

## Key Stage 1 Music Technology Websites

### **Chrome Experiments - Kandinsky**

**KS1 and 2** - <https://musiclab.chromeexperiments.com/Kandinsky> - Kandinsky is a visually engaging piece of software that allows users to draw shapes and lines. These graphics are interpreted by the software as a range of instruments and sounds in a range of pitches. Because of the free time nature of what is produced, this software could be used as a safe starting point for younger pupils, helping to build positive musical experiences in an engaging way.

### **Chrome Experiments – Melody Maker**

**KS1, 2 and 3** - <https://musiclab.chromeexperiments.com/Melody-Maker> - Melody maker is a piece of software which allows learners to quickly create single note melodies using 8 beats. The tempo can be altered and there is a delay effect which can be added to create a nice effect.

### **Chrome Experiments – Rhythm**

**KS1 and 2** - <https://musiclab.chromeexperiments.com/Rhythm> - Rhythm is a colourful tool which, due to its animated characters, would likely be appealing to younger students. Rhythm allows for learners to compose and explore in a range of time signatures including 3/4, 4/4, 5/4, 6/8 (or 6/4). With simple and limited graphic notation, pupils can create their own rhythms in the variety of given time signatures.

### **Chrome Experiments – Voice Spinner**

**KS1 and 2** - <https://musiclab.chromeexperiments.com/Voice-Spinner> - Voice spinner is a simple piece of software which allows learners to quickly record and manipulate a short snippet of their voice (or any other sound they choose). They can manipulate the pitch of the recording or play the recording in reverse at various pitches.

### **Music Shake**

**KS1, 2, 3 and 4** - <http://eng.musicshake.com/create/> - Music Shake is a piece of software that offers a large range of loops in different keys, tempos and genres. These loops can then be layered and arranged, using a format similar to other professional loop based software. There is a quick start option, to allow a range of loops to be preselected for quick creations, or you can start from scratch, selecting and choosing loops according to preference.

### **Pixel Synth**

**KS1, 2 and 3** - <https://ojack.github.io/PIXELSYNTH/> - Pixel Synth is a very unique and interesting piece of software which musically responds to graphical information. Specifically, users can either draw or upload an image to the software for it to interpret as pitches. A timeline moves across the screen triggering pitches as it encounters changes in the image. The tempo, scale, starting note and octave ranges can all be set by the user.

### **Sheep Beats**

**KS1, 2 and 3** - [http://www.onemorelevel.com/game/sheep\\_beats](http://www.onemorelevel.com/game/sheep_beats) - Sheep beats is a visually fun and simple piece of software based around creating drum rhythms. Using a midi style note entry system, the user can compose a single bar using either the kick, snare or hi hat sound. This can then be layered with a double bass and keyboard type sound to create a one bar riff. Colourfully animated, this software can be used to help teach rhythm composition.

## **Tonematrix**

**KS1 and 2** - <http://tonematrix.audiotool.com/> - Tonematrix is a responsive, visual and easy to use piece of software. Based on a grid matrix system, users enter in blocks to create different rhythms and pitches. This could be used to create a live interpretation to moving image by building and taking away notes.

## **Key Stage 2 Music Technology Websites**

### **Button Bass**

**KS2, 3 & 4** - <http://www.buttonbass.com/> - Button Bass is a resource that can be used for exploring, arranging, layering, comparing and appraising a range of modern genres such as Dubstep, Trap, House and EDM (Electronic Dance Music). Using a large range of "cubes" which contain a range of loops, learners can explore creating arrangements and backing beats.

Also on the site, there are a range of pianos, drums, mixers and guitars to explore playing live using the mouse or computer keyboard

### **Html5drummer**

**KS2, 3 & 4** - <http://www.html5drummachine.com/> - Html5drummer is a fairly simple and quick tool that can be used to compose a drum beat. With an "old school" drum machine type appearance; this software can be used to compose two separate bars from a range of drum and percussion styles including: Hip Hop, Electro, House, Techno and Acoustic. Bars can be bounced down to WAV for use and manipulation in other software.

