



## BEAMZ IOS EDUCATION & LIFE SKILL LESSON PLANS

### OVERVIEW

The Beamz IOS App offers over 200 interactives songs and lessons for preschool and K-8 school children as well as individuals of all ages. These lesson plans include detailed instructions which are provided below and by video and voice over in the various songs and games. A complete list of the songs & games that come with the App are provided on the web site [www.thebeamz.com/iosapps](http://www.thebeamz.com/iosapps) . Depending on interest, numerous in App purchase bundles are available (see above web site for details), including interactive Pop, Artist, and original songs, Math lessons, music education lessons, early learning lessons, a story book series, and a variety of other topics. This guide and the corresponding songs and games can be used by families, teachers, educators, therapists, professionals, and the like.

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## MUSIC EDUCATION SERIES

The Music Education series of lessons include music instrument, music fundamentals, and music appreciation interactive learning songs and games that help individuals work on various skills while learning about music instruments, genres, and principles.

### MUSIC INSTRUMENT REHERSALS & GAMES

**Objective:** To learn and identify the sounds of various guitar, percussion, string, keyboard, and wind instruments.

**Overview:** There are separate lessons and games for guitar, percussion, string, keyboard, and wind instruments. In the tutorial portion of the lesson, a voice over and various prompts takes the user through eight different guitar, percussion, string, keyboard, wind, or world instruments. The instructions interactively encourage the user to trigger each of the instrument sounds by instructing the user to touch each instrument beams at select times. At the end of the tutorial the user will be able to play at will.

After completing the initial guitar, percussion, string, keyboard, wind, and/or world rehearsals for the various types of instruments, the user can proceed to the corresponding game. In the game, each guitar, percussion, string, keyboard, and wind sound is played, one at a time, and the user is asked to identify that instrument by choosing and playing it from a scramble of instrument types (i.e. multiple choice). Visible and audio feedback is provided noting the correct answers, and a “Buzzer” will sound for the wrong answer. At the end, the user will be able to practice and play at will.

### Instructor Guidance

- Step 1 Assist the user with voice prompts to choose desired instrument tutorial/rehearsal from the song playlist.
- Step 2 Prompt the user to touch the Rhythm/Play button on the bottom of the screen to start the tutorial, and then to follow the instructions.
- Step 3 After completing the tutorial, load the corresponding game. Prompt the user to touch the Rhythm/Play button on the bottom of the screen to start the game, and then to follow the instructions.
- Step 4 Have the user touch the instrument beam they believe represents the instrument that was played. If necessary, assist the user in deciding which sound goes with which corresponding instrument.
- Step 5 Note how many the user got right on the first try. Repeat until the user can connect all the instruments with their sounds, or as long as desired and/or their attention span will allow.

## **INSTRUMENTS OF THE WORLD TUTORIAL/REHERSAL & GAME**

**Objective:** To learn about various instruments of the world and independently identify them.

**Overview:** In the tutorial portion of the lesson, a voice over and 3D object prompt takes the user through different instruments of the world. The instructions interactively encourage the user to trigger each of the instrument sounds by instructing the user to touch each instrument beam at selected times. At the end of the tutorial user will be able to play at will.

After completing the initial tutorial for the various world instruments, the user can proceed to the “Instruments of the World Game”. In the game, each world instrument sound is played, one at a time, and the user is asked to identify that instrument by choosing and playing it from a scramble of different instrument types (i.e. multiple choice). Visible and audio feedback is provided noting the correct answers, and a “buzzer” will sound for the wrong answer. At the end the user will be able to play at will.

### **Instructor Guidance**

- Step 1 Assist the user with voice prompts to choose “Instruments of the World Rehearsal” from the song playlist.
- Step 2 Prompt the user to press the Rhythm/Play button on the bottom of the screen to start the tutorial, and then follow the instructions.
- Step 3 After completing the tutorial, load the Instruments of the World Game. Prompt the user to touch the Rhythm/Play button on the bottom of the screen to start the game, and then follow the instructions.
- Step 4 Have the user touch the beam they believe represents the instrument that was played. Assist the user as necessary in deciding which sound goes with which corresponding world instrument.
- Step 5 Note how many the user got right on the first try. Repeat until the user can connect all instruments with their sounds, or as long as desired and/or their attention span will allow.

## **INSTRUMENT QUIZ GAMES**

**Objective:** To use what has been learned in the various instrument tutorials & games to independently identify the look and sounds of different instruments.

**Overview:** In these two Quiz games, there will be choices for many different instruments. The instructions will then play different instruments from different instrument games. The user needs

to trigger the correct instrument beam for each sound that is played. Visible/audio feedback will be provided noting the correct answers, and a “buzzer” will be sound for the wrong answer.

### **Instructor Guidance**

- Step 1 Assist the user with voice prompts to choose “Instrument Quiz Game” or “Instrument Quiz Game 2” from the Playlist.
- Step 2 Prompt the user to touch the Rhythm/Play button on the bottom of the screen to start the game.
- Step 3 The instructions will then play a series of audio samples, one at a time, and the User must choose the correct instrument for each audio sample. The user will have about six seconds to choose a correct answer, at which point the correct answer will appear.
- Step 4 Note how many the user got right on the first try. Repeat until the user can connect all instruments with their sounds, or as long as desired and their attention span will allow.

