1. Beat	1. Beat and Tempo			
Lesson				
Section 1	Identify STEADY BEAT			
Section 2	Practice keeping a steady beat using the bouncing ball			
Section 3	Distinguish between two metronomes to identify the beat			
Section 4	Define TEMPO. Distinguish between fast, moderate and slow tempos.			
Section 5	Define Italian terms LARGO, ADAGIO, ANDANTE, MODERATO, ALLEGRO, VIVACE, PRESTO			
Section 6	Identify and label tempos using Italian terms.			
Game				
Section 1	Click the box on the beat (bouncing ball visible)			
Section 2	Determine which ball is on the beat (given 2 choices)			
Section 3	Click the box on the beat (bouncing ball vanishes)			
Section 4	Determine which ball is on the beat (given 3 and 4 choices)			
2. Hear	ing Rhythms			
Lesson				
Section 1	Define RHYTHM. Show same rhythm on various instruments			
Section 2	Distinguish between same and different rhythms on the drum			
Section 3	Introduce and define ECHO. Echo rhythms in 4/4 time that contain quarter and eighth note pairs on the drum			
Section 4	Introduce continuous echo Activity. Echo one-measure examples in series on various instru ments			
Game				
Section 1	Play Tic Tac Toe by determining if 2 rhythms are the same or different using same/different buttons. Then see both rhythms notated.			
Section 2	Echo 1-measure rhythms in 4/4 time played on various instruments			
Section 3	Play Tic Tac Toe by determining if 2 rhythms are the same or different using same/different buttons. Then see both rhythms notated.			
Section 4	Echo 1-measure rhythms in 4/4 time played on various instruments			
3. Revio	ew Note Names			
Lesson				
Section 1	Review TREBLE CLEF, TREBLE STAFF, BASS CLEF, BASS STAFF, GRAND STAFF and MIDDLE C.			
Section 2	Play treble staff notes on the piano.			
Section 3	Review keyboard organization. Define OCTAVE.			
Section 4	Review black key groups of 2 and 3. Practice playing piano keys relative to black key groups.			
Section 5	Review EGBDF, FACE, GBDFA and ACEG mnemonics. Identify notes over entire grand staff.			
Game				
Section 1	Ear trasining - click the matching note on the staff (4 choices).			
Section 2	On the piano, play every A-B-C-D-E-F-G.			
Section 3	Play scrolling notes (treble staff) one octave with keys labeled.			
Section 4	Play scrolling notes (bass staff) one octave with keys labeled.			
Section 5	Play scrolling notes (treble staff) two octaves with keys labeled.			
Section 6	Play scrolling notes (bass staff) two octaves with keys labeled.			
4. Review Sharps and Flats				
Lesson				
Section 1	Define HALF STEP			
Section 2	Play keys a half step higher and lower than reference key			
Section 3	Define WHOLE STEP. Play keys a whole step higher and lower than reference key			
Section 4	Define SHARP, FLAT and NATURAL. Play various sharps and flats on the piano.			

Section 5	Demonstrate D, D# and db on the keyboard
Section 6	Play various sharps, flats and naturals on the keyboard.
Game	
Section 1	Ear training – discriminate and play half and whole steps on keyboard from given reference note
Section 2	Inside the box, play various sharps and flats
Section 3	Ear training – discriminate and play half and whole steps on keyboard from given reference note
Section 4	Inside the box, play various 2 note sequences of sharps and flats
5. Basic	Rhythm Notation
Lesson	
Section 1	Define and identify QUARTER NOTES and EIGHTH notes. Define STEM and BEAM.
Section 2	Echo and perform a 4 beat rhythm using quarter and eighth notes.
Section 3	Hear a rhythm pattern and notate it using quarter and eighth note buttons
Section 4	Choose one of two notated rhythms (consisting of quarter and eighth notes) matching a played rhythm.
Game	
Section 1	Echo 1-measure example rhythms in 4/4 time played on various instruments.
Section 2	Play Tic Tac Toe by determinig if 2 rhythms are the same or different, using same/different buttons
Section 3	Perform an 8-measure rhythm consisting of eighth and quarter notes.
Section 4	Listen to and notate a one measure rhythm consisting of eighth and quarter notes
Section 5	Perform an 8-measure rhythm consisting of eighth and quarter notes.
6. The	Quarter Rest
Lesson	
Section 1	Define QUARTER REST.
Section 2	Echo and perform 4-beat rhythms containing quarter rests.
Section 3	Identify rhythm played from two notated choices.
Section 4	Compose and perform 4-beat rhythms containing quarter notes, eighth notes and quarter rests
Game	
Section 1	Echo 1-measure rhythm examples containing eighth notes, quarter notes and quarter rests.