### **Notessimo**

**KS2** - <http://www.onemorelevel.com/game/notessimo> – Notessimo is a quick and simple piece of software that allows users to select from a large range of instrument sounds. These sounds can be entered on a staff, using graphic representations of the chosen instrument, to create melodies and rhythms. More than one instrument sound can be layered together to stimulate conversations about texture.

### **Novation Launchpad Arcade**

**KS2, 3 & 4** - <https://intro.novationmusic.com/harry-coade?overlay=intro> – Launchpad Arcade is a versatile tool which can be used to create live arrangements and performances using an extensive range of loops from a large range of genres. Some samples can be triggered to play and loop automatically, allowing for learners to focus on timbre, texture and arrangement. Alternatively, some samples can be triggered, using the keyboard, and need to be held down in order for them to carry on playing. This allows for pupils to develop skills relating to live performance, time keeping, rhythm (as well as selecting samples with timbre, texture and arrangement in mind).

## **Sampulator**

**KS2, 3 & 4** - <http://sampler.com/> - Sampulator is can be a live performance tool, with samples being triggered rhythmically using the computer keyboard, or a compositional tool, with samples being played in, edited and arranged to create up to 16 bars. As well as a good offering of high quality drum and percussion sounds, there are a selection of vocal samples, including some from the recognisable voices of Drake and DJ Khaled, that can be triggered and sequenced into composed bars. There are several examples which can be shown to learners to help inspire.

## **Free Music Technology Apps**

### **Blocs Wave**

#### **Blocs Wave**

**KS2, 3 & 4** – Blocs Wave is loops based application which allows the user to search and use a large range of high quality loops and samples which acknowledge modern music genres and styles. With loops categorised into genres such as Hip Hop, Indie, Trap, House and Funk (to name a few), the user can select a blend of loops and then create live and recorded arrangements by triggering, muting and moving between "arrangements" of loops on the fly. Sounds can also be recorded in and sounds can be edited (rhythmically trimmed) to create a new variation of the loop.

### **Garage Band**

**KS1, 2, 3 & 4** – Garage Band is an extremely versatile app which offers, midi style note entry (composition), live loop triggering (for creating live and recorded arrangements) and live playing of an extensive range of customisable sounds. Regarding the live playing element, instruments can be played with pitch bend, arpeggios, in user defined scales, expression, dynamics and many other variable performance options. Users can also live record in using a microphone (or in built mic) to record audio. This audio can be manipulated using editing and effects. Due to its depth and range of use, Garage Band is an app which requires some exploration and practise in order to become fluent when using it. If, however, an element of Garage Band (such as playing instruments for live performance purpose) was used as the singular focus, it can be very accessible and create high quality sounds for the user.

### **Piano**

**KS1 & 2** – Piano is a simple piano app which offers a typical keyboard layout for users to play. There is a metronome and record function so that users can record and immediately assess their performances.

### **Playground**

**KS2, 3 & 4** – Playground is a very effective application which allows users to create colourful and widely varied live performances using a rhythmical dragging and tapping motion on the screen. The app comes with several free sound banks for users to immediately explore using but more can be purchased to extend the library. The sound banks provide a wide range of high quality samples and instrumentation from a variety of genres including Hip Hop, EDM (electronic dance music) and Indian music. One of the most impressive features of this app is how two iPads can run the app together and connect to allow for two users to perform a coordinated and synchronised piece together with ease.

### **Puffin Browser**

**KS1, 2, 3 & 4** – Although not a musical app, this is a highly recommended internet browser which supports the use of flash programs. With there being so many free and engaging music apps online, Puffin browser is an excellent way to access them on iPads.

### **Real Drum**

**KS1 & 2** – A simple drum kit app which allows users to live play on an acoustic kit. The drum sounds can be changed and selected to the user's preferences. There is also a record function.

### **Rhythm Pad**

**KS1, 2, 3 & 4** – Rhythm pad offers 8 large "pads" for the user to play which trigger drum and percussion sounds. The pads can be assigned to play different kit sounds ranging from "real kit" to "chemical" sounds. The volume of each individual pad can be adjusted for preference.

### **Tone Pad**

**KS1 & 2** – Tone Pad is an easily accessible and simple app that allows users to quickly enter in notes on a grid and create pleasing melodies and harmonies. The created melodies can be saved and loaded for later editing.