



# Instruments of The Orchestra

## Create an Experience

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Check out the [Metaverse Studio](#) before you launch into this project and ensure you can access this cloud-based software from your school/classroom. Check that your students will also be able to access it.

**Note:** Students will need access to a phone or tablet with the Metaverse app installed so they can test their AR creations as they build them on their laptop/device

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### AIM OF THE TASK

To research an Instrument of the Orchestra, learn the parts & specifications, devise some multiple-choice questions and create an AR Mastermind Game for someone else to play and attempt to answer the questions correctly.

### OUTLINE

- Decide if you are going to allow students to choose any instrument or if you are going to be more prescriptive.
- Open the MusicEDU Project page with all the details & tutorial videos [here](#) (you're welcome to give the students this link)
- Give your students access to the Instruments of the Orchestra sample worksheet (you may wish to print this or distribute it via your learning management system). You can find this worksheet in your Workshop Pack.
- Explain the task and timeframe - remember - things take as long as you want them to take, so the task could be done in two weeks or two months, depending on the year group you are working with and the level of detail you expect from the task.

### TIP!

Regular checking of the student AR creation is advisable. To do this, print the unique QR-code provided for the students' creation from Metaverse studio and scan from a phone or iPad/tablet. Regular checking ensures that text and alignment of images is correct and can be easily adjusted as needed.