### **MUSIC FUNDAMENTALS SERIES**

**Objective:** An interactive introduction to the principles of music theory.

**Overview:** The Music Fundamental Series includes six interactives lessons: Notes, Major Scales, Minor Scales, Melody, Cords, a Combo, and a Quiz.

### Instructor Guidance

- Step 1 Assist the user with voice prompts to choose the desired “Music Fundamentals” lesson from the Playlist.
- Step 2 Prompt the user to press the Rhythm/Play button on the bottom of the screen to start the lesson.
- Step 3 Prompt the user to follow the lesson, interacting with and listening to all the learning items in the song.
- Step 4 Discuss the items covered in the lesson.
- Step 5 Repeat for each lesson and the Quiz as appropriate.

### **MUSIC APPRECIATION SERIES**

**Objective:** An interactive introduction to a variety of music genres.

**Overview:** The Music Appreciation Series includes six interactive lessons that introduce the user to the Rock, Classical, Jazz, Country, Hip Hop, and DJ music genres.

### Instructor Guidance

- Step 1 Assist the user with voice prompts to choose the desired Music Appreciation lesson from the Playlist.
- Step 2 Prompt the user to press the Rhythm/Play button on the bottom of the screen to start the lesson.
- Step 3 Prompt the user to follow the lesson, interacting with and listening to all the learning items in the song.
- Step 4 Discuss the items covered in the lesson.
- Step 5 Repeat for each lesson as appropriate.

## MATH LESSONS

The Math Series lessons provide a range of Counting, Addition & Subtraction (within 20 and within 100), Multiplication, Place Value, & Multiples of Tens lessons and skills. These lessons progress from simple to more complex, so choose the appropriate lessons for each individual.

### COUNTING TO 10

**Objective:** Learn to count to 10.

**Overview:** This song includes an extensive video and interactive lesson teaching the user how to count to 10.

#### Instructor Guidance

- Step 1 Assist the user in choosing the “Counting to 10” song from the playlist.
- Step 2 Prompt the user to press the Rhythm/Play button on the bottom of the screen to start the song.
- Step 3 Prompt the user to follow the counting lesson and video instruction in the song.
- Step 4 Follow the voice prompts and assist the user with learning to count.
- Step 5 Discuss the numbers and counting after the song is completed.

## TIMES TABLE GAMES

**Objective:** To learn and practice the 2 to 12 times tables.

**Overview-** In this exercise a series of multiplication problems pop up with four possible answers , along with a voice over stating the problem and a number of answers to choose from below. The user must tap the correct answer. Audio scoring will be provided noting the correct answers, and a “buzzer” will be sound for the wrong answer.

#### Instructor Guidance

- Step 1 Prompt the user to choose the desired times table game from the playlist.
- Step 2 Prompt the user to press the Rhythm/Play button on the bottom of the screen to start the game.
- Step 3 If necessary, assist the user with following the voice prompts from the song, and when to press the icon to indicate their choice.
- Step 4 Continue this activity until the user can score 100% for the respective times tables game, or as long as desired and/or their attention span will allow.

## ADDITION & SUBTRACTION GAMES

**Objective:** To learn and practice Addition & Subtraction Within 20 and Within 100.

**Overview-** In this exercise a series of addition and subtraction problems pop up with four possible answers, along with a voice over stating the problem. The user must tap the correct answer. Audio scoring will be provided noting the correct answers, and a “buzzer” will be sound for the wrong answer. There are five separate games: addition within 20, subtraction within 20, a combo of addition and subtraction within 20, addition within 100, and subtraction within 100. In aggregate there are 115 problems that progress from simple to more complex, ultimately including up to four different numbers in each addition or subtraction question. Each game is about 6.5 minutes and has 20-25 problems, and the game repeats automatically after a brief ending if desired or can be terminated at the instructor or user’s option.

### Instructor Guidance

- Step 1 Prompt the user to choose the desired addition or subtraction game from the playlist.
- Step 2 Prompt the user to press the Rhythm/Play button on the right sidbottom of the screen to start the game.
- Step 3 If necessary, assist the user with following the voice prompts from the song, and when to press the beam to indicate their choice.
- Step 4 Continue this activity until the user can score 100% for the respective questions, or as long as desired and/or their attention span will allow.

## PLACE VALUE & MULTIPLES OF TENS, & BASIC SHAPES

**Objective:** To learn and practice Place Values & the Multiples of Ten.

**Overview-** In this exercise a series of lessons and problems demonstrating the meaning and use of Place Values with numbers and the meaning and use of Multiples of Ten are presented and reviewed.

### Instructor Guidance

- Step 1 Prompt the user to choose the desired lesson (Math Series: Place Value lesson, Multiples of Ten Lesson) from the playlist.
- Step 2 Prompt the user to press the Rhythm/Play button on the bottom of the screen to start the game.



