) column and add a score where appropriate. Teachers may check the progress on the computer if necessary.

My Page: \_\_\_

NEW NOTES A & B IN TREBLE CLEF

ESSENTIALS OF MUSIC THEORY

Unit 1

A	C	Lesson	Target Score	My Score
		5. Ledger Lines		
		Unit 1 Review (if not used in 2A)	90%	

FLASHNOTE DERBY APP

A	C	Lesson	Target Score	My Score
		Preset: DCC 2B page 8 Settings = 10 questions, Answer Method: Listen	9/10	

NINGENIUS MUSIC STUDIO APP

Piano - Note Name

A	C	Play Mode	Target Score	My Score
		DCC 2B.08 - Study		
		DCC 2B.08 - Test	8500	

NOTE RUSH APP

A	C	Lesson	Target Score	My Score
		Preset: DCC_2B_pg08	2 Stars	

Double Click Curriculum 2B Page 13

Concepts are generally listed on the first page a new concept is introduced. When students are working on the songs in a unit, refer back to the first page of the new concept for lab assignments for correlating lessons.

When two concepts are used in an app or program, the correlation is generally listed with the later of the two concepts. For example, if a rhythmic exercise includes quarter notes, half notes, whole notes and eighth notes, the lesson will be assigned when eighth notes are introduced. When several symbols are taught in a tech lesson, it will generally be used with the last taught. Feel free to use lessons behind the page you are currently working on for further reinforcement or ahead for students who can complete more difficult lab assignments.



## TARGET SCORES

A target score for most lessons are provided. These target scores are not perfect scores, but rather an achievable high score for students to work towards and a way for teachers to assess how students are progressing. In some lessons, a perfect score is listed as the second target score. For details on specific program target scores,

My Page:       
F - P

 **PIANO MAESTRO APP**  
Library: Method Book- Alfred's Premier Piano Course Lesson Level 2B  

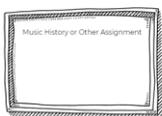
A	C	Lesson	Target Score	My Score
		Choral Set	2 Stars	

  
Library: Method Book- Alfred's Premier Piano Course Performance Level 2B  

A	C	Lesson	Target Score	My Score
		Flamenco Dancers	2 Stars	

 **PREMIER ONLINE ASSISTANT**  

A	C	Lesson
		Level 2B - Page 16, 1p

  
Music History or Other Assignment

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**Other Assignments** - Students can use this program for sight reading, work on lesson, performance or technique book songs or supplementary music. PDF files, for Lesson, Performance, Technique and supplementary music books may be in a variety of apps. We recommend the ForScore app since it can also link an MP3 file to allow students to play along with an accompaniment at a speed selected by the student.

## PRESET TEMPLATES

Presets templates allow you to set up lessons for all students in advance, one time, making it easy for students to complete their lesson. Preset templates can be found in the back of each Music Theory APP MAP book.

# TIPS AND TRICKS

Although we have included correlations for all programs where applicable, we do not recommend using *Auralia*, *Musition* or *Teoria* with younger students.

## ABRSM Aural Trainer App

Although the app does not track multiple student scores, by selecting “reset progress” in the settings menu before starting the exercises, the app will show a progress report for the current student session.

## Auralia/Musition

After the student answers a question, he or she should click Continue Practicing until they have reached 10 correct questions. The program will allow them to continue to answer questions forever. When students write their score in *Music Theory APP MAP*, it should include the number of *correct* questions out of the number of questions presented (i.e. 10 out of 13) to give the teacher a percentage.

## ClassicsForKids.com

In addition to the music appreciation activities, this free website also includes archived recordings of the Classics for Kids radio broadcasts.

## EarMaster App and EarMaster Cloud

The student will be presented with a few questions but if there are many incorrect answers, supplemental questions will be added automatically. Students should complete all questions before recording their score.

## E-MusicMaestro.com

There are two separate login locations on the home screen; one for main theory pages and one for aural training.

## Essentials of Music Theory

Students do not receive a score for each lesson; the unit review score is the only score students receive. This review is assigned with the last lesson students complete in a particular unit.

## Flashnote Derby App

Notes to be used in the game can be selected individually at the beginning of each game, or can be set up ahead of time using the **presets** button. A winter theme races reindeer instead of horses.

