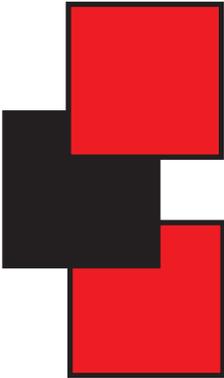


# MUSIC SOFTWARE CURRICULUM GUIDE

by Electronic Courseware Systems, Inc.



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## Overview

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### ***Instructional Materials: Technology-based Music Instruction Software***

The enclosed document from Electronic Courseware Systems, Inc., (ECS) includes an overview of software descriptions from the ECS Music Software Library and ECS Instructional Software Catalog. ECS materials include bias-free, multicultural/multi-ethnic content.

Software listed in this document has been used by numerous public school districts supporting organized music curricula. The flexibility offered by ECS software is the modular nature of the software design, the individualized instruction offered by instructional software and the tested music content authored by well-known music teachers and professors.

ECS software is available for single station or multiple use needs such as lab packs, or licenses.

**About ECS: *Electronic Courseware Systems, Inc.***, was founded in 1981 by G. David Peters and John M. Eddins. The Company is a publisher of software, specializing in the design and development of computer-based learning materials. Electronic Courseware Systems, Inc., is located in Champaign, Illinois, near the University of Illinois, home of the Internet's National Center for Supercomputing Applications. ECS is well positioned to take advantage of its collective experience and expertise to create music software. With a full-time development staff, ECS offers a product line which is current and operates in Windows and Macintosh operating systems.

Within the last few years, ***Electronic Courseware Systems, Inc.***, has acquired new techniques for developing CD-ROM software with digitized video, music, animation, and proprietary pitch analysis software. These added capabilities strategically position the Corporation as a leader in the instructional and training software markets, plus Internet capabilities.

***Electronic Courseware Systems, Inc.***, develops software which is listed in its catalog of over 75 titles. The Company also develops high quality software for other companies. School districts and universities throughout the United States have rushed to implement technology. The consequent need for instructional programs has far outstripped their availability. Electronic Courseware Systems, Inc., has the combination of skills in instructional design and programming, teaching and learning, and business training applications to capitalize on this rapidly growing market.

***Electronic Courseware Systems, Inc.***, remains one of only a few companies in the United States involved in developing and publishing instructional music software. One of our top goals is our strong commitment of providing the latest and best solutions in instructional material.

# Quick Reference

Compiled by Electronic Courseware Systems, Inc.

## **National Standards Supported:**

### **National Standard 1 • Singing, alone and with others, a varied repertoire of music**

- Audio Mirror
- Digital Music Mentor
- Song Library

### **National Standard 2 • Performing on instruments alone and with others, a varied repertoire of music**

- Digital Music Mentor
- Keyboard Arpeggios
- Keyboard Fingerings
- Keyboard Note Drill
- MiBAC Music Lessons I & II
- Note Detective
- Early Keyboard Skills
- Keyboard Blues
- Keyboard Intervals
- Keyboard Speed Reading
- MIDI Jazz Improvisation
- Note Speller
- Echos
- Keyboard Chords
- Keyboard Kapers
- KIDS
- Music Theory Builder
- Ricochet

### **National Standard 3 • Improvising melodies, variations, and accompaniments**

- Cloud 9 Music
- MiBAC Music Lessons I & II
- Keyboard Blues
- MIDI Jazz Improvisation Series
- MiBAC Jazz
- Song Library

### **National Standard 4 • Composing and arranging music within specified guidelines**

- Cloud 9 Music
- MiBAC Jazz
- Harmonic Progressions
- Rhythm Divide
- Keyboard Blues

### **National Standard 5 • Reading and notating music**

- Adventures in Musicland
- Early Keyboard Skills
- Ear Training Expedition Part 2
- Elements of Music
- Keyboard Arpeggios
- Keyboard Ext Jazz Harmonies
- Keyboard Jazz Harmonies
- Keyboard Speed Reading
- MiBAC Music Lessons I & II
- Music Flash Cards
- Music Terminology for Bands, Orch & Choirs
- Note Detective
- Pianomouse Music Theory FUNdamentals
- Spell and Define
- Tap It II
- Challenge Musicus
- Early Music Skills
- Ear Training Expedition Part 3
- Functional Harmony
- Keyboard Blues
- Keyboard Fingerings
- Keyboard Kapers
- KIDS
- MIDI Jazz Improvisation Series
- Music Skill Builder
- Music Theory Builder
- Note Speller
- Smack-a-Note
- Symbol Simon
- Tap It III
- Clef Notes
- Ear Training Expedition Part 1
- Echos
- Harmonic Progressions
- Keyboard Chords
- Keyboard Intervals
- Keyboard Note Drill
- MiBAC Jazz
- Musical Stairs
- Music Terminology
- Musicus
- Pianomouse Goes to Preschool
- Song Library
- Tap It

### **National Standard 6 • Listening to, analyzing, and describing music**

- Adventures in Musicland
- Cloud 9 Music
- Ear Training Expedition Part 1
- Echos
- inForm: A Music Analysis System
- Keyboard Ext Jazz Harmonies
- KIDS
- Note Speller
- Pitch Challenger
- Rhythm Performance Test
- Smack-a-Note
- Symbol Simon
- Tap It III
- TimeSketch Series
- Aural Skills Trainer
- Digital Music Mentor
- Ear Training Expedition Part 2
- Functional Harmony
- Keyboard Blues
- Keyboard Jazz Harmonies
- MIDI Jazz Improvisation Series
- Music Terminology Bands, Orchestra & Choir
- Pianomouse Meets Composers
- Ricochet
- Song Library
- Tap It
- TimeSketch Editor
- Challenge Musicus
- Ear Chall/Super Ear Chall
- Ear Training Expedition Part 3
- Harmonic Progressions
- Keyboard Chords
- Keyboard Kapers
- Music Terminology
- Music Theory Builder
- Pianomouse Music Theory FUNdamentals
- Rhythm Divide
- Spell and Define
- Tap It II
- TimeSketch Editor PRO

### **National Standard 7 • Evaluating music and music performances**

- Audio Mirror
- Functional Harmony
- Keyboard Ext Jazz Harmonies
- MIDI Jazz Improvisation Series
- Pianomouse Meets Composers
- Song Library
- Tap It III
- TimeSketch Series
- Digital Music Mentor
- Harmonic Progressions
- Keyboard Jazz Harmonies
- Music Skill Builder
- Pitch Challenger
- Tap It
- TimeSketch Editor
- Ear Challenger/Super Ear Chall
- inForm: A Music Analysis System
- MiBAC Music Lessons I & II
- Music Theory Builder
- Rhythm Performance Test
- Tap It II
- TimeSketch Editor PRO

### **National Standard 8 • Understanding relationships between music, other arts & disciplines outside the arts**

- Spell and Define
- TimeSketch Series
- TimeSketch Editor
- TimeSketch Editor PRO

### **National Standard 9 • Understanding music in relation to history and culture**

- Music Composer Quiz
- Pianomouse Meets Composers
- TimeSketch Editor PRO
- Music History Review: Composers
- Spell and Define
- TimeSketch Series
- Pianomouse Goes to Preschool
- TimeSketch Editor

# Curriculum Overview

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## Electronic Courseware Systems, Inc. Music Software Curriculum Overview

In shaping this list of title recommendations, ECS has adhered to the ideals set forth in the [National Standards](#), and [Opportunity-to-Learn Standards for Music Technology](#). These titles are presented in such a way as to reinforce lessons learned in previous grades while offering students new challenges and opportunities for musical growth.

### **KINDERGARTEN & GRADE ONE**

- Adventures in Musicland (identification of sounds)
- Cloud 9 Music (exploration of pitch, duration and rhythm)
- Early Music Skills (identification of line vs. space, movement of notes stepping/skipping)
- KIDS (learning finger numbers, keyboard topography and note placement on the treble staff)
- Pianomouse Goes to Preschool (introduces musical abc's and composers)
- Pitch Challenger (identification of higher and lower pitched sounds)
- Rhythm Performance Test Revised (introduction to rhythmic pulse)
- Song Library (introduce songs for corresponding vocal range)

### **GRADE TWO**

- Adventures in Musicland (identification of instruments)
- Early Keyboard Skills (identification of piano key names and note reading)
- Musical Stairs (aural and visual identification of intervals)
- Note Detective (note reading)
- Pianomouse Music Theory FUNdamentals (pitch identification and note reading)
- Pitch Challenger (identification of higher and lower pitched sounds)
- Rhythm Performance Test Revised (matching steady beat, and listen and repeat rhythm patterns)
- Song Library (introduce songs for corresponding vocal range)
- Spell & Define (teacher created music terminology vocabularies)

### **GRADE THREE**

- Adventures in Musicland (identification of music notes)
- Clef Notes (identification of music notes in treble, alto, tenor and bass clefs)
- Pianomouse Music Theory FUNdamentals (note reading and counting)
- Pitch Challenger (recognition of two pitches playing sharp, flat, or in tune with each other)
- Rhythm Performance Test Revised (listen and repeat rhythm patterns)
- Smack-A-Note (note reading and solfege instruction)
- Song Library (introduce songs for corresponding vocal range)
- Spell & Define (teacher created music terminology vocabularies)
- Tap It (identification of and responding to rhythmic patterns)

### **GRADE FOUR**

- Audio Mirror (vocal pitch matching and tonal memory)
- Clef Notes (music note identification)
- Ear Challenger/Super Ear Challenger (tonal memory)
- Ear Training Expedition Part 1 (identify melodic dictation)
- Echos (sightreading in major and minor keys)
- Elements of Music (note identification)
- Keyboard Kapers (aural and visual identification of music notes)
- Keyboard Note Drill (visual music note identification)
- Music Skill Builder (note identification)
- Musicus (musical meter identification with rhythm)
- Note Speller (identification of music notes)
- Pitch Challenger (recognition of two pitches playing sharp, flat, or in tune with each other)
- Ricochet (develop piano skills and ear training skills)
- Smack-A-Note (note reading, solfege instruction, and piano key identification)
- Song Library (introduce songs for corresponding vocal range)
- Spell & Define (teacher created music terminology vocabularies)
- Tap It (identification of and responding to rhythmic patterns)

### **GRADE FIVE**

- Adventures in Musicland (identification of composers)
- Ear Challenger/Super Ear Challenger (tonal memory)
- Ear Training Expedition Part 1 (major and minor triads)
- Elements of Music (major key signature identification)
- Keyboard Fingerings (learn standard and special fingerings for major scales)
- Keyboard Kapers (aural and visual identification of music notes)
- Music Flash Cards (music note identification, rhythmic equivalents, identification of key signatures)
- Music Skill Builder (note and rests)
- Pianomouse Meets the Great Composers (identification of composers)
- Pitch Challenger (recognition of two pitches playing sharp, flat, or in tune with each other)
- Rhythm Divide (electronic music composition)
- Smack-A-Note (note reading, solfege instruction, and piano key identification)
- Spell & Define (teacher created music terminology vocabularies)
- Symbol Simon (identify music symbols and music terms)
- Tap It (identification of and responding to rhythmic patterns)
- TimeSketch Series (see musical form while listening to Bach, Mozart and various other composers & performers)

