

ONE-YEAR ANNUAL SUBSCRIPTION

FOR NORTH AMERICAN USE

town4kids

MIDISAURUS MUSIC

School/Teacher Edition

Includes
Teacher
and
Student
versions



DVD-ROM

MiDisaurus Music for Kindergarten to Grade 3 is designed to support the teaching and learning of music in elementary levels. MiDisaurus Music develops real music skills, the understanding of music in relation to history and culture, and fosters the ability to be musically creative. An edutainment approach holds the child's interest with colorful animation, fun-filled games, songs and activities.

Available as an annual subscription, Midisaurus Music makes classroom or home-school music learning an enriching and engaging experience.

Teacher tools include the ability to send any combination of exercises to a class or specific student with record-keeping of student progress.

System Requirements:

Windows® XP / Mac OS X

Hard disk with 4GB of free space available

DVD-ROM drive (required for installation)

Internet connection (required for activation)

School Teacher Edition:

For 1 Teacher Computer and 5 Class Computers

Guide to Town4kids Lesson Planner

The Town4kids Lesson Planner enables the teacher to review each activity and to customize modules as lesson plans for the students. The activities and songs are organized into topics. Each activity takes from 2-5 minutes to complete, depending on how prepared the student is. Teachers can use the modules as they are or can customize their own sessions to meet their students' needs. A lesson plan may consist of one session or several sessions, depending on how you want to organize your instructional program.



ACCESSING THE ACTIVITY DATABASE (TOP HALF)

(1) TOPICS MENU

Click to view drop-down menu and select topic of interest. Click the left and right buttons to view database in previous and next category of topics, respectively.

(2) TOPIC SELECTION

Displays the available resources on selected topic. Click on any title to view its thumbnail (7) and description (6). Double click to launch.

(3) INSERT TO LESSON PLAN

1-click function to add all lessons displayed in the current topic selection to the lesson plan on the bottom half of the Lesson Planner screen.

(4) USER'S GUIDE

Click to launch this user's guide, which explains the various features and provides an overview of the contents.

(5) ADMINISTRATION

Features include 'Class Administration', 'View/Print Student Reports', 'Change School/Subscription Information' and 'Check For Update'. Refer to the page on **Administration Features**.

(6) LESSON DESCRIPTION

Gives a brief description of the lesson shown by the thumbnail.

(7) LESSON THUMBNAIL

Thumbnail of selected lesson -> Double click to launch.

(8) ADD TO LESSON PLAN

Click to include lesson (shown by the thumbnail) in the lesson plan on the bottom half of the Lesson Planner screen.

(9) SEARCH BY KEYWORD

Click once on the search box and type in a keyword for your search, and click the "GO" button to find related lessons.

PLANNING A LESSON (BOTTOM HALF)

The Town4kids Lesson Planner enables the teacher to create individual lesson plans according to the needs of the class. Teacher may also access pre-planned lessons and make changes to them by adding or deleting activities and saving it as a new plan. Each lesson plan can comprise many sessions. (For example, Lesson Plan 1 may be for the month of January. The plan may contain four sessions, each representing one session per week.)

(10) “FILE” & “EDIT” FUNCTIONS

File Function →

New Lesson Plan > Create new lesson plan

Open Lesson Plan > Open existing lesson plan

Save > Save a new or modified lesson plan

Save As... > Save modified lesson plan as a new lesson plan

Print All Sessions > Print a summary of all sessions in lesson plan

Print Current Session > Print a summary of only the current session

Exit > Exit the lesson planner

Edit Functions →

Insert Session > Insert a new session in between existing sessions

Delete Session > Delete the current session from lesson plan

(11) **CURRENT LESSON PLAN:** Shows the file name of the lesson plan.

(12) **LESSON PLAN THUMBNAILS:** These are lessons included in the lesson plan. They can be shifted around to rearrange the sequence. Double click to launch the individual lessons.

(13) **SESSIONS:** A LESSON PLAN can contain many SESSIONS. This window shows which session in this lesson plan you are viewing. Use the arrows to switch between sessions.

