fonofonies

teacher's handbook

created by

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inspired by the educational platform Fonofone Maestro

2020

Fonofonies' approach

Fonofonies, an adapted version of the application Fonofone for individual use, offers an in-app collection of 33 musical games for iPad. These sessions are grouped into 10 thematic activities suitable to all academic levels. Intuitive and playful, this collection explores different musical concepts while developing the creative act. Fonofonies opens to the possibility of becoming familiar with classical music through musical creation.

Each activity and game includes a general presentation page as well as a page of instructions listing the procedure to be followed. This page opens automatically the first time the student opens an activity and stays accessible at all times, both in the workspace and in the general menu.

In addition to basic information for accomplishing the activities, these pages often provide hyperlinks to additional information and to music playlists, to further enrich the student's knowledge.

For you, here is a complementary information document in which you will find a description of educational objectives, an indication of level as well as a coefficient of difficulty for each activity.

We only indicate a suggested minimum level - for example: from the 2nd cycle of elementary school – which implicitly means until the end of highschool: older students will deploy more technical knowledge and will be able to go further in the creative process. But it is possible for anyone, child or adult, including parents, to have fun and invent from all the proposed games, even if the instructions are not followed to the letter...

It is an excellent preparation for creative workshops in class with Fonofone!

Best regards,

Yves Daoust
Creator of *Fonofonies*

Introduction

This is a general presentation of the application, in the form of games. The student will be able to return to it regularly if she forgets how this or that component works. The content is for everyone.

A URL allows her to access tutorials presented on our online **Fonofone maestro** platform.

1. Tabs and sounds
2. Miscellaneous functions
3. Tools
4. Recording modes
5. Arpeggiator-base
6. Arpeggiator - modes
7. Arpeggiator and metronome

Make the pair

Suggested academic level : from 2nd cycle of elementary school*
Difficulty factor : easy (+) to less easy (++)

Pedagogical objectives

• *Development of listening and understanding of a musical phrase*
• *Development of rhythmic perception (feeling of pulsation)*
• *Familiarization with the classical music repertoire*

The games in this activity consist of combining two excerpts from classic works. First, the student must find the right excerpt to complete the pair, then she must link them without interruption as if they hadn't been separated.

The excerpts are taken from Brahms, Debussy, Marcello, Mozart, Prokofiev, Rachmaninoff, Schumann.

URL links allow you to listen to the complete works, courtesy of ATMA Classique

* *Academic level indicators are based on the Quebec education system.*
  Please refer to the table on the final page of the handbook for more information.

Perspective

Pedagogical objectives

- *Differentiation between dry sounds and resonant sounds*
- *Differentiation between resonant sounds and sustained sounds*
- *Awareness of the concepts of perspective and soundscapes*
- *Comprehension of the concept of reverberation*

This activity has two phases. First, there is an acoustic experience: the student has to listen to the places she lives in, to become aware of the varieties of sound color in the different rooms and spaces of her environment. Then, games on the app will allow her to deepen her experience and comprehension of sound.

Lento

Suggested academic level : from 2nd cycle of elementary school*
Difficulty factor : easy (+)

Pedagogical objectives

• *Comprehension of crescendo-decrescendo*
• *Ability to develop a long musical phrase*
 (development the a sense of duration)
• *Awareness of harmonic colors*

Designed in collaboration with the Metropolitan Orchestra, this creative game uses The Firebird, by Igor Stravinsky, and allows students to develop their musicality and imagination. By properly using the tools, she can develop a long Mahler-style Adagio, making waves of crescendo-decrescendo and constantly renewing harmony.

Although it requires certain technical skills, even younger students of the 2nd cycle may find it interesting, since it is very open.

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Staircase

Suggested academic level game 1 : from 1st cycle of elementary school*
Suggested academic level game 2 & 3 : from 2nd cycle of elementary school*
Difficulty factor : easy (+) to rather difficult (+++)

Pedagogical objectives

- *Comprehension of nuances, from ppp to fff (1st cycle)*
- *Ability to differentiate basic pitch scales (ranges) from classical music*
- *Ability to invent your own scales*

The first game will particularly help pupils in the first cycle of primary school to become aware of sound nuances. The second game, more difficult, allows comprehension of what is a major, minor or pentatonic scale. Hyperlinks will lead the curious student to discover Balinese, Japanese, Chinese music...