# Curriculum Overview

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## **GRADE SIX**

- Digital Music Mentor (record performances)
- Ear Challenger/Super Ear Challenger (tonal memory)
- Ear Training Expedition Part 1 (identify intervals and major/minor scales)
- Elements of Music (minor key signature identification)
- Keyboard Arpeggios (arpeggio performance and fingerings)
- Keyboard Blues (understanding twelve-bar blues and beginning improvisation)
- Keyboard Fingerings (learn standard and special fingerings for minor scales)
- Keyboard Speed Reading (sight reading development)
- Music Skill Builder (key signatures)
- Pianomouse Meets the Great Composers (identification of composers)
- Pitch Challenger (recognition of two pitches playing sharp, flat, or in tune with each other)
- Rhythm Divide (electronic music composition)
- Symbol Simon (identify music symbols and music terms)
- Musicus (musical meter identification with rhythm)
- Tap It II (identification of and responding to rhythmic patterns including syncopation)
- TimeSketch Series (see musical form while listening to Dave Brubeck and Miles Davis)

## **GRADES SEVEN & EIGHT**

- Aural Skills Trainer (aural identification of basic chords and seventh chords)
- Audio Mirror (vocal pitch matching and tonal memory)
- Challenge Musicus (musical meter identification with rhythm)
- Ear Training Expedition Part 2 (inverted triads, augmented and diminished, circle of 5th's/key signatures)
- Keyboard Intervals (learn major, minor, diminished and augmented intervals)
- MiBAC Music Lessons 1 (key signatures, major/minor scales)
- MIDI Jazz Improvisation I (introduction and development of beginning improvisational skills)
- Music Composer Quiz (testing knowledge of composers)
- Music Flash Cards (identification of key signatures and major/minor scales)
- Music Skill Builder (scale studies)
- Music Terminology (fundamental musical terminology)
- Music Terminology for Bands, Orchestras and Choirs (music terms for ensembles)
- Music Theory Builder (interval study visually or aurally)
- Pitch Challenger (recognition of two pitches playing sharp, flat, or in tune with reference pitch)
- Rhythm Divide (electronic music composition)
- Tap It II (identification of and responding to rhythmic patterns including syncopation)
- TimeSketch Series (see musical form while listening to Bach, Mozart and various other esteemed composers and performers)

## **GRADES NINE & TEN**

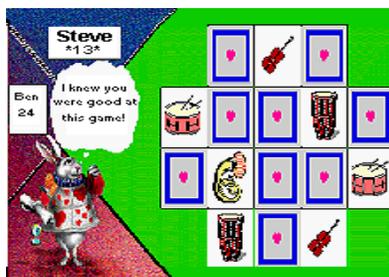
- inForm: A Music Analysis System (analyze musical form while looking at a musical score)
- Keyboard Chords (understanding the building of major, minor, diminished and augmented chords)
- Keyboard Intervals (understanding the building of major, minor, diminished and augmented intervals)
- MiBAC Jazz (improvisation skill development)
- MiBAC Music Lessons 1 (modes, scales, and ear training)
- MiBAC Music Lessons 2 (identify chords)
- MIDI Jazz Improvisation II (introduction to intermediate and early advanced skills in improvisation)
- Music History Review: Composers (testing knowledge of composers from the Renaissance through the Twentieth Century)
- Music Skill Builder (intervals and chords)
- Music Theory Builder (chord study visually)
- Pitch Challenger (recognition of two pitches playing sharp, flat, or in tune with reference pitch)
- Rhythm Divide (electronic music composition)
- Tap It III (identification of and responding to rhythmic patterns in non-standard meters such as 7/8)
- TimeSketch Editor (create visual "bubble chart" thematic analysis of any CD audio recording, MP3, Wave or Aif file)
- TimeSketch Series (see musical form while listening to Bach, Mozart and various other esteemed composers and performers)

## **GRADES ELEVEN & TWELVE**

- Functional Harmony (visual analysis of basic chords, secondary dominants, borrowed and altered chords, and diatonic sevenths)
- Harmonic Progressions (visual/aural identification of cadence patterns using basic, seventh, embellishing chords)
- inForm: A Music Analysis System (analyze musical form while looking at a musical score)
- Keyboard Jazz Harmonies (visual and aural identification of seventh chords used in jazz)
- Keyboard Extended Jazz Harmonies (visual/aural identification of ninth, eleventh, and thirteenth chords used in jazz)
- MiBAC Jazz (improvisation skill development)
- MiBAC Music Lessons 2 (identify chords)
- Music Theory Builder (chord study aurally or visually)
- Pitch Challenger (recognition of two pitches playing sharp, flat, or in tune with reference pitch)
- Tap It III (identification of and responding to rhythmic patterns in non-standard meters such as 7/8)
- TimeSketch Editor PRO (create "guided listening" lessons and share over the Internet)
- TimeSketch Series (see musical form while listening to Bach, Mozart and various other esteemed composers and performers)

# Adventures In Musicland

by George F. Litterst, George Touchstone & James J. Romeo



This unique set of music games features characters from Lewis Carroll's *Alice in Wonderland*. Players learn through pictures, sounds and animation which help develop an understanding of musical tones, composers, and musical symbols. Games include MusicMatch, Melody Mixup, Picture Perfect, and Sound Concentration. **Music Match™** - Flip over a playing card, see a music picture or symbol, then try to find the same picture under another one of the many cards. Get hints too! **Melody Mix-Up™** - Alice's friends play a mystery melody which grows longer and longer as you try and match it note for note.

All the while the White Rabbit is sending you messages! **Picture Perfect™** - A picture of a composer, instrument, or musical symbol is shown piece by piece. Try and solve the puzzle by guessing who or what it is. If you need help, ask the White Rabbit for clues! **Sound Concentration™** - When you click on a top hat, a rabbit pops out and makes a sound-maybe a tuba, a frog, a bird or musical tones. Every game is a different challenge and users can increase difficulty levels with scales and intervals. Match as many pairs as you can. (NON-MIDI)

## **Program Objectives:**

The student will develop the following fundamental music skills to:

- Match pitches aurally
- Identify notes on the musical staff
- Identify musical instruments
- Identify musical composers
- Remember aural melodic patterns

## **National Standard(s) Supported:**

- National Standard 5 • Reading and notating music
- National Standard 6 • Listening to, analyzing, and describing music

## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

- Analyzing
- Listening
- Performing
- Reading

# Audio Mirror

by G. David Peters



The Audio Mirror allows you to practice singing and matching pitches using the latest in technology. Audio Mirror "listens" to notes in real-time and determines not only the note being sung, but how sharp or flat the note is in cents. The user can set the sensitivity of the program to compensate for various mic level inputs and impedances, plus record keeping is included so progress can be tracked and performance evaluated. (NON-MIDI)

## **Program Objectives:**

The student will develop the singing skills to:

- Identify their voice range
- Match pitches vocally
- Practice vocal intonation training
- Sing short, tonal memory exercises played by computer

## **National Standard(s) Supported:**

- National Standard 1 • Singing, alone and with others, a varied repertoire of music
- National Standard 7 • Evaluating music and music performances

## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

- Listening
- Performing

# Aural Skills Trainer

by Vincent Oddo

Intervals		
Minor 2nd	Perfect 5th	<b>Number Attempted</b> 4
Major 2nd	Minor 6th	
Minor 2nd	Major 6th	<b>Number Correct</b> 1
Major 3rd	Minor 7th	
Perfect 4th	Major 7th	<input type="button" value="Continue"/>
Tritone	Octave	

Improve your ability to perceive & identify intervals, basic chords, & seventh chords. Keeps student records, including diagnostic information, progress reports, and completion scores. (MIDI Opt)

## **Program Objectives:**

- Aurally identify intervals
- Aurally identify basic chords
- Aurally identify seventh chords

## **National Standard(s) Supported:**

National Standard 6 • Listening to, analyzing, and describing music

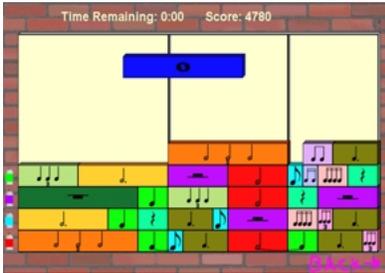
## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

- Analyzing
- Performing

# Challenge Musicus

by Joe Koob



Challenge Musicus is the most advanced in this series (other titles include Musicus & Super Musicus-sold separately). Rests are introduced as well as 9/8, 12/8, and 7/4 meters. You can hear completed lines played at the end of the game. (NON-MIDI)

## **Program Objectives:**

The Student Will Develop Better Rhythmic Meter Recognition Skills in:

- 9/8 Time
- 12/8 Time
- 7/4 Time

## **National Standard(s) Supported:**

- National Standard 5 • Reading and notating music
- National Standard 6 • Listening to, analyzing, and describing music

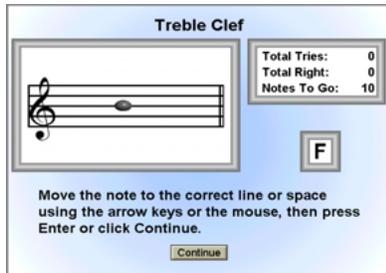
## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

- Analyzing
- Reading

# Clef Notes

by G. David Peters



Clef Notes is designed to improve the speed with which a student can identify music notes as they are placed on the staff, using treble, alto, tenor, and bass clefs. Correct answers are selected on a graphics display, using a movable cursor. Ten notes must be identified consecutively to complete a session. Scores are stored in a Hall of Fame at the end of each session. Includes full record keeping. (NON-MIDI)

## **Program Objectives:**

The student will develop skills in the following music fundamentals:

- Identify Music Notes in Treble Clef on the musical staff
- Identify Music Notes in Bass Clef on the musical staff
- Identify Music Notes in Alto Clef on the musical staff
- Identify Music Notes in Tenor Clef on the musical staff

## **National Standard(s) Supported:**

National Standard 5 • Reading and notating music

## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

Reading

# Cloud 9 Music

by ECSMedia



This program is a fun new experience based upon recent research in accelerated learning techniques. Children are allowed to explore pitch, duration, and rhythm freely in four different scenarios. Freeform Flyer leaves small clouds (represents notes), at various altitudes (represents pitch) behind as the "SkyWriter" is turned on and off by the child. When finished flying, they can press "Play" to listen to their "composition", seeing and hearing the relative pitch differences between their plotted clouds. Pitch Pilot concentrates on understanding relative differences in pitches. Head to Tail divides well known childrens music into intros, verses and endings which can be freely arranged to create a unique composition! Rhythm Drops explores beats and rests as children randomly plot raindrops in the sky. As the raindrops fall from the sky - they strike various percussion instruments. All directions are provided verbally. (NON-MIDI)