Section 2	Play Tic Tac Toe by determining if 2 rhythms (containing eighth notes, quarter notes and quarter rests) are the same or different, using same/different buttons
Section 3	Perform an 8-measure rhythm containing eighth notes, quarter notes and quarter rests.
Section 4	Notate a one-measure rhythm containing eighth notes, quarter notes and quarter rests.
Section 5	Perform an 8-measure rhythm containing eighth notes, quarter notes and quarter rests.
7. Revi	ew: Key Signatures & Major Scales
Lesson	
Section 1	Review effect of key signatures. Play "London Bridges" with Bb key signature.
Section 2	Review and redefine SCALE (ascending and descending)
Section 3	Play a C major scale. Define SCALE DEGREE. Identify scale degrees. Learn about WWH WWWH pattern.
Section 4	Apply major scale interval pattern to different major scales
Section 5	Play various major scales using the interval pattern as a guide
Game	
Section 1	Play ascending major scales (pattern given)
Section 2	Play various notes on keyboard (including flatted notes)
Section 3	Play major scales (no pattern given)
Section 4	Play various notes on keyboard (including flatted notes)

8. Melody		
Lesson		
Section 1	Define MELODY and ACCOMPANIMENT.	
Section 2	Aurally discriminate between melody and accompaniment within a musical texture.	
Section 3	Visually identify the melodic contour, aurally identify the melodic contour.	
Section 4	Define STEP, SKIP, LEAP, AND REPEAT. Identify Step or Skip. Identify Leap	
Section 5	Practice identifying steps, skips, repeated notes and leaps.	
Game		
Section 1	Select correct melodic contour for a given melody.	
Section 2	Identify steps, skips, leaps, repeats within a melody.	
Section 3	Reconstruct melodies from 4-6 note melodic fragments.	
9. The N	Measure	
Lesson		
Section 1	Identify strong vs. weak beats in 2/4 and 3/4. Determine beat groupings of 2 and 3. Play strong beats in beat groupings of 2 and 3.	
Section 2	Aurally distinguish beat groupings in 2 and 3.	
Section 3	Define BAR LINES. Define MEASURE. Count number of measures in examples.	
Section 4	Define TIME SIGNATURE. Explain top number. Practice identifying time signatures for various pieces.	
Section 5	Play downbeat in 2/4, 3/4 and 4/4. (Click on first beat of measure as music plays)	
Game		
Section 1	Click buttons under strong beats for various rhythms, then show beats/measure in the time signature.	
Section 2	Identify time signature of various examples with 2, 3 and 4 beats per measure.	
Section 3	Insert measure bars in various examples with 2, 3 and 4 beats per measure.	
Section 4	Click on strong beats for various examples with 2, 3 and 4 beats per measure.	
10. Sha	rp Key Signatures	
Lesson		
Section 1	Build G, D, and A major key signatures by playing scales.	
Section 2	Complete Key Signature Chart of all sharp keys (C major to C# major)	
Section 3	Introduce memory aid for sharp order in key signature. ("Fat Cats Go Down Alleys Eating Bugs")	
Section 4	Identify correct order of sharps in given sharp key signature.	
Game		
Section 1	Play major scales (sharp keys) on keyboard.	
Section 2	Identify the last sharp in key signature using note buttons.	
Section 3	Identify all pitches that should be sharped in a given key.	
11. Note	es Longer than a Beat	
Lesson		
Section 1	Play long and short sounds on different instruments.	
Section 2	Echo 4 quarter note rhythm. Learn to count beats. Define TIE. Echo, count and play rhythms containing tied quarter notes.	
Section 3	Define HALF NOTE. Relate half note to tied quarter notes. Count and play rhythms using half notes.	
Section 4	Relate dotted half note with half note tied to quarter. Define DOTTED HALF NOTE. Count and play rhythms using dotted half notes.	
Section 5	Define WHOLE NOTE. Count and play rhythms using whole notes.	
Section 6	Compose and perform one and two-measure melodies using 1/8, 1/4, 1/2, dotted 1/2 and whole notes	
Game		
Section 1	Echo 1-measure examples containing half, waurter and eighth notes.	

Section 2	Play Tic Tac Toe by determining if 2 rhythms containing eighth, quarter, dotted half and half notes are the same or
Occilon 2	different, using same/different buttons
Section 3	Perform an 8-measure ryhthm containing eighth, quarter, half, whole, dotted half and quarter rests
Section 4	Notate a one-measure rhythm using eighth, quarter, half, whole, dotted half and quarter rests
Section 5	Perform an accompanied melody using the learned in the lesson.
