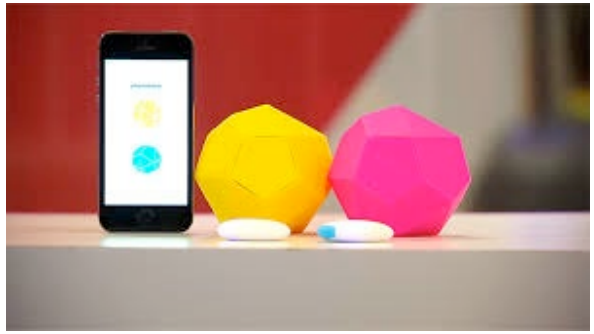
University of Northampton

Music technology for building communication skills

This practical session looks at how a range of technologies can be part of a holistic educational approach for pupils with a range of SEND that emphasises social interaction and turn-taking.

A range of technologies and software will be demonstrated and used to develop ideas for classroom activities that use music and sound as cues for communication.



Devices: Beamz, Skoog, Kaossilator, phonotonic balls, digital drums, vibrating speakers, speakers with lights, LeapMotion, talking buttons.

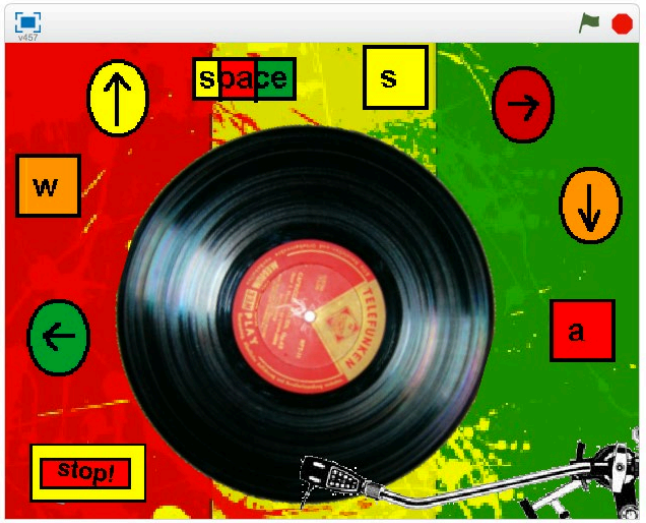
https://makeymakey.com

Sonic Pi

http://sonic-pi.net

http://www.incredibox.com

https://youtu.be/O5DOeI-W1Jg?t=16

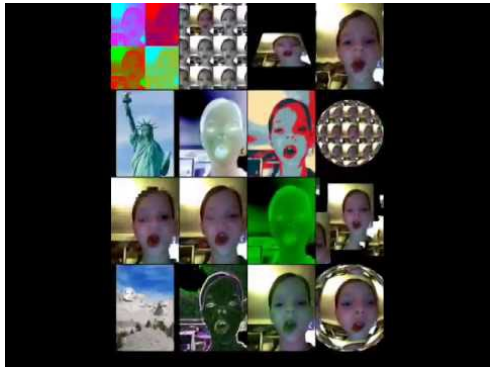


https://scratch.mit.edu/projects/10162355

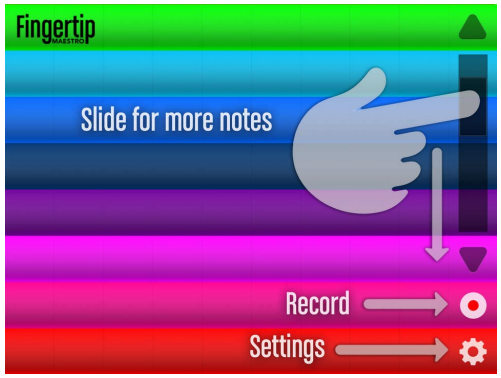
Piano: https://scratch.mit.edu/projects/2543877

Computing and sound: Makey Makeys, Scratch, Incredibox and Sonic Pi.