Comprehension of the concept of scale will be reinforced by the third game, which consists in creating musical melodies from an invented scale.

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Explosions

Suggested academic level : from 3rd cycle of primary school*
Difficulty factor : rather difficult (+++) to difficult (++++)

Pedagogical objectives

• *Ability to reproduce a rhythmic pattern*
• *Ability to reproduce a melodic outline*
• *Ability to expressively and imaginatively mix various sound sources*
• *Ability to create a musical form by crossfades*

These games are particularly aimed at students who already have a good musical level. They require great concentration, an excellent ear and a good sense of rhythm. On the other hand, everyone will enjoy playing creatively with these games that are very open and do not pose significant technical challenges.

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The Fire bird - Finale

Suggested academic level : from 2nd cycle of elementary school*
Difficulty factor : easy (+) to rather difficult (+++)

Pedagogical objectives

- *Ability to reproduce a crescendo-decrescendo*
- *Ability to recognize a perfect major chord*
- *Ability to tune according to a given tone*

These games will develop hearing acuity based on the imitation of a model. The student must listen carefully to the model to try to grasp the melodic curve (set 2) and the pitch (set 3). The three games are very progressive, from easy to difficult.

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Binary-ternary

Pedagogical objectives

• *Ability to recognize a 2-stroke rhythm and a 3-stroke rhythm*
• *Comprehension of the rhythmic concept of counter-time*
• *Ability to produce pulsed duration values corresponding to ♩ ♩. ♪♪*

These two fun games, in addition to developing comprehension of basic rhythmic formulas, allow you to give free rein to your rhythmic creativity. They also solicit a mathematical enquiry for the deduction of the metronomic values to be registered to double the pulsation speed.

The color of sound

*Suggested academic level : 2nd cycle of highschool**
Difficulty factor : rather difficult (+++)

Pedagogical objectives

- *Awareness of the "color" of sound (harmonic timbre)*
- *Ability to develop a coherent musical melody over time*
- *Ability to simultaneously control multiple sound parameters*

This creation game aims to help students learn to take their time... Using an excerpt from The Firebird, they are invited to develop a very slow but constantly evolving musical frame.

We can propose to listen to slow music, such as the Adagietto from Symphony no. 5, by Gustav Mahler.

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Repetitive

Suggested academic level : from 6th grade of elementary school*
Difficulty factor game 1 : fairly easy (++)
Difficulty factor game 2 : rather difficult (+++)

Pedagogical objectives

- *Comprehension of the principle of rhythmic phase shift*
- *Introduction to repetitive music*
- *Ability to develop a coherent musical discourse based on the concept of loop*

This activity introduces the student to repetitive music, also called minimalist music. By listening attentively, she will discover the principle of phase shift and will be able to experiment the composition process based on loops.

In the activity presentation page, the student is given the opportunity to listen to some examples of repetitive music, which will help her understand the formal processes developed by composers using this aesthetic.

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Karaoke

Pedagogical objectives

- *Ability to reproduce a rhythm*
- *Ability to reproduce a melodic formula*
- *Development of rhythmic imagination*

This activity requires a lot of control of the application.

Very open and playful, it nevertheless opens up a lots of imagination and creativity.

Without necessarily respecting the instructions, the younger students will be able have fun improvising using the sound [laughing] which serves as a basic motif.

Academic level indicator

The academic level indicators used in this document are based on the Quebec education system.

This table provides the equivalency of each school year in age. This will allow you to consider to what age group each activity is aimed to, no matter which school sytem you are working with!

elementary school						highschool				
1st cycle		2nd cycle		3d cycle		1st cycle		2nd cycle		
1st	2nd	3d	4th	5th	6th	1st	2nd	3d	4th	5th
6 y/o	7 y/o	8 y/o	9 y/o	10 y/o	11 y/o	12 y/o	13 y/o	14 y/o	15 y/o	16 y/o