

# AR Classroom™ - Program Overview & Outcomes

▲ Outcomes mapped to the New Jersey Student Learning Standards – Visual and Performing Arts (NJSL-S-VPA)



Title	Session Content	Resources	Outcomes ▲	Supported Software Options
<b>Crack The Code</b>	<ul style="list-style-type: none"> <li>• Overview about Cryptology in Music</li> <li>• Methods of Cryptology in Music (German, French, Honegger, Morse Code, Number System)</li> <li>• Creating Codes to crack</li> <li>• Listening Tasks for each method</li> <li>• Create an encrypted song using one of the above methods</li> <li>• Build an AR experience to showcase student encrypted song and session content</li> </ul>	<ul style="list-style-type: none"> <li>• Instructional Videos &amp; YouTube Clips</li> </ul>	1.3A.8.CR1, 1.3A.8.Cr2, 1.3A.Cr2, 1.3A.8.Re7, 1.3A.8.Re8, 1.3A.8.Cr10, 1.3A.8.Cr11, 1.3B.Cr1, 1.3B.Cr2, 1.3B.Cr3, 1.3B.Pr6, 1.3B.Pr7, 1.3B.Re8a, 1.3B.Cn10, 1.3B.Cn11, 1.3E.Cr1, 1.3E.Cr2, 1.3E.Cr3, 1.3E.Re7, 1.3E.Re8, 1.3E.Re9, 1.2.8.Cr1, 1.2.8.Cr2, 1.2.8.Cr3, 1.3D.Cr1, 1.3D.Cr2, 1.3D.Cr3	<ul style="list-style-type: none"> <li>• Noteflight</li> <li>• Sibelius</li> <li>• Metaverse</li> <li>• Muscores</li> </ul>
<b>Whalesong</b>	<ul style="list-style-type: none"> <li>• The Facts about Whales and their songs</li> <li>• Listening task &amp; Graphic Notation creation</li> <li>• Analysis of Whalesong excerpt and apply graphic Notation</li> <li>• Musical Form: Repetition, Contrast, Variation</li> <li>• Musical Form: Binary, Ternary, Rondo</li> <li>• Create a Whale Song: components including Graphic/ traditional notation, Song Structure, and Form</li> <li>• Build an AR experience to showcase student Whale Song and session content</li> </ul>	<ul style="list-style-type: none"> <li>• MP3 tracks &amp; Audio files</li> <li>• Automated marking of Session Quizzes</li> <li>• Augmented Reality Experience corresponding to session concepts</li> <li>• Asset kit for students to build their own AR Experience</li> <li>• Instructional Videos &amp; YouTube Clips</li> </ul>	1.3A.8.CR1, 1.3A.8.Cr2, 1.3A.Cr2, 1.3A.8.Re7, 1.3A.8.Re8, 1.3A.8.Cr10, 1.3A.8.Cr11, 1.3B.Cr1, 1.3B.Cr2, 1.3B.Cr3, 1.3B.Pr6, 1.3B.Pr7, 1.3B.Re8a, 1.3B.Cn10, 1.3B.Cn11, 1.3E.Cr1, 1.3E.Cr2, 1.3E.Cr3, 1.3E.Re7, 1.3E.Re8, 1.3E.Re9, 1.2.8.Cr1, 1.2.8.Cr2, 1.2.8.Cr3, 1.3D.Cr1, 1.3D.Cr2, 1.3D.Cr3	<ul style="list-style-type: none"> <li>• Mixcraft</li> <li>• ACID</li> <li>• Garageband</li> <li>• iPad Garageband</li> <li>• Soundtrap</li> <li>• Bandlab</li> <li>• Metaverse</li> </ul>
<b>Instruments of The Orchestra</b>	<ul style="list-style-type: none"> <li>• The Orchestra and Instrument Families</li> <li>• Instrument features, specifications, and sound source/production</li> <li>• Instruments and their range</li> <li>• Concept based listening task &amp; describing sound (TIMBRE)</li> <li>• Concept based listening task - Musical Soundscapes</li> <li>• Matching an instrument to an animal/character and vice versa</li> <li>• Creating an animal soundscape in DAW software</li> <li>• Build a Mastermind-style AR experience to showcase students knowledge of instruments and composition</li> </ul>	<ul style="list-style-type: none"> <li>• MP3 tracks &amp; Audio files</li> <li>• Automated marking of Session Quizzes</li> <li>• Augmented Reality Experience corresponding to session concepts</li> <li>• Asset kit for students to build their own AR Experience</li> </ul>	1.3A.8.CR1, 1.3A.8.Cr2, 1.3A.Cr2, 1.3A.8.Re7, 1.3A.8.Re8, 1.3A.8.Cr10, 1.3A.8.Cr11, 1.3B.Cr1, 1.3B.Cr2, 1.3B.Cr3, 1.3B.Pr6, 1.3B.Pr7, 1.3B.Re8a, 1.3B.Cn10, 1.3B.Cn11, 1.3E.Cr1, 1.3E.Cr2, 1.3E.Cr3, 1.3E.Re7, 1.3E.Re8, 1.3E.Re9, 1.2.8.Cr1, 1.2.8.Cr2, 1.2.8.Cr3, 1.3D.Cr1, 1.3D.Cr2, 1.3D.Cr3	<ul style="list-style-type: none"> <li>• Mixcraft</li> <li>• ACID</li> <li>• Garageband</li> <li>• iPad Garageband</li> <li>• Soundtrap</li> <li>• Bandlab</li> <li>• Metaverse</li> </ul>