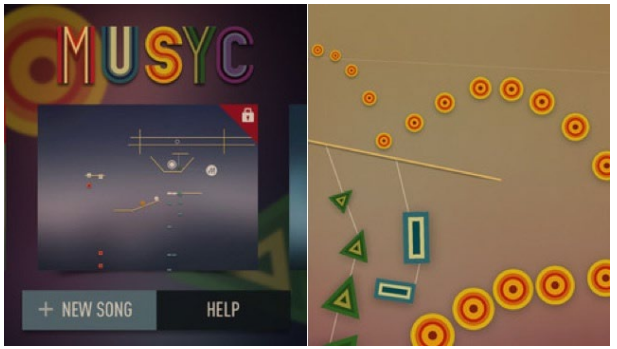
iPad apps



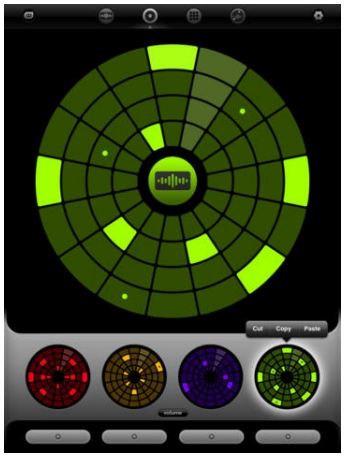
Megaphoto



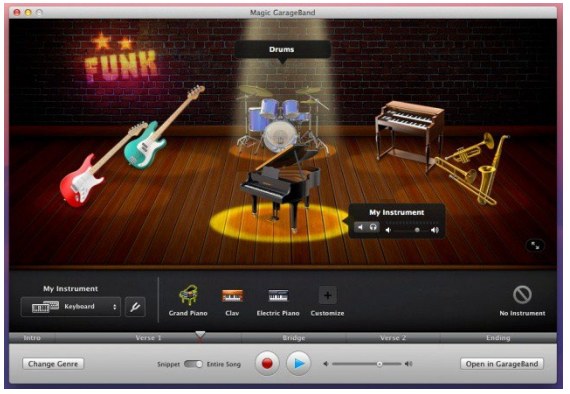
Fingertip Maestro/Fingerdrums



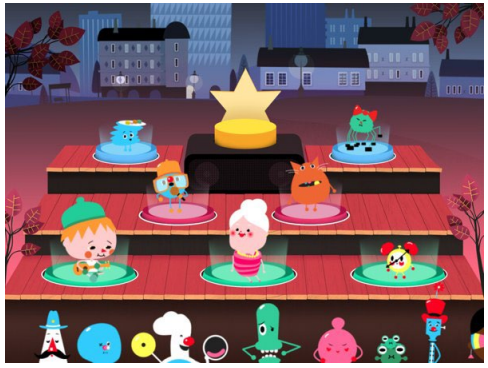
Musyc



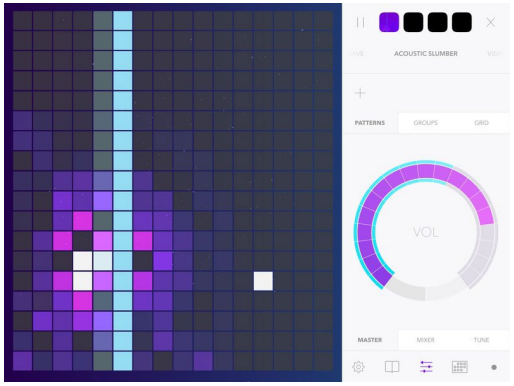
Loopseque



GarageBand



TocaBand



Beatwave

App Share

The world of music apps is huge and knowing where to start to find new ones can be tricky. We love apps at soundLINCS and want to share some of what we've learnt with you to help your music making and teaching.

Keep checking back to this page and our blog for more apps. Please feel free to share any of your favourite apps with us on our Facebook or Twitter so that together we can make the most of our iPads.

Loopseque (£4.49 on iOS)

Perfect for: All ages.

What is it? A similar app to Loopseque Kids, the slightly more advanced Loopseque app uses circles that can be filled in to create songs. With four circles each having a different set of sounds, from drum beats to melodies, it is really easy to start making music straight away.

Why do we love it? The app is really accessible from the moment it opens, allowing for instant creativity in a fun and simple way. One of the best things about Loopseque is that users can explore the app's features by adding effects, layering the various loops and selecting the many different sounds that are included. This means that the music can be simple or advanced, enabling a load of possibilities.

KORG iELECTRIBE (£14.99 on iOS)