## **Program Objectives:**

The student will develop skills in the following music fundamentals:

- Explore pitch (high and low)
- Explore duration
- Explore rhythm
- Explore musical form

## **National Standard(s) Supported:**

- National Standard 3 • Improvising melodies, variations, and accompaniments
- National Standard 4 • Composing and arranging music within specified guidelines
- National Standard 6 • Listening to, analyzing, and describing music

## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

- Creating
- Listening
- Performing

# Digital Music Mentor

by G. David Peters



Digital Music Mentor is a terrific addition to the classroom.. The teacher records exercises and/or specific passages that are to be studied. The student can then study away from the class time by hearing how the piece/passage sounds. The students are given the opportunity to record their version of the piece providing the teacher with an immediate recording for review. A terrific way to quickly build a portfolio of students performance and skill development progress. (NON-MIDI)

## **Program Objectives:**

- Record student performance
- Develop portfolio for student progress

## **National Standard(s) Supported:**

- National Standard 1 • Singing, alone and with others, a varied repertoire of music
- National Standard 2 • Performing on instruments alone and with others, a varied repertoire of music
- National Standard 6 • Listening to, analyzing, and describing music
- National Standard 7 • Evaluating music and music performances

## **Opportunity-to-Learn Standards for Music Technology:**

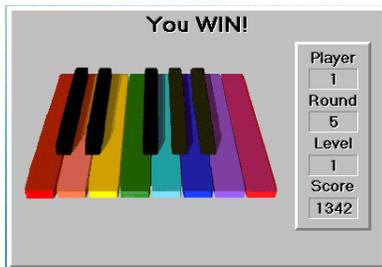
The following OTL Standards are included in this program:

- Analyzing
- Creating
- Describing Music
- Listening
- Performing

# ***Ear Challenger • Super Ear Challenger***

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*by ECS*



Ear Challenger (Windows) and Super Ear Challenger (Macintosh) are aural-visual music games designed to increase the player's ability to remember a series of pitches as they are played by the computer. The game provides five levels of difficulty, based on the number of pitches presented. The different pitches are reinforced on the display screen with contrasting colors. (MIDI OPT)

## **Program Objectives:**

Develop pitch recognition  
Strengthen tonal memory

## **National Standard(s) Supported:**

National Standard 6 • Listening to, analyzing, and describing music  
National Standard 7 • Evaluating music and music performances

## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

Listening  
Performing

# Early Keyboard Skills

by ECSMedia



Learn and identify piano key names as well as note names using either the graphic piano on your computer screen or a MIDI keyboard. Five games include: Key Notes which offers unlimited practice selecting a piano key and have the note name displayed; Staff and Keys which offers unlimited practice selecting notes on the piano to see the corresponding musical note plotted on the staff; Key Finder Quiz displays a note name and you must play the correct key on the piano; Key Matching Quiz presents a note on the musical staff and you must select the correct piano key; and Key Name Quiz which highlights a

piano key and you identify the name of the key highlighted. Several games offer a Hall of Fame section for feedback. Perfect for all ages who want to learn basic skills on the piano. (MIDI OPT)

## **Program Objectives:**

The student will learn the following elementary piano skills:

- Piano Key Names
- Staff Note Names
- Identification of Matching Piano Keys and Staff Notes

## **National Standard(s) Supported:**

- National Standard 2 • Performing on instruments alone and with others, a varied repertoire of music
- National Standard 5 • Reading and notating music

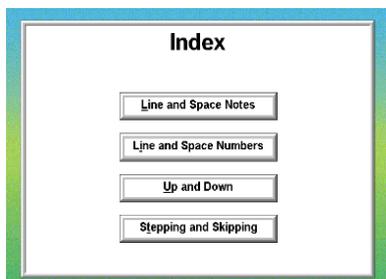
## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

- Performing
- Reading

# Early Music Skills

by Lolita Walker Gilkes



Early Music Skills is a tutorial and drill program designed for the beginning music student. It covers four basic music reading skills: recognition of line and space notes; comprehension of the numbering system for the musical staff; visual and aural identification of notes moving up and down; and recognition of notes stepping and skipping up and down. (MIDI OPT)

## **Program Objectives:**

The student will visually and aurally perceive and identify:

Notes Moving Up or Down on the Musical Staff

Notes Stepping or Skipping on the Musical Staff

Notes Stepping/Skipping and Moving Up/Down on the Musical Staff

Comprehend the Difference Between Line and Space Notes

## **National Standard(s) Supported:**

National Standard 5 • Reading and notating music

## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

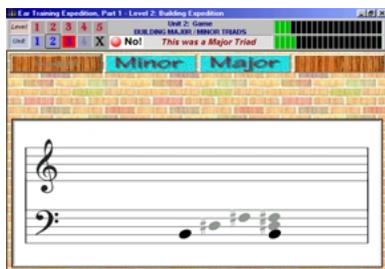
Analyzing

Listening

Reading

# Ear Training Expedition Part 1

by Trail Creek Systems



**Ear Training Expedition™** is a unique visual approach to teaching aural skills and the basics of music theory. Presenting the study of music as a journey in musicianship, this series keeps students on course through ten captivating learning adventures (levels). Concepts are presented in carefully-sequenced learning segments (Units). Each Unit contains a short theory lesson, followed by a learning activity or practice drill which helps students prepare for the final ear-training game where aural skills are tested & measured. The program is self-paced and all activities and games are scored, then recorded in a

database. **Part 1** covers Pitch Register, Melodic Direction, Major & Minor Triads, Intervals (Perfect, Major, Minor) and Major & Minor Scales.

## **Program Objectives:**

- Introduction to pitch register
- Introduction to melodic direction
- Introduction and study of major and minor triads
- Introduction and study of intervals
- Introduction and study of major and minor scales

## **National Standard(s) Supported:**

- National Standard 5 • Reading and notating music
- National Standard 6 • Listening to, analyzing, and describing music

## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

- Analyzing
- Describing Music
- Listening

# Ear Training Expedition Part 2

by Trail Creek Systems



Ear Training Expedition™ is a unique visual approach to teaching aural skills and the basics of music theory. Presenting the study of music as a journey in musicianship, this series keeps students on course through ten captivating learning adventures (levels). Concepts are presented in carefully-sequenced learning segments (Units). Each Unit contains a short theory lesson, followed by a learning activity or practice drill which helps students prepare for the final ear-training game where aural skills are tested & measured. The program is self-

paced and all activities and games are scored, then recorded in a database. **Part 2** covers Inverted Triads, Augmented & Diminished, Rhythm & Meter Recognition, Circle of 5ths/Key Signatures, and the 3 Minor Scales.

## **Program Objectives:**

- Introduction to inverted triads
- Introduction to rhythm and meter recognition
- Introduction and study circle of 5ths
- Introduction and study of minor scales

## **National Standard(s) Supported:**

- National Standard 5 • Reading and notating music
- National Standard 6 • Listening to, analyzing, and describing music

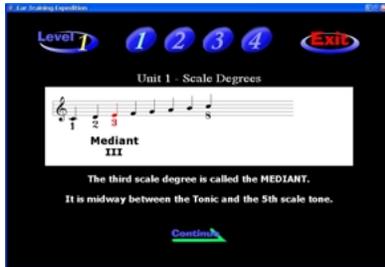
## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

- Analyzing
- Describing Music
- Listening

# Ear Training Expedition Part 3

by Trail Creek Systems



Ear Training Expedition™ is a unique visual approach to teaching aural skills and the basics of music theory. Presenting the study of music as a journey in musicianship, this series keeps students on course through ten captivating learning adventures (levels). Concepts are presented in carefully-sequenced learning segments (Units). Each Unit contains a short theory lesson, followed by a learning activity or practice drill which helps students prepare for the final ear-training game where aural skills are tested & measured. The program is self-paced and all activities and games are scored, then recorded in a

database. **Part 3** covers Scale Degree Names, Triads of the Scale, Cadences, Seventh Chords, Compound Meters, Elements of Melody, Modes, and Harmonic Progression.

## **Program Objectives:**

- Identify of scale degrees
- Identify triads
- Identify cadences
- Identify seventh chords
- Identify Compound Meters
- Identify melody elements
- Introduction to modes
- Introduction to harmonic progression

## **National Standard(s) Supported:**

- National Standard 5 • Reading and notating music
- National Standard 6 • Listening to, analyzing, and describing music

## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

- Analyzing
- Describing Music
- Listening

# Echos

by Reid Alexander & JoEllen DeVilbiss

**Listen to and then play the example on your keyboard. Remember to observe the key signature.**



**# To Go: 15**

Echos focuses on strengthening sightreading skills as well as rhythmic and note reading accuracy. The student is able to implement the concepts of sightreading through the "echoing" of more than fifteen musical examples. Level I incorporates tuneful musical examples in keys ranging from 0 to 3 sharps and flats, while Level II incorporates up to 6 sharps & flats in both major and minor keys. All musical examples are heard first and then students have three opportunities to correctly play each example. This program allows them to look at two separate pieces of music and identify which piece is being played. (MIDI REQ)

## **Program Objectives:**

- Strengthen sightreading skills in major and minor keys
- Develop stronger rhythmic accuracy
- Develop stronger note reading accuracy

## **National Standard(s) Supported:**

- National Standard 2 • Performing on instruments alone and with others, a varied repertoire of music
- National Standard 5 • Reading and notating music
- National Standard 6 • Listening to, analyzing, and describing music

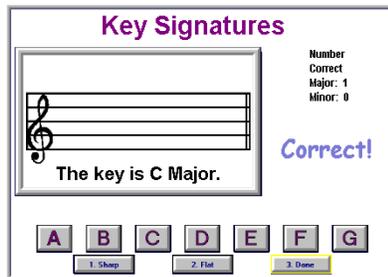
## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

- Analyzing
- Listening
- Reading

# Elements of Music

by John M. Eddins & Robert L. Weiss, Jr.



Elements of Music is an entry-level music program. Random drills, either timed or untimed, are provided for naming both major and minor key signatures and naming notes from a musical staff or from a keyboard. There are progress tests for each drill, progress reports available to the learner, and an instructor file for access to student records. (MIDI OPT)

## **Program Objectives:**

- Strengthen note reading skills
- Identify Major key signatures
- Identify Minor key signatures
- Develop piano keyboard skills

## **National Standard(s) Supported:**

National Standard 5 • Reading and notating music

## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

- Performing
- Reading

# Functional Harmony

by Vincent Oddo

The screenshot shows a software interface for chord analysis. On the left, a grid of chord symbols is displayed, with the 'N' symbol highlighted in red. The grid includes symbols such as N, It, i, N<sup>6</sup>, Gr, iv, N<sup>7</sup>, Fr, bVI, N<sup>6</sup>, I+, bIII, N<sup>5</sup>, IU+, U<sup>5</sup>, and N<sup>2</sup>, U+, U<sup>2</sup>. To the right of the grid is a musical staff with a chord diagram. Below the grid, the text 'Choose the correct chord.' is visible. The interface also includes a 'Number Correct: 0' indicator and a speaker icon.