# AR Classroom™ - Program Overview & Outcomes

▲ Outcomes mapped to the New Jersey Student Learning Standards – Visual and Performing Arts (NJSL-VPA)



Title	Session Content	Resources	Outcomes ▲	Supported Software Options
<p><b>Musical Moments</b></p>	<ul style="list-style-type: none"> <li>● Book musicals and their characteristics</li> <li>● Common character archetypes found in musicals</li> <li>● Identifying and analysing the musical characteristics and musical concepts of an 'I Want' Song                             <ul style="list-style-type: none"> <li>○ Avoiding the tonic</li> <li>○ Scale Degrees &amp; Major Scales</li> <li>○ Melodic Repetition (Unity &amp; Contrast)</li> </ul> </li> <li>● Identifying and analysing the characteristics and musical concepts of a Comedy Song                             <ul style="list-style-type: none"> <li>○ Rhythmic &amp; Melodic Repetition</li> <li>○ Syncopation</li> </ul> </li> <li>● Composing either an 'I Want' Song or Comedy song, learning compositional practices such as-                             <ul style="list-style-type: none"> <li>○ Lyric writing (original or provided)</li> <li>○ Scansion (setting lyrics to rhythm)</li> <li>○ Melody writing</li> <li>○ Chordal accompaniment</li> <li>○ Implementing relevant musical concepts</li> </ul> </li> <li>● 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</li> </ul>	<ul style="list-style-type: none"> <li>● Instructional Videos &amp; YouTube Clips</li> <li>● MP3 tracks &amp; Audio files</li> <li>● Automated marking of Session Quizzes</li> <li>● Augmented Reality Experience corresponding to session concepts</li> <li>● Asset kit for students to build their own AR Experience</li> <li>● Instructional Videos &amp; YouTube Clips</li> <li>● MP3 tracks &amp; Audio files</li> <li>● Automated marking of Session Quizzes</li> <li>● Augmented Reality Experience corresponding to session concepts</li> <li>● Asset kit for students to build their own AR Experience</li> </ul>	<p>1.3A.8Cr1, 1.3A.Cr2, 1.3A.8Cr3, 1.3A.8.Re7, 1.3A.8.Cn10, 1.3A.8.Cn11z1.3A.8.Cn11, 1.3B.Cr1, 1.3B.Cr2, 1.3B.Cr3, 1.3B.Pr4, 1.3B.Re8a, 1.3B.Cn10, 1.3B.Cn11, 1.3C.Cr1, 1.3C.Cr2, 1.3C.Cr3, 1.3C.Re8, 1.3C.Cn10, 1.3C.Cn11, 1.3E.Cr1, 1.3E.Cr2, 1.3E.Cr3, 1.3E.Re7, 1.3E.Re8, 2.3B.Cn10, 1.3B.Cn11</p>	<ul style="list-style-type: none"> <li>● Noteflight</li> <li>● Sibelius</li> <li>● Metaverse</li> <li>● Musescore</li> </ul>

## 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.