- Step 3 If necessary, assist the user with following the voice prompts and lessons from the song, and when to press the beam to indicate their choice.
- Step 4 Continue this activity until the user can score 100% for the respective questions, or as long as desired and/or their attention span will allow.

### **LIFE SKILL & LEARNING LESSONS**

**Life Skill & Learning lessons focus on different common sounds and items – such as the alphabet, safety signs, animals, railroads, buses, opposites, days of the week, and the like. This provides cognitive, memory, and word associationskills, as well as knowledge of the various topics such as signs, autos, ABC's, animals, etc. These lessons progress from simple early learning to more advanced, so choose the appropriate lessons for each individual.**

### **SAFETY SIGNS TUTORIAL & GAME**

**Objective:** To understand and acquire an awareness of a variety of safety signs.

**Overview:** In the Safety Sign game the song will play various sounds and instruct the user to choose the appropriate sign by touching the beam for that sign. Audio scoring will be provided noting the correct answers, and a “buzzer” will sound for the wrong answer.

### **Instructor Guidance**

- Step 1 Prompt the user to choose “Safety Signs Game” from the Playlist.
- Step 2 Prompt the user to press the Rhythm/Play button on the bottom of the screen to start the game.
- Step 3 Follow the voice prompts and as necessary assist the user with selecting the beam which resembles the sign of the sound heard. (Ex. Car breaks indicate stop sign icon)
- Step 4 Note how many sounds and icons the user was able to match.
- Step 5 Once the user feels comfortable, replay the game and see if their scores increase.

## THE LEARNING STATION MEDLEY GAME

**Objective:** An introduction to the Phonetic Alphabet, Opposites, and Basic Counting.

**Overview:** Assist the user in selecting the “Learning Station Medley Game” from the Playlist. In this game various items such as the first letters of the alphabet will be displayed and presented in the voice over, and the user will be asked to try the different letters or other items. When the beam is touched the phonic or other sound will trigger. Similar displays will be provided for counting and opposites.

### Instructor Guidance

- Step 1 Assist the user with voice prompts to choose “The Learning Station Medley” from the playlist.
- Step 2 Prompt the user to press the Rhythm/Play button on the bottom of the screen to start the Song.
- Step 3 Prompt the user to follow the video and listen for all the learning items in the song. You can let the video play a couple of times if desired – it will loop automatically.
- Step 5 Assist the user as necessary with the Quiz where the user needs to identify a phonetic sound, number, or opposite and choose the correct answer.

## GIGGLEBELLIES MEDLEY TUTORIAL

**Objective:** An introduction to the Railroad, Animals, and a Bus.

**Overview:** In this song a video plays along with different items that change with the song information, as well as a number of other instruments that go with the song. This includes excerpts from the songs “I’ve Been Working on the Railroad”, “Old McDonald Had a Farm”, and “Wheels on the Bus” – providing a variety of learning opportunities.

### Instructor Guidance

- Step 1 Assist the user with voice prompts to choose “Gigglebellies Song Medley” from the Playlist.
- Step 2 Prompt the user to press the Rhythm/Play button on the bottom of the screen to start the song.
- Step 3 Prompt the user to follow the video and listen for all the learning items in the song. You can let the video play a couple of times if desired – it will loop automatically.
- Step 4 Assist the user as necessary with the song where the user can identify various items associated with different sounds and trigger the appropriate beams.

## STORY BOOK SERIES

**Objective:** An introduction to fun Interactive classic Story Books with a musical twist.

**Overview:** These lessons provide creative stories for the Big Bad Jazz Wolf, Goldilocks & The Three Musical Bears, Hey Diddle Diddle, Hickory Dickory Dock, Little Boy Blue, and Old King Cole. They also support basic reading skills as the story is displayed in print on the video as well as with a voice over.

### Instructor Guidance

- Step 1 Assist the user with voice prompts to choose the desired interactive story from the Playlist.
- Step 2 Prompt the user to press the Rhythm/Play button on the bottom of the screen to start the song.
- Step 3 Prompt the user to follow the story and listen for all the learning items in the song, as well as to read along with the story where possible.
- Step 4 Follow the voice prompts and assist the user with selecting the beam which resembles the instrument of the sound heard. (i.e. Press the fiddle when its mentioned in the story.)
- Step 5 Discuss the story and the items covered in the story.

## EARLY LEARNING SERIES

**Objective:** To learn and practice a variety of early learning topics.

**Overview:** This series includes video and interactive song lessons that cover such topics as ABC's, the days of the week, Safety Signs, animals, opposites, and space as well as a variety of fun songs.

### Instructor Guidance

- Step 1 Assist the user with voice prompts to choose the desired song from the Playlist.
- Step 2 Prompt the user to press the Rhythm/Play button on the bottom of the screen to start the song or game.
- Step 3 Prompt the user to follow the information and instructions in the song.
- Step 4 Follow the voice prompts and assist the user with the appropriate topic.
- Step 5 Discuss the lesson once the song or game is completed is completed.