Develop facility in harmonic analysis. Four sections cover analyzing basic chords, diatonic seventh chords, secondary dominants, or borrowed & altered chords in major or minor keys and in root position or inversions. Includes record keeping. (MIDI OPT)

## **Program Objectives:**

- Analyze basic chords
- Analyze diatonic seventh chords
- Analyze secondary dominants
- Analyze borrowed and altered chords

## **National Standard(s) Supported:**

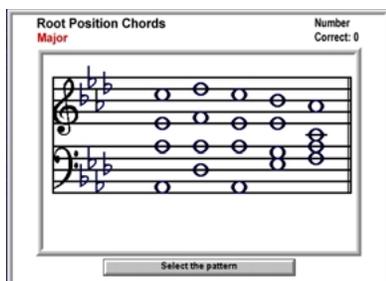
- National Standard 5 • Reading and notating music
- National Standard 6 • Listening to, analyzing, and describing music
- National Standard 7 • Evaluating music and music performances

## **Opportunity-to-Learn Standards for Music Technology:**

- The following OTL Standards are included in this program:
- Analyzing
  - Reading

# Harmonic Progressions

by Vincent Oddo



Designed to help users improve skills in functional harmonic analysis. Study areas include ROOT POSITION CHORDS, INVERTED CHORDS AND THE V7, EMBELLISHING 6 CHORDS AND THE V7, DIATONIC 7THS and CADENCE PATTERNS. Questions are drawn from a pool of over 200 chord sets. Each area includes practice in analyzing chords, harmonic dictation, and aural identification. (MIDI OPT)

## **Program Objectives:**

- Visually or aurally analyze root position chords
- Visually or aurally analyze inverted chords and the V7
- Visually or aurally analyze embellishing 6 chords and the V7
- Visually or aurally analyze diatonic 7ths
- Visually or aurally analyze cadence patterns

## **National Standard(s) Supported:**

- National Standard 4 • Composing and arranging music within specified guidelines
- National Standard 5 • Reading and notating music
- National Standard 6 • Listening to, analyzing, and describing music
- National Standard 7 • Evaluating music and music performances

## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

- Analyzing
- Listening
- Reading

# *inForm: A Music Analysis System*

by Jennifer Sterling



Assists you in understanding the impact of seeing a musical score as you listen to music and analyzing its musical structure under your control. You can mark-up the score as you listen, stopping and starting the playback as you wish. The program includes high-quality music performances from the Naxos record catalogue as MP3 files and scrolling graphical musical scores. An umbrella chart of your score analysis is generated compare with the author's analysis. A series of questions are presented that guide you as you make decisions about the form of each of the fourteen compositions.

## Titles include:

- Bach, J.S. “Minuet in G Major” and “March in D Major” from the Notebook for Anna Magdalena Bach
- Mozart, W.A. Piano Sonata in D Major, K. 284, Theme Variation I and Variation VII
- Schumann, Robert “Melodie” from Album for the Young
- Schumann, Robert “Trallerliedchen” from Album for the Young
- Mozart, W.A. Piano Sonata in B Flat Major K. 333, Movement I and III
- Haydn, Joseph String Quartet in g minor, Op. 74, No. 3 Movement I, Movement II
- Beethoven, Ludwig Piano Sonata No. 8 in c minor, Op.13, Movement III
- Haydn, Joseph String Quartet in G Major, Op. 52, No. 2, Movement I
- Purcell, Henry “When I am Laid in Earth” from Dido and Aeneas

## Program Objectives:

Evaluate thematic analysis of musical form while viewing a musical score

## National Standard(s) Supported:

National Standard 6 • Listening to, analyzing, and describing music  
National Standard 7 • Evaluating music and music performances

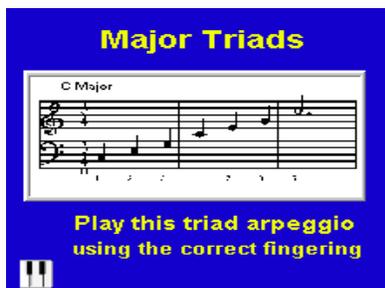
## Opportunity-to-Learn Standards for Music Technology:

The following OTL Standards are included in this program:

Analyzing  
Describing Music  
Listening  
Performing  
Reading

# Keyboard Arpeggios

by Reid Alexander



Keyboard Arpeggios reviews arpeggio performance and fingerings. The program is presented in five parts: Instructions, Hand Over Hand Triads (major and minor), Major Triads (two octaves), Minor Triads (two octaves), and a Final Quiz (random selection of all forms). The two-octave triads are presented for both right-hand and left-hand fingerings. Evaluation is stored in student records for the instructor. (MIDI REQ)

## **Program Objectives:**

- The student will learn to play hand over hand triads (major)
- The student will learn to play hand over hand triads (minor)
- The student will learn fingerings for right-hand, two-octave triads
- The student will learn fingerings for left-hand, two-octave triads

## **National Standard(s) Supported:**

- National Standard 2 • Performing on instruments alone and with others, a varied repertoire of music
- National Standard 5 • Reading and notating music

## **Opportunity-to-Learn Standards for Music Technology:**

- The following OTL Standards are included in this program:
- Performing
  - Reading

# Keyboard Blues

by G. David Peters

**Blues Backgrounds**  
**Chorus #1**

4/4

E $\flat$  E $\flat$  E $\flat$  E $\flat$  A $\flat$  A $\flat$

4/4

E $\flat$  E $\flat$  B $\flat$ 7 B $\flat$ 7 E $\flat$  E $\flat$

Continue

Keyboard Blues presents simple blues chords. You are introduced to the Twelve-Bar Blues and can practice playing and hearing the chord changes, first with the music and then without. The drill-and-practice section scores the student's knowledge of the simple blues chords. The student then may create an original solo with a computer accompaniment. The program also features student evaluation and record keeping. (MIDI REQ)

## **Program Objectives:**

- The student will learn to hear and identify Blues chord changes in standard and jazz notation
- The student will learn to play short 12-Bar Blues solos using a tetrachord approach to melodic context

## **National Standard(s) Supported:**

- National Standard 2 • Performing on instruments alone and with others, a varied repertoire of music
- National Standard 3 • Improvising melodies, variations, and accompaniments
- National Standard 4 • Composing and arranging music within specified guidelines
- National Standard 5 • Reading and notating music
- National Standard 6 • Listening to, analyzing, and describing music

## **Opportunity-to-Learn Standards for Music Technology:**

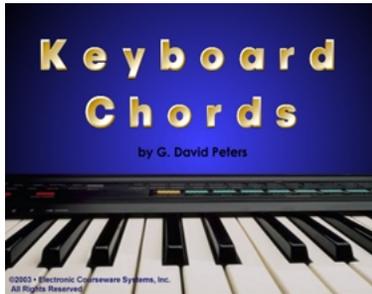
The following OTL Standards are included in this program:

- Analyzing
- Composing
- Creating
- Improvising
- Listening
- Performing
- Reading

# Keyboard Chords

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by G. David Peters



Keyboard Chords presents qualities of simple chords. The program is composed of a tutorial on major, minor, diminished, & augmented chords; a chord spelling drill; a keyboard drill; & a test. The drill-and-practice programs allows the user to select the inversion (root, 1st, or 2nd) & the clef (treble or bass) for the drill. A score is displayed after the student correctly answers ten consecutive items. The test randomly selects the inversion & clef for each item, & the student's score is displayed. The program features student evaluation & record keeping. (MIDI OPT)

## **Program Objectives:**

- Identify major chords
- Identify minor chords
- Identify diminished chords
- Identify augmented chords

## **National Standard(s) Supported:**

- National Standard 2 • Performing on instruments alone and with others, a varied repertoire of music
- National Standard 5 • Reading and notating music
- National Standard 6 • Listening to, analyzing, and describing music

## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

- Analyzing
- Performing
- Reading

# Keyboard Fingerings

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by G. David Peters



Keyboard Fingerings is designed to review standard and special fingerings for the major, natural minor, and harmonic minor scales. The review includes instructions and major and minor scale review for both the right and left hands. The computer judges the accuracy of the scale performance in each section and on the final test. Single staves are used with treble for the right-hand exercises and bass for the left-hand. The program also features student evaluation and record keeping. (MIDI REQ)

## **Program Objectives:**

- Learn standard fingerings for major scales for right hand or left hand
- Learn standard fingerings for natural minor scales for right hand or left hand
- Learn standard fingerings for harmonic minor scales for right hand or left hand
- Learn special fingerings for major scales for right hand or left hand
- Learn special fingerings for natural minor scales for right hand or left hand
- Learn special fingerings for harmonic minor scales for right hand or left hand

## **National Standard(s) Supported:**

- National Standard 2 • Performing on instruments alone and with others, a varied repertoire of music
- National Standard 5 • Reading and notating music

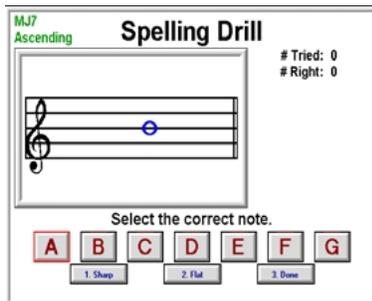
## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

- Performing
- Reading

# Keyboard Intervals

by G. David Peters



Learn to play major, minor, diminished, and augmented intervals. You must be able to read music and play notes on a music keyboard to use this lesson. The program also features student evaluation and record keeping. (MIDI OPT)

## **Program Objectives:**

- Identify and play major intervals
- Identify and play minor intervals
- Identify and play diminished intervals
- Identify and play augmented intervals

## **National Standard(s) Supported:**

- National Standard 2 • Performing on instruments alone and with others, a varied repertoire of music
- National Standard 5 • Reading and notating music

## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

- Analyzing
- Performing
- Reading

# **Keyboard Jazz Harmonies & Keyboard Extended Jazz Harmonies**

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*by Joe Brownlee*



Keyboard Jazz Harmonies is designed to teach chord symbols, 7th chord recognition both aurally and visually, and chord spelling. To use this program, a basic knowledge of traditional harmonies and musical intervals is required. Keyboard Extended Jazz Harmonies is the next level and is designed to teach students to identify and build 9th, 11th, and 13th chords. Areas of instruction include: visual chord recognition, aural chord recognition, chord symbol drill, and chord spelling drill. A HELP tutorial is available throughout the lessons. A final quiz is also included with record keeping to monitor progress. Each title sold separately. (MIDI OPT)