12. Mor	e Sharp Key Signatures
Lesson	
Section 1	Define TONIC. Identify the tonic of a major scale.
Section 2	Determine tonal center from last sharp of key signature.
Section 3	Identify the sharp key signatures for the major scales.
Section 4	Determine tonal center from key signature.
Game	
Section 1	Identify the last sharp in the given key signature.
Section 2	Identify major scales by clicking the tonic
Section 3	Identify pitches that should be sharped in given key.
13. Dott	ted Quarter Notes
Lesson	
Section 1	Learn to count eighth notes using "&" symbol for second half of the beat. Count and per form 2-measure rhythms containing eighth notes in 4/4 time.
Section 2	Show eighth note notation with beams or flags. Count and perform rhythms containing quarter notes and eighth notes and quarter notes tied to eighth note
Section 3	Define DOTTED QUARTER NOTE. Echo, count, perform rhythms containing dotted quar ter notes.
Section 4	Compose and perform 2-measure melodies containing eighth, quarter, dotted quarter and half notes
Section 5	Rehearse and perform eight-measure duet with accompaniment.
Game	
Section 1	Echo 1-measure rhythms containing eighth, quarter, half and dotted quarter notes.
Section 2	Play Tic Tac Toe by determinig if 2 rhythms containing eighth, quarter, dotted quarter and quarter rests are the same or different, using same/different buttons
Section 3	Perform an 8-measure rhythm containing eighth, quarter, dotted quarter, half, dotted half and whole notes.
Section 4	Notate a one-measure rhythm with eighth, quarter, dotted quarter, half and quarter rests
Section 5	Perform an 8-measure rhythm containing eighth, quarter, dotted quarter, half, dotted half and quarter rests.
14. Flat	Key Signatures
Lesson	
Section 1	Build F, Bb and Eb major key signatures by playing scales.
Section 2	Complete flat Key Signature Chart, moving through the circle of fifths from C major to Gb major.
Section 3	Learn order of flats in key signature with memory aid ("Big Elephants Always Dance Gracefully Carrying Food")
Section 4	Identify key signatures for flat major scales.
Game	
Section 1	Play major scales (flat keys) on keyboard.
Section 2	Identify the last flat in key signature using note buttons.
Section 3	Identify all pitches that should be flatted in a given key.
15. Rest	ts
Lesson Section 1	Devices OHADTED DECT. Diese shouther with grounder root. Define HALE DECT. Diese shouther with helf years. Define
Section 1	Review QUARTER REST. Play rhythm with quarter rest. Define HALF REST. Play rhythm with half rest. Define WHOLE REST. Play rhythm with whole rest. Define EIGHTH REST. Count, echo, and play 4 beat rhythms with eighth, quarter and half rests.
Section 2	Echo, count, play 1-measure rhythms with eighth rests.

Section 3	Hear and notate examples with quarter and eighth rests.
Section 4	Compose and perform one and two-measure melodies containing eighth, quarter and half rests.
Section 5	Rehearse and perform drum part with eighth rests for 8-measure duet.
Game	Tenedise and perform drain part with eightnifests for o measure duet.
Section 1	Echo 1-measure syncopated rhythms.
Section 2	Play Tic Tac Toe by determining if 2 syncopated rhythms are the same or different.
Section 3	Perform an 8-measure syncopated rhythm.
Section 4	Notate a one-measure syncopated rhythm
Section 5	Perform an 8-measure syncopated rhythm.
	e Flat Key Signatures
Lesson	Identify flat major angles given key signatures
Section 1	Identify flat major scales given key signatures
Section 2	Identify the flat key signatures for flat major scales
Section 3	Identify tonic in flat keys in series of ascending pitches
Game Section 1	Identify the lost flet in the order for a given major key.
	Identify the last flat in the order for a given major key
Section 2	Identify tonic in flat keys in series of ascending pitches
Section 3	Identify pitches that should be flatted in given major keys
17. Syno	copation
Lesson	
Section 1	Identify notes "on the beat" and "off the beat". Switch position of 2 notes to create syncopation. Define SYNCOPATION.
Section 2	Echo, count and perform syncopated patterns.
Section 3	Aurally and visually differentiate between syncopated and non-syncopated rhythms.
Section 4	Compose 1- and 2-measure containing syncopation. Perform rhythms created.
Section 5	Play 8-measure melody that contains syncopation. Perform this melody with computer (as duet)
Game	
Section 1	Echo 1-measure syncopated rhythms.
Section 2	Play Tic Tac Toe by determining if 2 syncopated rhythms are the same or different.
Section 3	Perform an 8-measure syncopated rhythm.