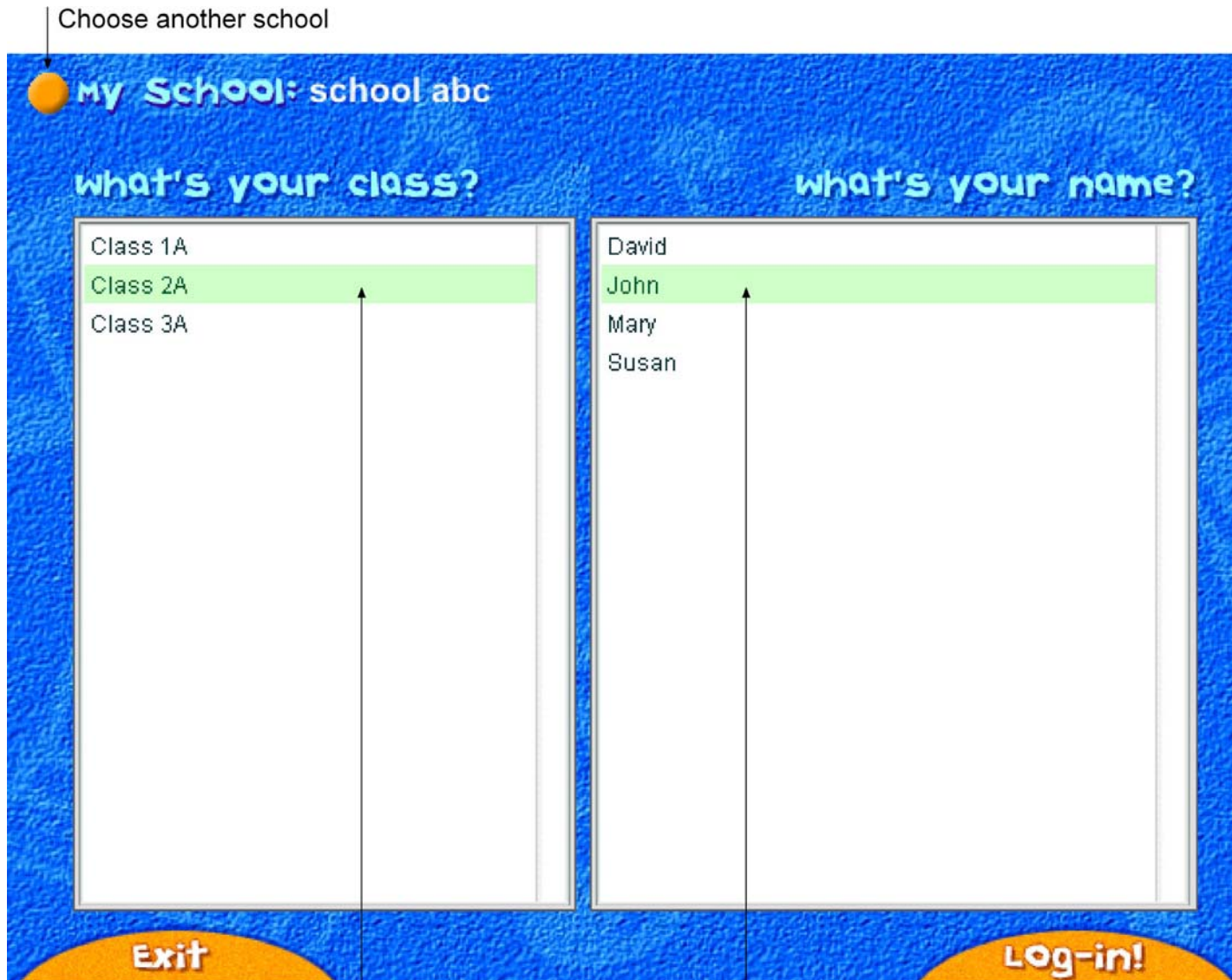
(14) **SEND LESSON PLAN TO STUDENTS:** Click to send the lesson plan to student stations (use this feature provided other PCs have been installed with **Student Version**).

(15) **CREATE LESSON GUIDE:** Teacher may create a guide for students to accompany the lesson created.

(16) **TRASH BIN:** Click and drag thumbnail from session plan to the trash bin to remove it from the session.

Guide to using The Student Version

Student Login Screen



Student Lesson Screen



Help

Switch to next session

Quit the program

Reload lessons sent by teacher

Click start to launch the activities

Go back to earlier screen: selection of class and student

Guide to the Song and Activity Screens

Students will be able to easily complete their multimedia lessons using basic mouse skills. Additionally, the menu bar at the bottom of each screen facilitates the student going through each step of the lesson, activity or song.