## **Program Objectives:**

Visually and aurally identify 7th chords  
Visually and aurally identify 9th, 11th and 13th chords

## **National Standard(s) Supported:**

National Standard 5 • Reading and notating music  
National Standard 6 • Listening to, analyzing, and describing music  
National Standard 7 • Evaluating music and music performances

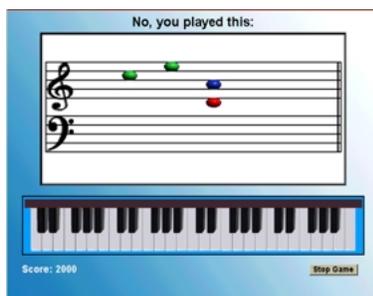
## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

Analyzing  
Listening  
Performing  
Reading

# Keyboard Kapers

by Ray E. Zubler



Keyboard Kapers consists of three challenging piano keyboard games. KEYBOARD CLUES plots a note on the grand staff and requires that the note be played on the musical keyboard. ?MYSTERY? NOTES trains the ear by presenting one note visually and aurally and then asks you to identify other note(s) played by the computer. KWIK KEYS is a timed game which requires you to play back notes presented on the screen as quickly as possible. ?MYSTERY? NOTES and KWIK KEYS feature two levels of difficulty and HALLS of FAME where high scores are displayed. (MIDI OPT)

## **Program Objectives:**

Students will develop the ability to sightread notes at a MIDI keyboard receiving immediate feedback

Students will aurally identify notes, then play them on a MIDI keyboard including:

Visually Recognize Musical Notes on the Grand Staff

Aurally Identify Musical Notes

Develop Sight Reading Skills

## **National Standard(s) Supported:**

National Standard 2 • Performing on instruments alone and with others, a varied repertoire of music

National Standard 5 • Reading and notating music

National Standard 6 • Listening to, analyzing, and describing music

## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

Analyzing

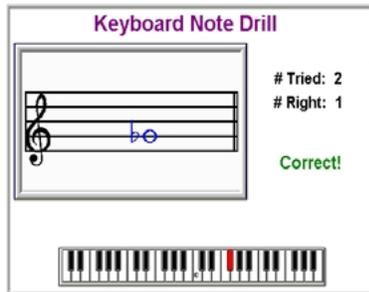
Listening

Performing

Reading

# Keyboard Note Drill

by John M. Eddins



Keyboard Note Drill is designed to increase speed in identifying notes randomly placed on bass and treble staves. The musical keyboard is used to allow for selection of correct answers. Twenty notes must be identified to complete each session. A summary score is presented at the end of each session. The response time can be set to adjust the level of difficulty. (MIDI OPT)

## **Program Objectives:**

The student will visually identify:

- Notes Randomly Placed on the Bass Staff
- Notes Randomly Placed on the Treble Staff

## **National Standard(s) Supported:**

- National Standard 2 • Performing on instruments alone and with others, a varied repertoire of music
- National Standard 5 • Reading and notating music

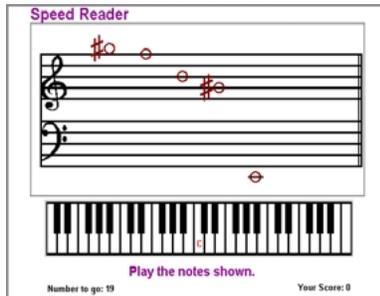
## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

- Performing
- Reading

# Keyboard Speed Reading

by Ray E. Zubler



Keyboard Speed Reading is a timed drill which requires the user to play, as quickly as possible, sets of notes presented on the computer screen. Completion time can be set by the teacher. The program includes a Hall of Fame section and full record keeping. (MIDI OPT)

## **Program Objectives:**

Students will develop the ability to sightread notes at a MIDI keyboard receiving immediate feedback  
Students will identify notes, then play them on a MIDI keyboard including:  
Visually Recognize Musical Notes on the Grand Staff  
Develop Sight Reading Skills

## **National Standard(s) Supported:**

National Standard 2 • Performing on instruments alone and with others, a varied repertoire of music  
National Standard 5 • Reading and notating music

## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:  
Performing  
Reading

# KIDS

by Brenna Bailey



KIDS: Getting Ready to Play is a musical series for the very young. ZOO PUPPET THEATER reinforces learning correct finger numbers for piano playing; RACE CAR KEYS teaches keyboard geography by recognizing solfege syllables or note names; DINOSAURS LUNCH teaches placement of the notes on the treble staff; and FOLLOW ME asks the student to play notes that have been presented aurally. Computer graphics highlight the presentation of each lesson. (MIDI OPT)

## **Program Objectives:**

The student will identify:

- Correct Finger Numbers for Piano Playing
- Solfege Syllables
- Note Names

## **National Standard(s) Supported:**

- National Standard 2 • Performing on instruments alone and with others, a varied repertoire of music
- National Standard 5 • Reading and notating music
- National Standard 6 • Listening to, analyzing, and describing music

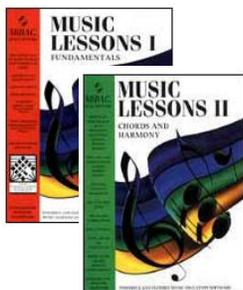
## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

- Listening
- Performing
- Reading

## ***MiBAC Music Lessons I & II***

*by MiBAC*



This award winning software combines Music Theory and Ear Training in a comprehensive program that's EASY to use, pedagogically proven, and so flexible that it works with all ages and skill levels. Music Lessons I covers Note Reading, Circle of Fifths, Key Signatures, Major/Minor Scales, Modes, Jazz Scales, Scale Degrees, Intervals, Note and Rest Durations, and Ear Training in Intervals and Scales. Music Lessons II helps you learn to identify chords you SEE in all keys, clef, qualities, inversions, and open or closed voicings; WRITE chords on the music staff using the program's drawing tools; PLAY chords on the on-screen piano keyboard and guitar fretboard, or from an attached MIDI synthesizer; and HEAR/identify chords in the Ear Training drills.

### **Program Objectives:**

Visually and aurally identify 7th chords  
Visually and aurally identify 9th, 11th and 13th chords

### **National Standard(s) Supported:**

National Standard 2 • Performing on instruments alone and with others, a varied repertoire of music  
National Standard 3 • Improvising melodies, variations, and accompaniments  
National Standard 5 • Reading and notating music  
National Standard 7 • Evaluating music and music performances

### **Opportunity-to-Learn Standards for Music Technology:**

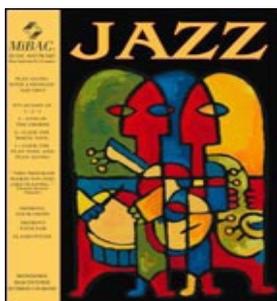
The following OTL Standards are included in this program:

Analyzing  
Listening  
Performing  
Reading

# MiBAC Jazz

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by MiBAC



A sophisticated-yet easy to use program that creates the sound of a jazz rhythm section. You can play along with a swingin' jazz combo on any tune you would like, in any key, at any temp, as long as you like....whenever you feel like playing! 12 jazz styles including ballad, swing, bebop, rock shuffle, bossa nova, and samba. Offers flexible song forms and flexible playback (any key/any tempo, etc). Export standard MIDI files and even print lead sheets.

## **Program Objectives:**

Develop:

- Improvisational Skills
- Reading Skills
- Compositional Techniques

## **National Standard(s) Supported:**

- National Standard 3 • Improvising melodies, variations, and accompaniments
- National Standard 4 • Composing and arranging music within specified guidelines
- National Standard 5 • Reading and notating music

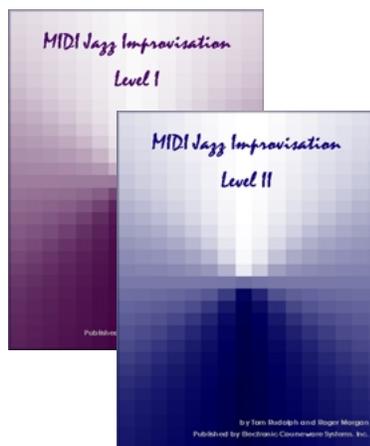
## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

- Listening
- Performing
- Reading

# MIDI Jazz Improvisation Series

by Tom Rudolph and Roger Morgan



This 2 volume series allows flexibility of changing keys, presentation speed and practice with selected tracks. Each exercise is organized into 8 separate tracks: 1) Bass line; 2) Chords; 3) Melody; 4) Riff [Counter Melody]; 5) Scale Study; 6) Sample improvised line; 7) Drums (Vol. II only); 8) User Solo. Series provides play-along material to learn jazz improvisation using original tunes based on traditional chord progressions. A handbook is included for step-by-step instruction. Volume I introduces II-V-I progressions, slow blues in B-flat, medium blues in F, fast blues in C, minor blues and a sample tune. Volume II introduces more advanced concepts including: "Samba," Ballads with II-V progressions, 12-bar blues with substitutions, blues with a bridge, funk/rock improvisation and complex II-V-I progressions. Requires sequencer software which reads Standard MIDI files and MIDI.

## **Program Objectives:**

- Develop stronger improvisational skills
- Develop understanding in reading jazz charts

## **National Standard(s) Supported:**

- National Standard 2 • Performing on instruments alone and with others, a varied repertoire of music
- National Standard 3 • Improvising melodies, variations, and accompaniments
- National Standard 5 • Reading and notating music
- National Standard 6 • Listening to, analyzing, and describing music
- National Standard 7 • Evaluating music and music performances

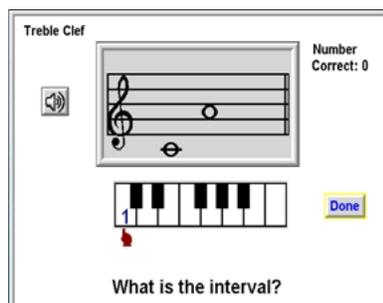
## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

- |               |           |
|---------------|-----------|
| Improvisation | Listening |
| Performing    | Reading   |

# Musical Stairs

by Steve Walker



Musical Stairs is an aural-visual drill-and-practice game designed to introduce intervallic relationships to the young student. Students are quizzed in treble and bass clef with randomly selected numeric intervals within one octave on the "white keys." The program includes student scores and a Hall of Fame section. (MIDI OPT)

## **Program Objectives:**

The student will be introduced to:  
Intervals on the Treble Clef  
Intervals on the Bass Clef

## **National Standard(s) Supported:**

National Standard 5 • Reading and notating music

## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:  
Listening  
Performing  
Reading

# Music Composer Quiz

by Joe Brownlee

Music Composer Quiz

Score: 1  
Number  
To Go: 19

This 20th-century composer was a staunch supporter of tonality, using all chromatic notes around a tonal center.

HINT: His book, "The Craft of Musical Composition," set down this German's view of harmonic structure.

Hindemith

Type in the correct Composer.