List of music app reviews:
http://bit.ly/2hFxN4d

Communicating with sound

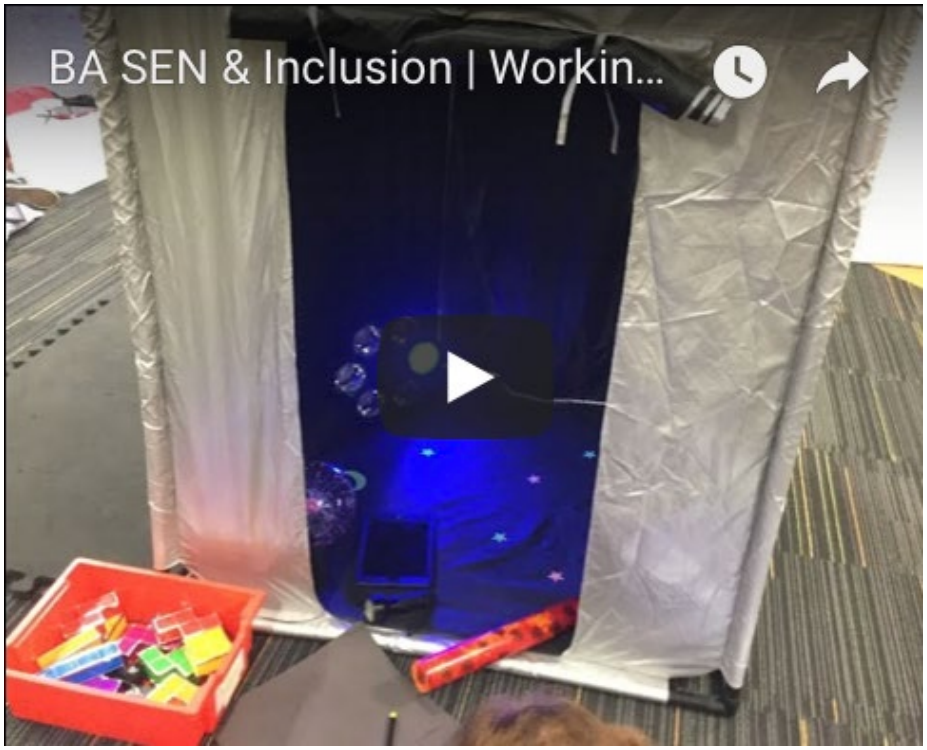
Music has an ability to capture the attention of all students, including those with SLD and PMLD, and children with HI who can be drawn to vibrating rhythms.

Interaction with others to create music can feed into the PSHE curriculum.

Sound can be used as part of a multisensory environment e.g. with lights, dark den, projected images.

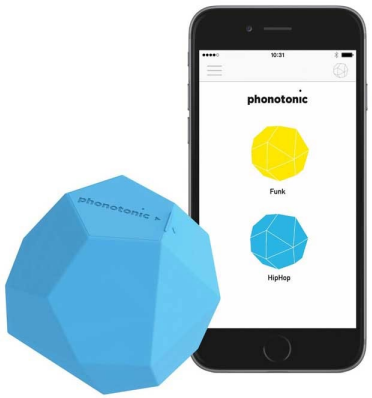
Technology can increase accessibility for many.

Use musical cues to introduce other activities promoting engagement and anticipation

