



Each activity contains two sheets :

1. **Activity card** : This gives a step by step approach to various music and sequencing skills that the pupils should work through. Each Activity Card has a clear set of objectives
2. **Worksheet** : This tests the pupil's understanding of the learning objectives

Each Activity has a MIDI file which should be used with it. This is clearly labelled and it is obvious which MIDI file goes with which activity

E.g. Card 1 goes with card 1.mid

The activities include screen shots from the most common sequencer used in schools, E Magic Logic. Cubase behaves in much the same way, so the activities and worksheets will take little if any adapting.

Hints

Create a directory on your computers and put all the MIDI files into it. This way you will easily be able to find them. Keep backups in case pupils change them!

All the files are provided in MIDI format. Midi files will load on all sequencers but when FILE>OPEN is selected, the Midi files may not be shown. You may like to load all the midi files to your computers and save them as Logic or Cubase files.

Alternatively, when opening a MIDI file, click on the drop down box 'Files of type' and choose MIDI.

Finally

If you are a technophobe, don't worry. Pupils are often more than willing to help. Get them to load the MIDI files and do the techy stuff.

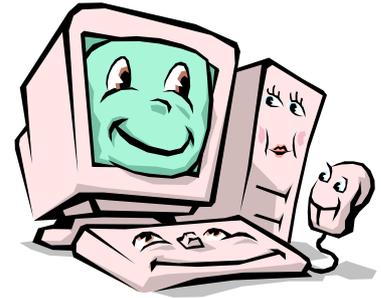
Music Technology



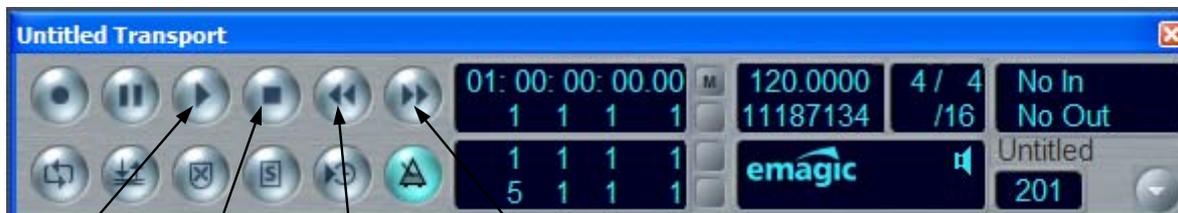
Sequencing Card 1

In this lesson you will learn :

- How to open your sequencer program
- How to load a song
- How to play, stop and rewind a song

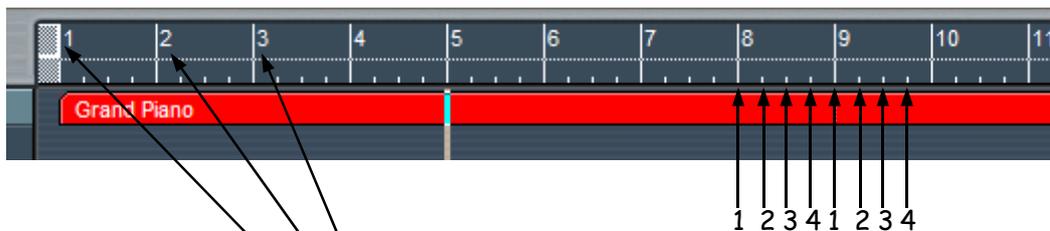


1. Open your sequencer program. If you aren't sure, your teacher will show you where it is
2. Go to FILE > OPEN and find the file called "CARD 1"
3. Find the TRANSPORT controls. They will look something like this



PLAY STOP REWIND FORWARD

4. Press the PLAY button and you should hear the song
5. As the song plays, look at the BAR INDICATOR



These are the BAR NUMBERS

This song has FOUR beats in each bar

6. Listen to the song, rewind it, stop it as many times as you like.
7. Answer the questions on the worksheet



Worksheet

Your name _____

Class _____

1. How do you load a song?

2. What is the name of your sequencer program at school? _____

3. In the song, how many beats are there in each bar? _____

4. How many bars are there in the whole song? _____

5. What do these buttons mean?



6. Listen to the song. There is a long note before the song is played again. At which bar is the long note?

Music Technology



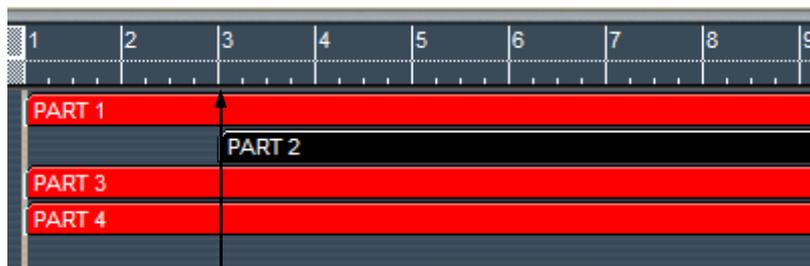
Sequencing Card 2

In this lesson you will learn :

- How to move tracks around
- How to change sounds on tracks
- How to change the TEMPO of the music

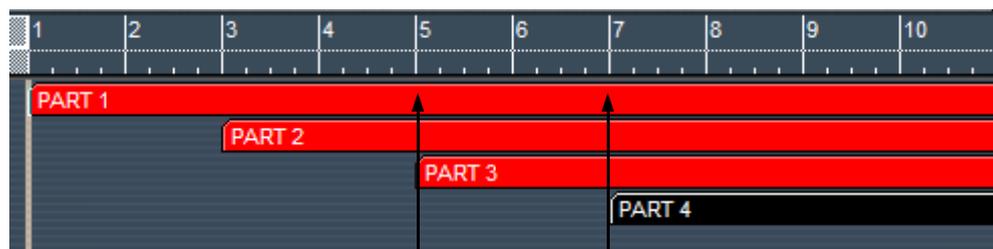


1. Open your sequencer program. If you aren't sure, your teacher will show you where it is
2. Go to FILE > OPEN and find the file called "CARD 2"
3. This is the same song as you heard in the last card, called "Kookaburra Sits in an Old Gum Tree". Play the song and listen to what happens when the different parts come in.
4. Click and drag PART 2 so it starts at bar 3. To do this keep hold of the mouse button and drag it so that it is level with bar 3. It should now look like this :



Part 2 is level with bar 3

5. Now make part 3 start at bar 5 and part 4 start at bar 7. It should now look like this :



Part 3 is level with bar 5 Part 4 is level with bar 7

6. Give each track a different sound. If you aren't sure how to do this, ask your teacher.
7. Experiment with different tempos (speeds). Usually you can control the speed by changing the BEATS PER MINUTE (BPM) on the transport control



The tempo here is set for 120 BPM. Click and drag up to speed it up or drag down to slow it down



Worksheet

Your name _____

Class _____

1. What sounds did you choose for your four parts?

PART 1 _____

PART 2 _____

PART 3 _____

PART 4 _____

2. If there are two beats every second, what is the speed in BPM?

_____ BPM

3. What is another word for speed in music?

4. What do these parts of the sequencer program do?