Consists of 20 questions randomly selected from a pool created by the author. Users are given three chances to answer a question correctly before the answer is displayed. The instructor may edit or print any of the 100 quiz questions. Feedback is given at the end of each quiz session and student records are retained. (NON-MIDI)

## **Program Objectives:**

Evaluation on knowledge of composers

## **National Standard(s) Supported:**

National Standard 9 • Understanding music in relation to history and culture

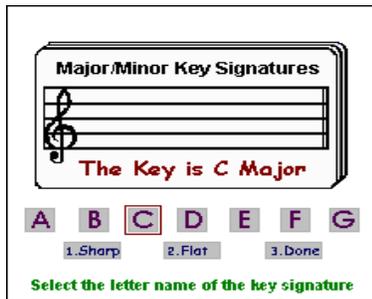
## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

Reading

# Music Flash Cards

by Vincent Oddo



Music Flash Cards presents important music material in a drill-and-practice format. The program includes nine lessons. Section 1 presents names of notes, rhythm values, and rhythm value equivalents. Section 2 includes major scales, minor scales, modal scales, and key signatures. Section 3 completes the set with lessons on intervals and basic chords. User evaluation is displayed at the end of each lesson. (NON-MIDI)

## **Program Objectives:**

Students learn to respond to numerous factual, cognitive areas of music including:

- Visually Identify and Name Musical Notes
- Visually Identify Rhythm Values
- Visually Identify Rhythm Value Equivalents
- Visually Identify Major Scales
- Visually Identify Minor Scales
- Visually Identify Modal Scales
- Visually Identify Key Signatures
- Visually Identify Intervals with Aural feedback
- Visually Identify Basic Chords with Aural feedback

## **National Standard(s) Supported:**

National Standard 5 • Reading and notating music

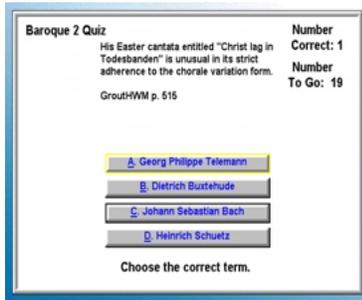
## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

- Analyzing
- Reading

# Music History Review: Composers

by William Higgins and Ronald L. Miller



This program gives students an opportunity to test their knowledge of composers, from the Renaissance through the Twentieth Century. The user can select a quiz from ten categories. Questions are presented in a multiple-choice format; feedback is given at the end of each quiz. (NON-MIDI)

## **Program Objectives:**

Evaluation of knowledge of composers grouped into specific time periods

## **National Standard(s) Supported:**

National Standard 9 • Understanding music in relation to history and culture

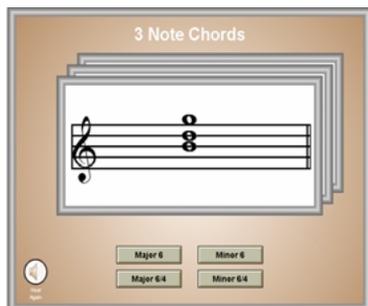
## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

Reading

# Music Skill Builder

by ECS, Inc.



Music Skill Builder is a comprehensive interactive CD-ROM where you decide what to include and omit from each set of questions. In other words, you now have a music software program that lets you determine the material to be presented! **NOTES & CLEFS** - Choose which notes to include (A, B, C, D, E, F, G), treble or bass clef, upper ledger lines, lower ledger lines, or no ledger lines, and if you want to have the answers as note names or solfege. **NOTES & RESTS** - Choose to present notes only, rests only or a random combination of notes and rests. **MAJOR/MINOR KEY SIGNATURES** - Select treble or bass clef, major or minor key signatures, the number of flats and/or the number of sharps. **MA-**

**JOR/MINOR SCALES** - Choose major scales, natural minor scales, harmonic minor scales, or melodic minor scales...or any combination (i.e. major scales and melodic minor scales or natural minor scales, harmonic minor scales and melodic minor scales). Also select treble or bass clef. **INTERVALS** - Choose major, minor, perfect, or tritone...or any combination (i.e. major and perfect intervals, or major, minor and tritone intervals). Also select treble or bass clef. **3 NOTE CHORDS** - Choose root position or inversion chords for your drill. In root position select major, minor, augmented or diminished...or any combination (i.e. major and diminished chords, or major, minor and augmented chords). In inversion section select Major 6, minor 6, Major 6/4, or minor 6/4...or any combination. Each series of questions may include 10, 15, 20 or 25, depending on what you set up in your options menus. Music Skill Builder is perfect for beginning, intermediate and early advanced levels. May be used with/without a MIDI keyboard attached to your computer (for output only).

## **Program Objectives:**

- Visual Identification of Musical Notes in Treble Clef
- Visual Identification of Musical Notes in Bass Clef
- Visual Identification of Rests
- Visual Identification of Major Scales
- Visual Identification of Minor Scales
- Visual Identification of Major Key Signatures
- Visual Identification of Minor Key Signatures
- Visual Identification of Major Intervals
- Visual Identification of Minor Intervals
- Visual Identification of Perfect Intervals
- Visual Identification of Tritone Intervals
- Visual Identification of Major Chords
- Visual Identification of Minor Chords
- Visual Identification of Augmented Chords
- Visual Identification of Diminished Chords

## **National Standard(s) Supported:**

- National Standard 5 • Reading and notating music
- National Standard 7 • Evaluating music and music performances

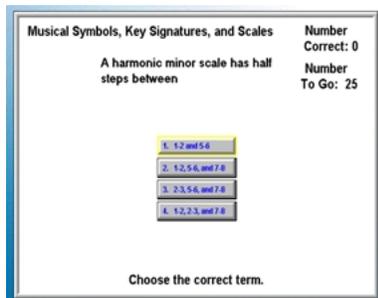
## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

- Analyzing
- Reading

# Music Terminology

by Vincent Oddo



A set of five independent programs for improving knowledge of music terms. Programs include: Glossary of Terms, Categories of Terms, True/False Test, Multiple-Choice Test, and Fill-In Questions. Each program randomly selects questions from a pool of over 100 terms. A summary of terms to be reviewed is displayed at the end of each program. (NON-MIDI)

## **Program Objectives:**

Identify a variety of standard musical terms

## **National Standard(s) Supported:**

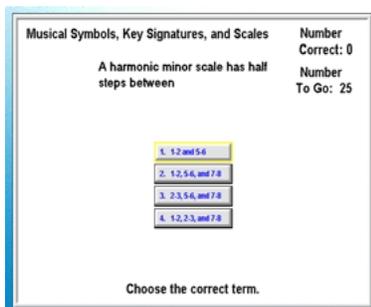
National Standard 5 • Reading and notating music  
National Standard 6 • Listening to, analyzing, and describing music

## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:  
Describing Music  
Reading

# Music Terminology for Bands, Orchestras & Choirs

by Joseph Koob & Jerome Letcher



Designed to facilitate learning of fundamental musical terminology. Topics include dynamics, tempo markings, stylistic expression markings, music symbols, key signatures, scales and string terminology. A final 50-question test & recordkeeping included. (NON-MIDI)

## **Program Objectives:**

Identify a variety of standard musical terms

## **National Standard(s) Supported:**

National Standard 5 • Reading and notating music

National Standard 6 • Listening to, analyzing, and describing music

## **Opportunity-to-Learn Standards for Music Technology:**

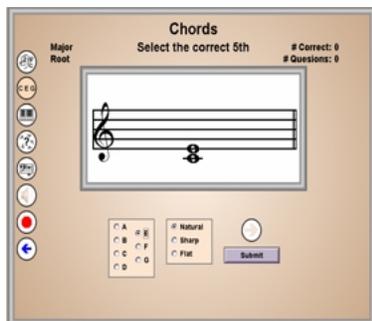
The following OTL Standards are included in this program:

Describing Music

Reading

# Music Theory Builder

by ECS, Inc.



Music Theory Builder is designed to help users better identify visually or aurally major, minor, diminished, and augmented intervals as well as major, minor diminished and augmented chords. Several options to choose from including selection of the inversion and the clef for the drill are available. The program features student evaluation and record keeping. (MIDI OPT)

## **Program Objectives:**

- Identify major intervals
- Identify minor intervals
- Identify diminished intervals
- Identify augmented intervals
- Identify major chords
- Identify minor chords
- Identify diminished chords
- Identify augmented chords

## **National Standard(s) Supported:**

- National Standard 2 • Performing on instruments alone and with others, a varied repertoire of music
- National Standard 5 • Reading and notating music
- National Standard 6 • Listening to, analyzing, and describing music

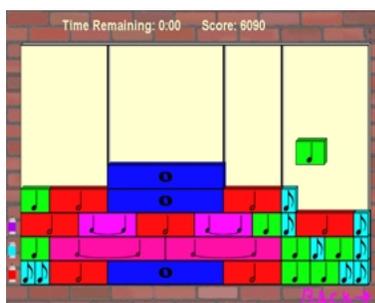
## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

- Analyzing
- Performing
- Reading

# Musicus

by Joseph Koob



An exciting music game where falling note blocks of rhythm must be maneuvered into measures of specific meters. Carefully select the space for the note-block to fall. Press a BUTTON and BINGO!!! It falls into place. Instantly another note appears at the top of the screen for placement. Each game is timed and the speed that the notes fall can be adjusted at the beginning of each session. Total points are accumulated by completing lines of rhythms with the note-blocks. Each note offers a different point value which is added to the total score. Following the end of the game, the user has the option to hear their completed rhythmic lines. May be used in Spanish or English. (NON-MIDI)

## **Program Objectives:**

The Student Will Develop Better Rhythmic Meter Recognition Skills in:

- 4/4 Time
- 3/4 Time
- 2/4 Time
- Mixed Meters

## **National Standard(s) Supported:**

National Standard 5 • Reading and notating music

## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

- Analyzing
- Reading

# Note Detective

by Reid Alexander & JoEllen DeVilbiss



Note Detective is a graphic tutorial and game series which is designed to help students develop piano keyboard skills. Section 1 introduces beginners to basic music such as high and low sounds, the musical alphabet, and staff note reading. Section 2 is designed to assist students in developing fluent music reading skills. Practice in note reading on the grand staff, ledger line recognition, interval recognition, and reading sharps and flats are included. (MIDI OPT)

## **Program Objectives:**

The Student Will Develop Piano Skills Including:

- High/Low Sounds
- Recognition of the Musical Alphabet
- Staff Note Reading
- Ledger Line Recognition
- Interval Recognition
- Reading Sharps
- Reading Flats

## **National Standard(s) Supported:**

- National Standard 2 • Performing on instruments alone and with others, a varied repertoire of music
- National Standard 5 • Reading and notating music

