

AR Classroom™ - Program Outcomes

▲ Outcomes mapped to the TEKS Texas Essential Knowledge and Skills. AR Classroom meets concepts in 117.208, 209, 210



Title	Session Content	Resources	Outcomes ACARA National	Supported Software Options
Crack The Code	<ul style="list-style-type: none"> • Overview about Cryptology in Music • Methods of Cryptology in Music (German, French, Honegger, Morse Code, Number System) • Creating Codes to crack • Listening Tasks for each method • Create an encrypted song using one of the above methods • Build an AR experience to showcase student encrypted song and session content 	<ul style="list-style-type: none"> • Instructional Videos & YouTube Clips 	<p>117.208 1B,C, 2B,C, 3G, 5C 117.209 1B,C, 2B,C, 3G, 5C 117.210 1B,C, 2B,C, 3G, 5C</p>	<ul style="list-style-type: none"> • Noteflight • Sibelius • Metaverse • Musescore
Whalesong	<ul style="list-style-type: none"> • The Facts about Whales and their songs • Listening task & Graphic Notation creation • Analysis of Whalesong excerpt and apply graphic Notation • Musical Form: Repetition, Contrast, Variation • Musical Form: Binary, Ternary, Rondo • Create a Whale Song: components including Graphic/ traditional notation, Song Structure, and Form • Build an AR experience to showcase student Whale Song and session content 	<ul style="list-style-type: none"> • MP3 tracks & Audio files • Automated marking of Session Quizzes • Augmented Reality Experience corresponding to session concepts • Asset kit for students to build their own AR Experience • Instructional Videos & YouTube Clips 	<p>117.208 1B,C,D, 2B,C, 3G, 5C 117.209 1B,C,D, 2B,C, 3G, 5C 117.210 1B,C,D, 2B,C, 3G, 5C</p>	<ul style="list-style-type: none"> • Mixcraft • ACID • Garageband • iPad Garageband • Soundtrap • Bandlab • Metaverse
Instruments of The Orchestra	<ul style="list-style-type: none"> • The Orchestra and Instrument Families • Instrument features, specifications, and sound source/production • Instruments and their range • Concept based listening task & describing sound (TIMBRE) • Concept based listening task - Musical Soundscapes • Matching an instrument to an animal/character and vice versa • Creating an animal soundscape in DAW software • Build a Mastermind-style AR experience to showcase students knowledge of instruments and composition 	<ul style="list-style-type: none"> • MP3 tracks & Audio files • Automated marking of Session Quizzes • Augmented Reality Experience corresponding to session concepts • Asset kit for students to build their own AR Experience 	<p>117.208 1A,B,C, 2A,B,C, 3G, 4C, 5C,D,E 117.209 1B,C 2A,B,C 3G 4C 5C,E,F 117.210 1B,C 2A,B,C 3G 5C,F</p>	<ul style="list-style-type: none"> • Mixcraft • ACID • Garageband • iPad Garageband • Soundtrap • Bandlab • Metaverse

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<p>Musical Moments</p>	<ul style="list-style-type: none"> • Book musicals and their characteristics • Common character archetypes found in musicals • Identifying and analysing the musical characteristics and musical concepts of an 'I Want' Song <ul style="list-style-type: none"> ◦ Avoiding the tonic ◦ Scale Degrees & Major Scales ◦ Melodic Repetition (Unity & Contrast) • Identifying and analysing the characteristics and musical concepts of a Comedy Song <ul style="list-style-type: none"> ◦ Rhythmic & Melodic Repetition ◦ Syncopation • Composing either an 'I Want' Song or Comedy song, learning compositional practices such as- <ul style="list-style-type: none"> ◦ Lyric writing (original or provided) ◦ Scansion (setting lyrics to rhythm) ◦ Melody writing ◦ Chordal accompaniment ◦ Implementing relevant musical concepts • Build an AR experience to showcase the students' song/s and session content and/or create a virtual program for a school event or musical 	<ul style="list-style-type: none"> • Instructional Videos & YouTube Clips • MP3 tracks & Audio files • Automated marking of Session Quizzes • Augmented Reality Experience corresponding to session concepts • Asset kit for students to build their own AR Experience • Instructional Videos & YouTube Clips • MP3 tracks & Audio files • Automated marking of Session Quizzes • Augmented Reality Experience corresponding to session concepts • Asset kit for students to build their own AR Experience 	<p>117.208 1A,B,C,D, 2A,B,C, 3G, 5B,C,D,E 117.209 1A,B,C,D 2A,B,C 3G 5B,C,E,F 117.210 1A,B,C,D 2A,B,C 3G 5B,C,E,F</p>	<ul style="list-style-type: none"> • Noteflight • Sibelius • Metaverse • Musescore

Augmented Reality Experience

Compatible with phones, tablets, iPads, and computers with a 2 directional camera.

Code for AR Experience is held in the Teacher Resources area of the website, ensuring the teacher has control over if/when the students take the experience.