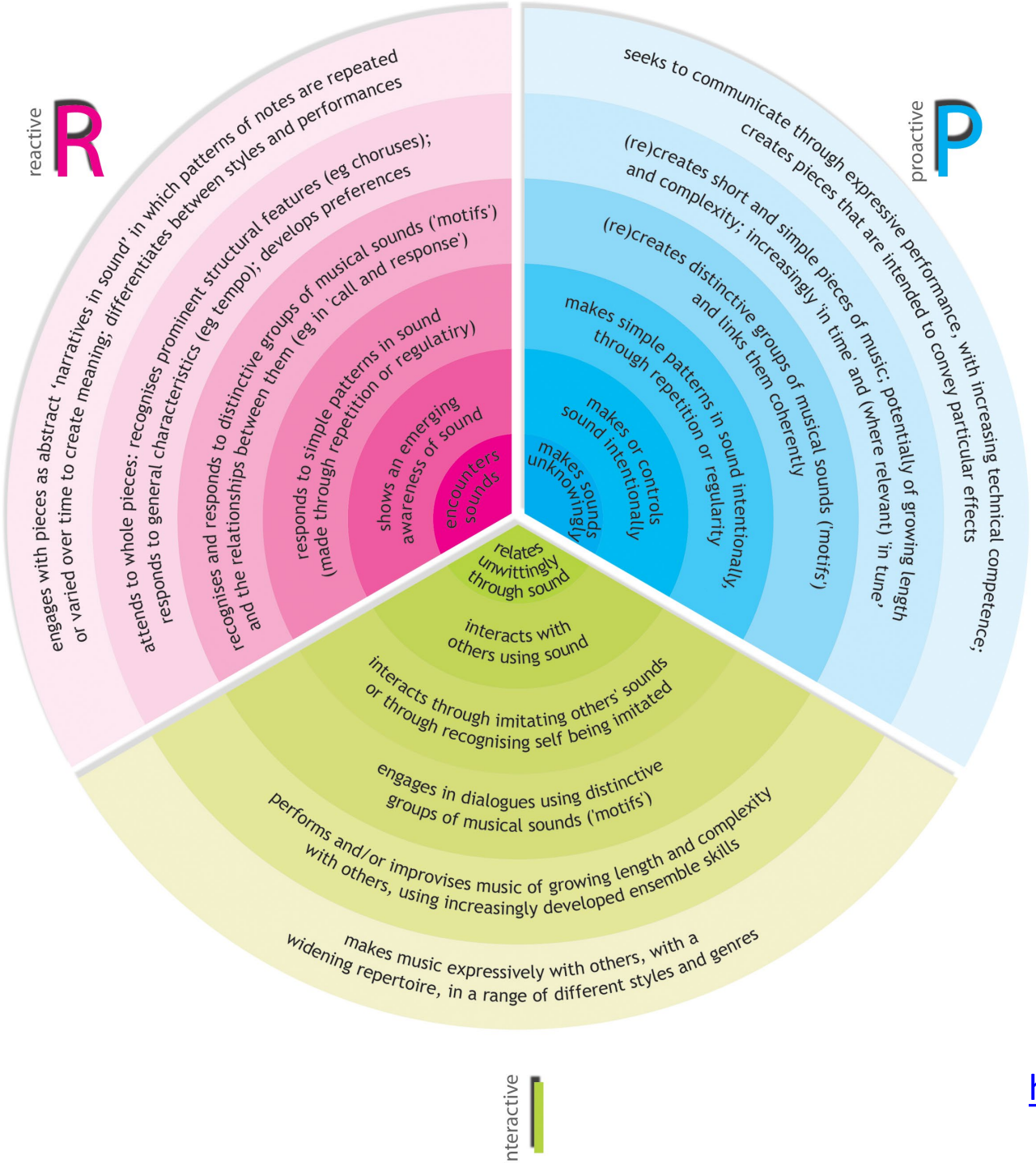


https://youtu.be/_cEnkjmg_ro

Some strategies



- Link movements with sounds
- Play turn-taking games
- Begin with cause and effect and then adjust positioning so the student has to make more deliberate movements
- Swap musical motifs or echo sounds back with the voice
- Use round robin welcome songs to invite pupils to play something
- Introduce backing tracks to play along with
- Use communicative acts to guide musical interactions: more, less, fast, quieter, building towards the appreciation of music
- Recognise changes in rhythm, tempo and dynamics and make appropriate musical responses
- Record vocalisations and make music with children's own sounds
- Build up a collection of samples based on children's own improvisations and use these to make compositions



Sounds of Intent assessment framework

6 levels across 3 domains:

- Reactive
- Proactive
- Interactive

http://soundsofintent.org

Challenge

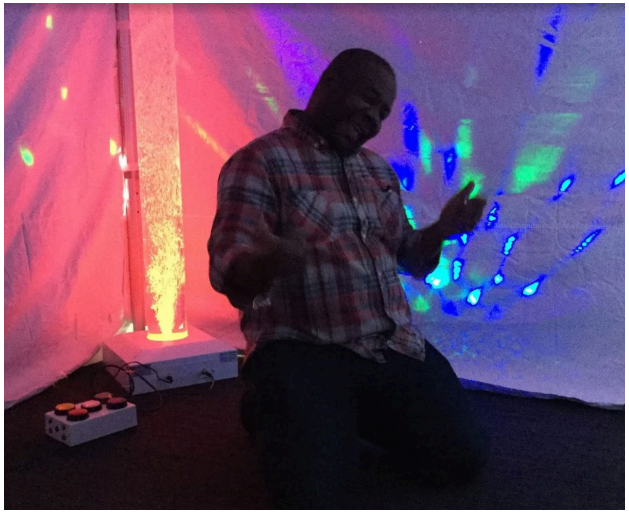
Choose a technology to explore with a partner.

Devise an activity to support the development of communication and interaction skills aimed at a particular learner or group of learners.

How might you combine devices and instruments?

How might you progress the ideas to develop musicality over time?

Post ideas here:https://padlet.com/helencaldwell/NMPAT



PG Certificate in Primary Computing

Leading positive change in your school

With limited time and resources, teaching computing at primary schools can be challenging.

The PG Certificate in Primary Computing is an innovative and flexible course designed to:

- meet the needs of teachers using technology in primary schools
- enhance the capability of the schools to produce outstanding work

The courses focus on two distinct areas:

- developing classroom best practice in primary computing
- the leadership skills teachers need to coach others when developing their skills and knowledge.

PG Certificate in Primary Computing

Leading positive change in your school

Whether a beginner with a keen interest or an expert in the field, teachers will learn how to identify aspects of technology to take forward across their schools so that their work has a whole school impact.

There is the flexibility to match themes with school needs. Teachers might focus on mobile technologies, digital literacy, computational thinking, coding, robotics or STEM, for example.

The PG Cert Computing has a **fully online option** for those studying at a distance as well as optional face-to-face sessions for those who can come to campus.

To find out more email:

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Contact

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University of Northampton

Digital Learning across Boundaries project:
http://dlaberasmus.eu

PG Cert course:
https://www.northampton.ac.uk/study/courses/postgraduate-certificate-primary-computing-pgce/

Padlet from today:
https://padlet.com/helencaldwell/NMPAT

Link to slides: http://bit.ly/HCNMPAT

Book: Technology for SEND in Primary Schools
https://www.amazon.com/Technology-SEND-Primary-Schools-practice/dp/1526402351