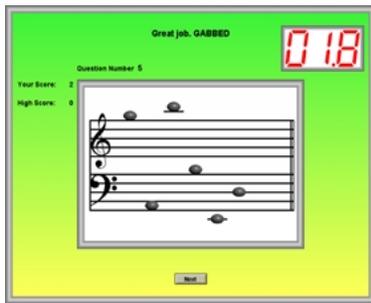
## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

- Analyzing
- Listening
- Performing
- Reading

# Note Speller

by Lolita Walker Gilkes



Note Speller is a colorful music game designed to help develop better note reading on the treble, bass, alto, or grand staff. The program presents notes on the staff which the user must identify before time runs out. To help the user remember the group of notes, they spell out a word! Before beginning a new game, the user may customize certain parameters. Choose the number of notes to randomly appear (3, 4, 5, 6, or 7...or any combination), as well as the level (5 to choose from)! Also select either English or Spanish words to appear in the game as well as the number of questions to answer (10, 15, 20, or 25). Answers may be entered by typing them in from the computer keyboard (timer is stopped at this point), or if a MIDI keyboard is attached to the computer, play in the answer! Includes a Hall of Fame as well as full recordkeeping. (MIDI OPT)

## **Program Objectives:**

The Student Will Develop Better Reading Skills Including:

- Multiple Notes placed in the Treble Clef
- Multiple Notes placed in the Bass Clef
- Multiple Notes placed in the Alto Clef

## **National Standard(s) Supported:**

- National Standard 2 • Performing on instruments alone and with others, a varied repertoire of music
- National Standard 5 • Reading and notating music
- National Standard 6 • Listening to, analyzing, and describing music

## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

- Listening
- Performing
- Reading

# ***Pianomouse Goes To Preschool***

*by pianomouse.com*



Pianomouse Goes to Preschool is an entertaining CD-ROM in which Pianomouse moves to the head of the class as he teaches young children their Musical ABCs! Young children are introduced to beginning theory, including the musical alphabet, notes, patterns and instruments. Preschoolers will also learn about the lives and music of four Great Composers.

## **Program Objectives:**

The Student Will:

- Learn Musical ABCs
- Identify 4 different famous composers
- Identify notes
- Identify patterns
- Identify instruments

## **National Standard(s) Supported:**

- National Standard 5 • Reading and notating music
- National Standard 9 • Understanding music in relation to history and culture

## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

- Listening
- Performing
- Reading

# ***Pianomouse Meets the Great Composers***

*by pianomouse.com*



Pianomouse Meets the Great Composers includes narrated composer biographies, a puzzle challenge as you enjoy the composers' music, a game to mix and match the composers' heads/hair/clothes, test knowledge of music history and geography, and test memory in picture concentration matching game.

## **Program Objectives:**

- Identification of 8 different music composers
- Learn music history
- Learn better geography
- Memory development

## **National Standard(s) Supported:**

- National Standard 6 • Listening to, analyzing, and describing music
- National Standard 7 • Evaluating music and music performances
- National Standard 9 • Understanding music in relation to history and culture

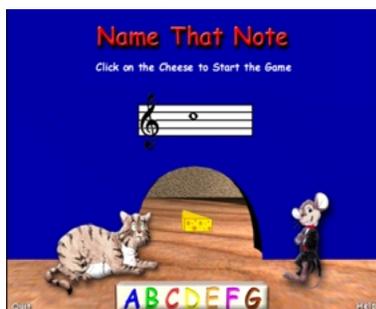
## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

- Describing
- Listening
- Reading

# ***Pianomouse Music Theory FUNdamentals***

*by pianomouse.com*



Pianomouse Music Theory FUNdamentals offers 16 lessons & 16 games to introduce basics of the keyboard, pitch, musical alphabet as well as treble clef and bass clef notes, note and rest values, time signature and counting, sharps/flats/naturals, enharmonic notes, half steps and whole steps and 5 finger patterns.

## **Program Objectives:**

The Student Will Develop Better Music Fundamental Skills Including:

- Note identification in treble clef
- Note identification in bass clef
- Note and rests identification
- Enharmonic note identification
- 5 finger pattern identification

## **National Standard(s) Supported:**

- National Standard 5 • Reading and notating music
- National Standard 6 • Listening to, analyzing, and describing music

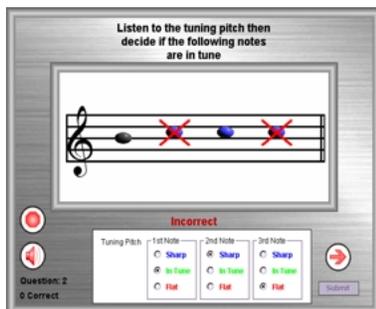
## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

- Listening
- Performing
- Reading

# Pitch Challenger

by ECS, Inc.



Pitch Challenger is designed as a unique program to improve pitch matching skills. Student and novice musicians can improve pitch discrimination using the three sections of this software. The **Explorer** section presents two pitches to be matched visually and aurally. The **Challenger** randomly plays two pitches to be judged in tune, sharp or flat. The **MultiPitch Challenger** requires the user to judge each of several pitches sharp, flat or in tune. Visual feedback reinforces learning to tune and match pitches. A MUST for any music performer, singer or instrumentalist. Student scores and records can be save and printed. (Non-MIDI)

## Program Objectives:

The Student Will Develop Better Ear Training Including:  
Pitch Matching  
Tuning Two Sounds

## National Standard(s) Supported:

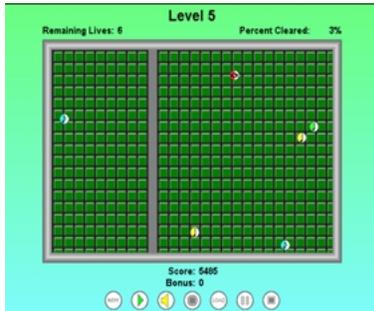
National Standard 6 • Listening to, analyzing, and describing music

## Opportunity-to-Learn Standards for Music Technology:

The following OTL Standards are included in this program:  
Analyzing  
Listening

# Rhythm Divide

by ECS, Inc.



Rhythm Divide is an exciting music game that lets you compose unique electronic musical pieces by sectioning off notes in the game field. Remove 70% of the field before losing all of your lives, and you have completed the level! Before moving on to the next level you can save your creation to listen to later. Notes will be added as you progress to each new level. Make your creation interesting as you assign specific instruments sounds to each note (whole, half, quarter and eighth) as well as percussion instrument sounds to the vertical and horizontal dividers. Rhythm Divide is an entertaining program with a variety of compositional sound possibilities. For added learning, try and section off notes to match the meter you selected in your options in order to get bonus points. For most ages and skills.

## **Program Objectives:**

- Compose Electronic Musical Pieces
- Develop Hand-Eye Coordination

## **National Standard(s) Supported:**

- National Standard 4 • Composing and arranging music within specified guidelines

## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

- Creating
- Listening
- Performing

# Rhythm Performance Test Revised

by John Flohr



A computer-based test instrument designed to assess performance of steady beat & rhythm patterns by ages 4 - 12. It is a standardized, norm-referenced instrument that measures rhythmic performance to any accuracy of milliseconds. Assesses rhythmic performance skills across two domains: 1) matching the steady beat of recorded examples and 2) listening to and repeating rhythm patterns. RPT-R may be used:

as a screen tool of rhythm performance skills; as a prescriptive tool for identifying areas of rhythmic performance skill; as a research tool for assessing pre-post intervention changes in rhythm performance; and as a stand-alone assessment of a child's rhythm performance skill, or as part of a multidimensional assessment of a child's overall music skills. (NON-MIDI)

## **Program Objectives:**

- Introduction to rhythmic pulse
- Matching steady beat
- Listen to and repeat rhythm patterns

## **National Standard(s) Supported:**

- National Standard 6 • Listening to, analyzing, and describing music
- National Standard 7 • Evaluating music and music performances

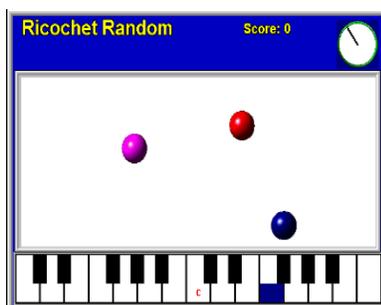
## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

- Listening
- Performing

# Ricochet

by G. David Peters



Play highlighted keys after random balls ricochet off of the piano keys on the computer screen. Choose a melody from a "play list" of popular tunes. Play notes of the melody before the ball leaves the screen. Various difficulty levels and tempos are available and you may select a variety of sounds including piano, guitar, and strings! (MIDI OPT)

## **Program Objectives:**

- Develop better piano skills
- Develop better ear training skills

## **National Standard(s) Supported:**

- National Standard 2 • Performing on instruments alone and with others, a varied repertoire of music
- National Standard 6 • Listening to, analyzing, and describing music

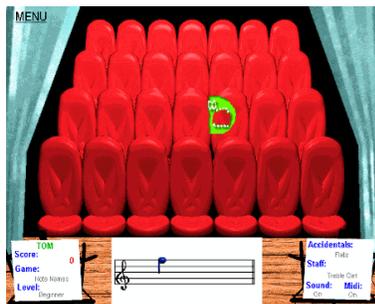
## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

- Listening
- Performing

# Smack-a-Note

by ECSMedia



Smack-A-Note is a set of fun, colorful music games designed to help users learn staff note reading, solfege, and piano key names. Different skill levels and parameters may be set to offer progressive learning development. Choose either the Key of C, F, G, D, B-flat for Solfege game; choose treble, bass or grand staff for Note Names game; and choose sharps, flats, both, or no accidentals for the Note Names and Keyboard Names games. Twenty correct answers must be given before the game is over. For ALL Ages! (NON-MIDI)

## **Program Objectives:**

The Student Will Develop Note Reading Skills Including:  
Recognition of Notes on the Treble Staff  
Recognition of Notes on the Bass Staff  
Recognition of Notes on the Grand Staff  
Recognition of Notes With or Without Accidentals  
Recognition of Solfege Syllables  
Recognition of Piano Key Names

## **National Standard(s) Supported:**

National Standard 5 • Reading and notating music  
National Standard 6 • Listening to, analyzing, and describing music

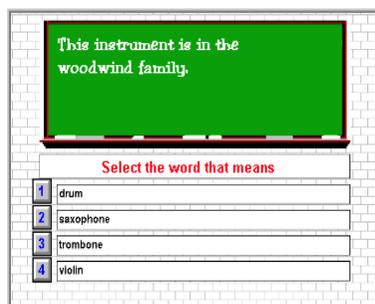
## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:  
Listening  
Performing  
Reading