## GoodEar App

The GoodEar modules for Chords, Intervals, Melody and Scales can either be purchased and accessed separately or can be accessed from the main GoodEar app.

## Most Addicting Sheep Game App

This rhythm game is a fun choice for “special” class days (last class of the term, student birthday, etc).

### MusicTechTeacher.com

Some activities allow a student score to be saved at the end of the lesson, however, this only applies to students attending the school where the website was developed. Public access does not save student scores.

### Musition/Auralia

After the student answers a question, he or she should click **Continue Practicing** until they have reached 10 correct questions. The program will allow them to continue to answer questions forever. When students write their score in **Double Click Curriculum**, it should include the number of *correct* questions out of the number of questions presented (i.e. 10 out of 13) to give the teacher a percentage.

### My First Classical App

Although the design appeals to younger students, the music appreciation activities are appropriate for any age.

### NinGenius Music App

Students who do not excel on timed games may enjoy this app more if the sound is turned off.

### Note Rush App

After tapping the round level button in the bottom left corner of the home screen, the user can select bass clef, treble clef or both by tapping the clef at the top of the next screen.

### Piano Maestro App

Songs can either be played on the onscreen keyboard or on an acoustic instrument. Songs in the library section are available at any time but Journey songs are not unlocked until the student successfully completes the previous level. By setting up a master user and going through all the levels to unlock them, you can access any level needed for a lesson at any time. If a parent or student installs the app on a student's home iPad, remind the parent to write the email address and password that they used to create the account into the *Music Theory APP MAP* password page.

### Piper Ears App

The Quiz option supports the MTAC Certificate of Merit exam aural tests and can be used in addition to lessons used in *Music Theory APP MAP*.

### Practica Musica

Lessons can be most easily accessed by clicking on **Activities by Topic**. The games are then listed by category within either ear training or theory. Activities do not need to be completed all at once; the program keeps track of points a student has achieved and continues adding to each activity's total until the target has been reached.

### Premier Online Assistant

Video lessons corresponding to the Alfred's Premier Piano Course page numbers can be viewed by selecting the Premier Online Assistant button on the PremierPianoCourse.com website and then by selecting the book level and page number. Alternatively, any QR reader can jump directly to the selected video by scanning the QR code printed on the *Music Theory APP MAP* workbook page.

### Rhythm Cat App

Levels are not unlocked until the student successfully completes the previous level. All levels can be unlocked using the settings button and reset to the previous settings by selecting **Reset Game** in the Options menu.

### Rhythm Lab App

For beginning students, greater accuracy can be achieved by setting the **Hold Notes** button to off.

### Rhythm Swing App

For beginning students, greater accuracy can be achieved by setting the **Required Accuracy** button to **Relaxed**.

### Scales Tutor App

Test results for multiple students are tracked. Test results are viewed using the **Test Scores** button under any option offering a test. All test results can optionally be cleared after viewing them.

### SproutBeat

AppMap correlates many of the SproutBeat games and worksheets but you're bound to have favorites. By going into "My Library", you can create a folder for each method book you use, with subfolders for each topic/page. That way when a student reaches that page, you can quickly assign all the games/worksheets to the student or use them from your own login during the lesson.

### Tenuto App / MusicTheory.net

Student score progress can be viewed or reset for the current session by selecting the information button. The timer can be turned on or off, also under the information button. Templates are accessed using the **Bookmark** icon found in the settings section. Exercises can either be completed using the Tenuto App or the MusicTheory.net website. QR codes in *Music Theory APP MAP* will ask the user if they want to use the app or website if Tenuto is installed, otherwise it will go directly to the preset exercise on the website.

### Theta Music Trainer App / Trainer.ThetaMusic.com

Once a student userID is set up, the current lesson assignment can be accessed either on the Theta Music Trainer App or on the website.

### TonicTutor.com

Once a student userID is set up, the current lesson assignment can be accessed on the website. Tonic Tutor allows the teacher to set up templates of assignments. The *Music Theory APP MAP* templates are available in Tonic Tutor under the "methods" list or you can set up your own preferred presets. **Please note: The title of these presets is still under Double Click Curriculum, the former title of Music Theory App Map.** Completed games will then be removed from the assigned list of games as students finish each one and when all games are completed, students may access all games until the next lesson is assigned. If a teacher does not set up new games by the next lesson, the original game list will reappear when a student logs in.