Lesson / Activity Screen (Example)

The screenshot shows a lesson titled "Note Names" on a musical staff. A treble clef is on the left. The staff has five lines. A blue figure stands on the second line, which has a pink circle labeled 'A' below it. Other notes are represented by colored circles: 'E' (blue) on the first space, 'F' (pink) on the first line, 'G' (blue) on the second space, 'B' (blue) on the second line, 'C' (pink) on the second space, 'D' (blue) on the third line, 'E' (pink) on the third space, and 'F' (blue) on the fourth line. Below the staff is a piano keyboard with keys labeled 'E', 'F', 'G', 'A', 'B', 'C', 'D', 'E', 'F'. A purple "Back" button with a left arrow is to the left of the keyboard. At the bottom is a menu bar with several icons: a cartoon animal, a house, a volume knob, a red question mark, a green "PLAY AGAIN!" button, and another cartoon animal. Arrows point from text labels to these icons.

Back to previous

Key lights up indicating when a correct answer is achieved

Return to main menu

Volume control

Help/ instructions

Play activity again

Move on to next page

Song Screen (Example)

ROLLING IN THE MUD Song 

D Position

Roll-ing to the left Roll-ing to the right It's nice to roll in the mud when it's bright

Splash-ing to the left Splash-ing to the right Oh! what a squea-ling de- light! Oink! Oink!

F# F#

DE GA DE GA

54 21 12 45

Back to previous **PLAY WITH ME** VIDEO SING TO ME      Move on to next page

Play accompaniment only Play video demonstrating song played on the keyboard Play melody and accompaniment Return to main menu Volume control Help/ instructions Print current music score

Picture Composition Screen (Example)

Enter the title of the movie

Click and drag any animated clips to the film strip below

The interface consists of several main sections:

- Title Entry:** A black box labeled "TITLE" with a yellow "X" button below it.
- Clip Selection Grid:** A 2x6 grid of clip thumbnails. The first row contains a green dinosaur, a purple dinosaur, a yellow dinosaur, a blue dinosaur, and a green lizard. The second row contains a pink dinosaur and a cartoon character. Each clip has a yellow "X" button below it.
- Control Buttons:** A vertical stack of buttons on the right: "SAVE" (Save current movie), "SAVE AS" (Save movie as new name), "CLEAR" (Clear current movie), "LOAD" (Load movie saved), and "START" (Play current movie).
- Film Strip:** A horizontal strip with 8 frames. Frame 1 has a green dinosaur, and frame 2 has a yellow dinosaur. Frames 3-8 are empty. Navigation arrows are on the right.
- Bottom Navigation Bar:** A yellow bar with icons for: "Go to previous lesson" (dinosaur), "Click and drag to sequence the clip. Double click to erase" (red bar), "Go back to main menu" (house), "Change volume" (speaker), "Click to create sound for the clip selected" (purple alien), and "Go to next lesson" (dinosaur).

Music Composition Screen (Example)

The interface is divided into several functional areas:

- Top Bar:** Contains buttons for 'Export As' (with sub-options MIDI, WAV, JPEG), 'Save', and 'Print'. A central instruction box reads 'Select a note or rest. Use the instrument to enter note'. On the right are 'new' and 'exit' buttons, and navigation arrows.
- Tracks:** Four tracks are visible, each with a volume and pitch control. The top two tracks are labeled 'Acoustic Grand' and the bottom two 'Acoustic Bass I'. The first track shows a melody in 3/4 time, and the second track is currently selected and highlighted with a red box.
- Bottom Panel:** Includes 'Erase track', 'Erase bar', and 'Erase note' buttons. A virtual keyboard is shown with 'Middle C' labeled. A 'Tempo' slider ranges from 'slow' to 'fast', and a large red 'PLAY' button is at the bottom right.

Annotations with arrows point to the following elements:

- 'Export file as midi / wave / jpeg format' points to the 'Export As' button.
- 'Save / Print composition created' points to the 'Save' and 'Print' buttons.
- 'Instruction to help user' points to the central instruction box.
- 'Start a new composition' points to the 'new' button.
- 'Exit the program' points to the 'exit' button.
- 'Change track volume' points to the volume control for the top track.
- 'Change track pitch' points to the pitch control for the top track.
- 'Change track instrument' points to the instrument selection dropdown for the top track.
- 'Select note (or rest) before entering score using keyboard on right' points to the 'Erase note' button.
- 'Erase note, bar, or track' points to the 'Erase note' button.
- 'Click on any key on the keyboard to enter notation' points to the virtual keyboard.
- 'Click to select bar' points to the red box around the second bar of the top track.
- 'Click to play composition' points to the 'PLAY' button.

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