# Spell and Define

by G. David Peters



Spell and Define gives the teacher in any academic area a program to customize vocabulary learning. You are able to create up to 16 different vocabularies with each one containing 50 different words, definitions and wave files. Students can select between Word Match which is a multiple choice quiz, Spell & Define which displays the definition and the student must type the correct spelling of the word, or Hear & Spell which sounds the word and the student must type the correct spelling of the word. Each Vocabulary can be any topic you wish students to learn such as composers, instruments, musical terms, rhythm definitions, symbol definitions, or any other category you wish (perfect

for foreign languages). Designed to increase the student's familiarity with any set of terms provided by the instructor, Spell and Define offers unlimited possibilities. Records are kept on the student's progress including words missed and percentage scores. The teacher can change the list of words and definitions at any time. (NON-MIDI)

## **Program Objectives:**

The Student Will Identify:

- Definitions of Words Visually
- Definitions of Words Aurally

## **National Standard(s) Supported:**

- National Standard 5 • Reading and notating music
- National Standard 6 • Listening to, analyzing, and describing music
- National Standard 8 • Understanding relationships between music, other arts, & disciplines outside the arts
- National Standard 9 • Understanding music in relation to history and culture

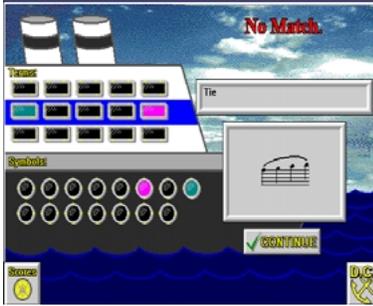
## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

- Describing Music
- Listening
- Reading

# Symbol Simon

by Helen Smith Tarchalski



Two colorful games to help players learn to identify music symbols and match them with definitions and develop their reasoning skills and memory. The first game is Invention Island in which you must help Musical Symbol Sleuth, Simon, gather clues called SEAcrets. Answer clue questions and gain sand dollars & bonus pearls. The second game is Hatch Match which relies not only on knowledge but memory. Symbols and their definitions must be matched. Includes a complete reference area and score keeping, and coordinates with popular teaching methods level 1 & 2. (NON-MIDI)

## **Program Objectives:**

The Student Will Identify:  
Music Symbols  
Musical Terms

## **National Standard(s) Supported:**

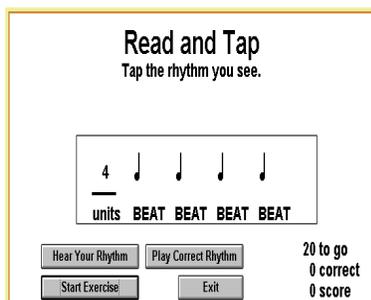
National Standard 5 • Reading and notating music  
National Standard 6 • Listening to, analyzing, and describing music

## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:  
Describing Music  
Listening  
Reading

# Tap It

by G. David Peters



Tap-It is a rhythm skills program teaching the concepts of beat and tempo through the presentation of rhythms and tapping drills where you respond after listening or reading rhythm patterns. A non-stop quiz at the end of each level drills rhythm accuracy. The lesson has three skill levels with an option for a Final Quiz using the rhythms from level three. The final quiz is considered the All-Pro level. (MIDI Opt.)

## **Program Objectives:**

Students learn to identify rhythmic patterns and tap them in a tempo context, including:

- Rhythmic Skills through Aural Identification
- Rhythmic Skills through Visual Identification
- Rhythmic Skills through "hands on" drill-and-practice

## **National Standard(s) Supported:**

- National Standard 5 • Reading and notating music
- National Standard 6 • Listening to, analyzing, and describing music
- National Standard 7 • Evaluating music and music performances

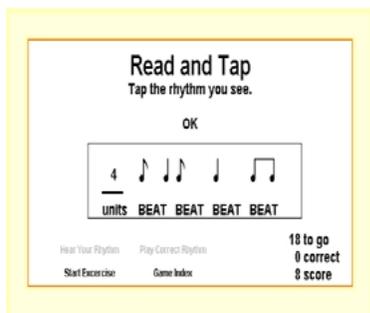
## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

- Analyzing
- Listening
- Performing
- Reading

# Tap It II

by G. David Peters



Tap It II offers more difficult rhythm patterns including syncopation, eighth and sixteenth note values. Each of the levels includes a non-stop quiz of 20 measures. Seven different tempo settings ranging from 54 - 144 may be selected for practice & three different difficulty levels are offered. Full recordkeeping is included. (MIDI Opt.)

## **Program Objectives:**

Students learn to identify rhythmic patterns and tap them in a tempo context, including:

- Rhythmic Skills through Aural Identification
- Rhythmic Skills through Visual Identification
- Rhythmic Skills through "hands on" drill-and-practice

## **National Standard(s) Supported:**

- National Standard 5 • Reading and notating music
- National Standard 6 • Listening to, analyzing, and describing music
- National Standard 7 • Evaluating music and music performances

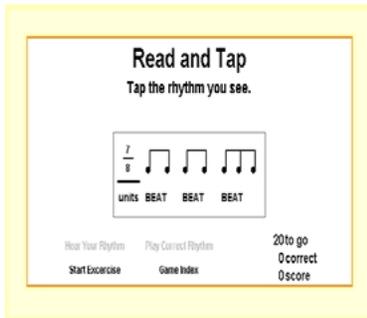
## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

- Analyzing
- Listening
- Performing
- Reading

# Tap It III

by G. David Peters



Tap It III is the most advanced in this series. 5/8, 7/8, and 10/8 meters are included with three different difficulty levels available. Each level includes a non-stop quiz of 20 measures. Full recordkeeping is included as well as different tempo setting options. (MIDI Opt.)

## **Program Objectives:**

Students learn to identify rhythmic patterns and tap them in a tempo context, including:

- Rhythmic Skills through Aural Identification
- Rhythmic Skills through Visual Identification
- Rhythmic Skills through "hands on" drill-and-practice

## **National Standard(s) Supported:**

- National Standard 5 • Reading and notating music
- National Standard 6 • Listening to, analyzing, and describing music
- National Standard 7 • Evaluating music and music performances

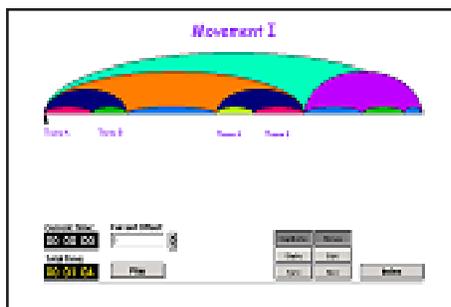
## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

- Analyzing
- Listening
- Performing
- Reading

# TimeSketch Editor

by Electronic Courseware Systems, Inc.



Designed to facilitate listening and aurally analyzing CD music under CD-ROM and computer control, this program can be used to create unique "teacher-developed" listening lessons from audio CDs, MP3, MIDI, WAV and AIF files. It consists of two modes: the EDITOR mode-the primary mode used to manipulate the project file and the PLAYBACK mode-used to show the edited project. An extensive HELP file makes using the TimeSketch Editor very easy. It offers quick reference in getting started as well as notes on chart bubble controls, manipulating charts, and adding text. The annotated listening format can be applied to a number of classes and activities, in the private studio or the music performance curriculum.

## **Program Objectives:**

Evaluate thematic analysis of musical form

## **National Standard(s) Supported:**

National Standard 6 • Listening to, analyzing, and describing music

National Standard 7 • Evaluating music and music performances

National Standard 8 • Understanding relationships between music, other arts, & disciplines outside the arts

National Standard 9 • Understanding music in relation to history and culture

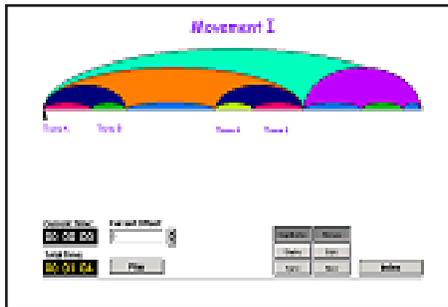
## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

Analyzing  
Describing Music  
Listening  
Performing  
Reading

# TimeSketch Editor PRO

by Electronic Courseware Systems, Inc.



**TimeSketch Editor PRO** has been designed to facilitate listening and analyzing music with an easy-to-use interface to create guided listening lessons from ANY audio CD, MP3, MIDI, Wave or AIF file. Define exactly which area of a musical piece or performance you want to analyze and begin adding chart marks for a bubble chart sketch to be displayed. Add synchronized text which displays at specific offsets as the audio track is played.

Once the user has finished creating the colorful analysis, it may be published as a special file which can be sent over the Internet. A free copy of **TimeSketch Player** may be downloaded to view TimeSketch Editor PRO files at [www.timesketch.net](http://www.timesketch.net).

## **Program Objectives:**

Evaluate thematic analysis of musical form

## **National Standard(s) Supported:**

National Standard 6 • Listening to, analyzing, and describing music

National Standard 7 • Evaluating music and music performances

National Standard 8 • Understanding relationships between music, other arts, & disciplines outside the arts

National Standard 9 • Understanding music in relation to history and culture

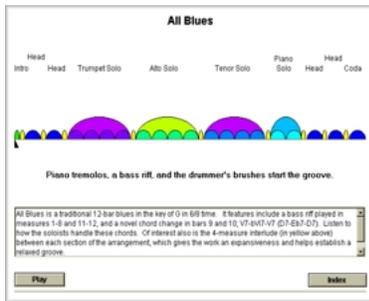
## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

Analyzing  
Describing Music  
Listening  
Performing  
Reading

# TimeSketch Series

by Electronic Courseware Systems, Inc.



Each sketch includes a CD recording of the work in addition to the form analysis of the piece. We are pleased to offer the following: Bach-Magnificat/ Vivaldi-Gloria Sketches, Bach-Toccat & Fugue in d minor Sketch, Beethoven-Pathetique Sonata Sketch, Beethoven-Piano Concerto No. 3 Sketch, Beethoven-Symphony No. 5 Sketch, Berlioz-Symphony Fantastique Sketch, Brahms-Symphony No. 3 Sketch, Brubeck Music Analyzed!(from the popular album *Time Out*), Dvorak-New World Symphony Sketch, Miles Davis Music Analyzed! (from the best selling album *Kind of Blue.*), Grainger-Lincolnshire Posey Sketch,

Moussorgsky-Pictures at an Exhibition Sketch, Mozart -Requiem Sketch, Mozart-Symphony No.40 Sketch, Schubert-Unfinished Symphony Sketch, Vaughan Williams/Barber Sketches -Folk Song Suite/Commando March.

## **Program Objectives:**

Students will learn specific details about each music composition including form, themes, chordal structure and repertoire by using the computer's "guided" listening.

## **National Standard(s) Supported:**

National Standard 6 • Listening to, analyzing, and describing music

National Standard 7 • Evaluating music and music performances

National Standard 8 • Understanding relationships between music, other arts, & disciplines outside the arts

National Standard 9 • Understanding music in relation to history and culture

## **Opportunity-to-Learn Standards for Music Technology:**

The following OTL Standards are included in this program:

Analyzing

Describing Music

Listening

Performing

Reading

## ***Representative Information***

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