

GAMESP

EDUCATORS
& THERAPISTS
& FAMILY GUIDE

UD5 Music

This unit is dedicated to MUSIC activities and learning to play in the music workshop. The activities in this laboratory are aimed mainly at encouraging socialization and improving self-esteem. The unit is divided into three levels of difficulty:

EASY LEVEL we learn the seven musical notes. You'll have to move the robot on the thematic table and associate each image of a note with its name.

MEDIUM LEVEL we build the scale of C (Solorviolin). You can use the table provided or create your own. At this level the game will be to create the proper succession of notes until you have the scale of Sol. You can also insert QR Code to provide further information.

ADVANCED LEVEL you play your music. In this level it is preferable to foster teamwork. There are two or more players or teams and it gives space for creativity. Each player must move the robot on the thematic table by creating their own melody.

CREATE YOUR MUSIC

ADVANCED LEVEL



We practice our skill



Play your music



Each player must move the robot on the table to create your own melody, associating each sound/note to a movement. You can also insert QR Code to provide further information to learn how to make programs. We can look for links to programs to learn and produce sampled music.



Other possible activities:
Each team, like an orchestra, will perform the melody line from a musical family (wind, strings, percussion, etc.) for a musical ensemble



GAMESP

ONLINE PLATFORM
TO INTERACT WITH PHYSICAL ROBOTS
FOR INTELLECTUALLY HANDICAPPED PEOPLE





This unit is about music and how to create our own music.



EASY LEVEL



Hi, do you want to play music together?



We learn the names of musical notes



Move the robot on table (left, right, or North-South movements). In each box you must associate the image of each note with its name.



Use the hobbies board.



MEDIUM LEVEL



Hi, shall we play together?



We build the scale of C



Move the robot on the table (move left, right, or North-South at this level the game will be to create the right succession of notes until you make the scale of C. You can also insert OR Code to provide further information.



You have a skill board for help (table of musical notes with their names and the proper distribution of the notes on staff to form the scale of C)