



July E-News

SUNDAY 1ST JULY 2012

VIP SPECIAL - 2 FOR THE PRICE OF 1!!!

Hey Everyone, we have a super special for you this month - two for the price of one - Category - Music Elements and Styles. So you can get the second product of lesser or equal value absolutely free. Titles include:

Minority Report	Minimalism
Graphic Notation	How to write a Viva
Impressionism	Rhythm & Pitch Worksheets

With the Music Composition Diary - 2 for 1

COMPOSITION TIPS AND TRICKS

THINGS TO REALLY PAY ATTENTION TO FOR SUBMITTED WORKS:

- ☑ Consider the performing media and what they can do in terms of range, timbre and facility
- ☑ Always include rhythmic notation when using TAB
- ☑ Ensure recordings and score cover are correctly labeled—school and student number. Do not put the school or student number on the score itself, just the cover. The score should only have the title, bar numbers and page numbers.
- ☑ Check that CD's have been recorded as AUDIO files, (wav) not MIDI or MP3.
- ☑ Submit a full score. It is not necessary to submit a score in parts
- ☑ Edit scores when using software programs, paying close attention to excessive ledger lines, conventional notation, scoring layout, notation groups (quavers, semiquavers and rests), enharmonic choices that the program makes that you don't want and in particular drum kit notation.

ACCESS AREA

In the Access Area this month, you will find a good little lesson plan on "Movies and Sound". This is a good addition to Music and Animation or Film Music Units.

FREE LESSON PLANS

In this E-News, I have a special lesson plan organised:

- Music Games

In the coming months, we have some fantastic lesson plans headed your way including Art Rock, Jazz, Contemporary Classics, Music Games, Music and Movies and many more.

In This Issue

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- Composition Tips and Tricks
- Access Area - Movies and Sound
- Free Lesson Plans - Music Games

In Other News

WHAT IS THE ACCESS AREA?

This is an area specially designed for members. If you join the mailing list, you are given free access to this area. It is here that you will find past copies of the E-News, Samples from all of the products that are produced at KCM and additional lesson plans for you to use with your classes. It is our way of saying "Thanks" for your support.

JOIN THE MAILING LIST

Join the Mailing list and stay updated with new releases, FREE Lesson plans, FREE Entry to the ACCESS AREA and special events hosted by Klerrisa Custom Music.

AVAILABLE WORKSHOPS

There are a variety of workshops organised by Kerri Lacey and Lisa Crouch. Topics include: Aural 101, HSC Performance and Musicology, and Vocal workshops.



Music Games

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• YOU WILL NEED:

Flash cards with notes and symbols, Computer maybe, Twister game or Queen or King Size Sheet, 8 sets of dominos

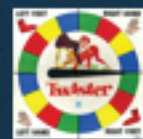
• ACTIVITIES:

Music Baseball: Divide class into two teams. Set up the room like a baseball diamond - pitcher (teacher) home plate, catcher spot and three bases. Team A bats first and has a man on home plate. Team B has a man on the catcher spot.

Game play: Teacher (pitcher) shows one card to the catcher and the batter. The first one to announce the correct answer wins. So if the catcher gets it right then the batter is out and a new team member from Team A comes to bat. If the Batter gets it right, he/she moves to first base and a new team member comes to bat. If the second batter gets it right then they move to first base and the first baseman moves to second. If a player attempts to steal a base then they must answer the flashcard correctly or they are out. A home run is achieved when a batter crosses the home plate. Three strikes and the team is out and they change sides.

Musical Jeopardy: This is the classic game of jeopardy. The show has a unique answer-and-question format in which contestants are presented with clues in the form of answers, and must phrase their responses in question form - eg I am a single beat. There are two of me - Answer: What is two quavers? Each contestant must select a category. Some Categories include: Musicals, Note Names and Values, Symbols, Composers, Key signatures, Rock and Pop, Top 40 - the possibilities are endless. You can make up cards with the categories and points values or of course you can use PPT. If you have never played jeopardy before, there is an free online game but it is general - <http://www.superteachertools.com/jeopardy/>. Although you can take the time to make up your own one and then you can download the player and play it offline.

Musical Twister: The Twister game is easy. If you use an actual Twister board game you need to draw the musical symbols on the board and also the selecting card. On the selection board, randomly draw the musical symbols. Make sure that when you put them on the mat that they are mixed up but that they are the right note with the right colour. Select Notes and Rests to draw. Play in teams just like a normal twister game. If you would like to make it bigger, then you can draw the circles and notes onto a Queen or King size sheet and that will involve more students. You could create two or three sheets then the whole class could have a chance to play at the same time. A bit like mega twister.



Dominotes: This will take a lot of preparation on your part but it is worth it and they will last quite a while if the kids look after them. Purchase 8 sets of dominos from any cheap store like Go lo - enough to give 8 groups of 4 (32 students in total. If you have less students then purchase less boxes). Purchase sticky labels that can be drawn on and cut up if needed. Create new domino covers using a code like - 1 dot is a crotchet rest. Draw that on the sticky label and put it on every domino that has one dot. Continue until all the dotted dominos have been covered by a musical symbol of some sort. Make each different sets of dominos different so that if the groups gets a different box it is not the same as the last one.

Rules of the game: lay all the dominos face down. Each player takes two dominos to start. The player with the highest domino value (calculate the total beats on the domino) places their domino on the table and the game starts from there. As a domino is placed down, the player collects a new domino from the table. The player left with no dominos wins round 1. The remaining students must add up the number of beats they have left on the dominos that they have. The groups plays 5 rounds. The person with the lowest total at the end of 5 rounds wins.