Section 4	Notate a one-measure syncopated rhythm
Section 5	Perform an 8-measure syncopated rhythm.
18. Sixt	eenth Notes
Lesson	
Section 1	Echo several rhythms containing sixteenth notes. Define SIXTEENTH NOTES (2 BEAMS).
Section 2	Learn how to count sixteenth notes. Play a rhythm containing four sixteenth notes.
Section 3	Echo, count and perform rhythms containing 4 sixteenth notes.
Section 4	Hear examples containing four sixteenth notes and notate them.
Section 5	Compose and perform 1- and 2- measure melodies containing sixteenth note combinations.
Game	
Section 1	Echo 1-measure rhythms containing sixteenth notes.
Section 2	Play Tic Tac Toe by determinig if 2 rhythms containing sixteenth notes are the same or different, using same/different buttons
Section 3	Perform an 8-measure rhythm containingsixteenth notes.
Section 4	Notate a one-measure rhythm containing sixteenth notes
Section 5	Perform an 8-measure rhythm containing sixteenth notes.

19. Minor Scales		
Lesson		
Section 1	Review interval pattern for major scales. Learn interval pattern for natural minor. Play minor scales.	
Section 2	Listen to differences between major and minor scales.	
Section 3	Aurally distinguish between major and minor scales.	
Section 4	Aurally distinguish between major and minor given first 3 scale degrees.	
Section 5	Aurally distinguish between major and minor given the notes of a triad.	
Game		
Section 1	Play minor scales (whole/half step order given)	
Section 2	Aurally identify major and minor scales.	
Section 3	Play minor scales (no whole/half step order given)	
Section 4	Aurally identify major vs. minor (partial scale only)	
20. Thr	ee Sounds Per Beat	
Lesson		
Section 1	Echo melodies with two and three sounds per beat. Fill in the top number of a 2/quarter note and a 2/dotted quarter note time signature. Define TIME SIGNATURE bottom number.	
Section 2	Determine the correct time signature for 2/quarter note and 2/dotted quarter meter.	
Section 3	Echo, perform rhythms containing 3 sounds per beat and quarter/eighth combinations in 6/8 time.	
Section 4	Compose and perform 2-measure melodies with 3 sounds per beat.	
Game		
Section 1	Click the correct time signature for a two-measure example.	
Section 2	Echo 1-measure examples using rhythms with three sounds per beat.	
Section 3	Play Tic Tac Toe using rhythms with three sounds per beat	
Section 4	Notate one-measure rhythms with three sounds per beat.	
Section 5	Perform an 8-measure rhythm with three sounds per beat	
21. The	Time Signature	
Lesson		
Section 1	Review meanings of top and bottom of time signature. Fill in top of time signature for ?/ quarter note examples.	
Section 2	Fill in top of time signature for ?/half note and ?/eighth note examples.	
Section 3	Fill in bottom of time signature.	
Section 4	Replace note in lower position in time signature with a number. Fill in top of time signature when the half notes, quarter notes and eighth notes get the beat.	
Section 5	Fill in bottom of time signature when the half notes, quarter notes and eighth notes get the beat.	
Section 6	Count and perform rhythms in 3/4, 6/8, 4/2 and 3/8 time.	
Game		
Section 1	Click correct time signature for 2-measure examples.	
Section 2	Perform an 8-measure rhythm with specified time signature.	
Section 3	Notate 1-measure rhythms with specified time signature	
Section 4	Perform an 8-measure rhythm with specified time signature	
22. Inte	rvals	
Lesson		
Section 1	Define INTERVAL. Label intervals (2nds through octaves.) Correlate intervals to steps, skips and leaps. Define REPEAT.	
Section 2	Drag notes up and down a specified interval.	
Section 3	Visually identify intervals (3rds: line to line, or space to space; 2nds: line to space or space to line, and so on)	
Section 4	Ear training - aurally identify intervals from a series of pitches.	

Section 5	Compose 1- and 2-measure melodies containing specific intervals.		
Game	Game		
Section 1	Drag notes to build specified intervals.		
Section 2	Identify specified interval (unisons, 2nds to 5ths)		
Section 3	Ear Training: Pick matching note in series of 3 or 4 pitches.		
Section 4	Identify specified interval (unisons to octaves)		
Section 5	Ear Training: Pick matching note in series of 4 or 5 pitches.		
23. The	23. The 6/8 Time Signature		
Lesson			
Section 1	Review of 4/4, 4/8, 2/q. and introduction of need for a new, two-number version of 2/dotted quarter.		
Section 2	Introduction of 6/8 time signature (2 vs. 6 beats per measure)		
Section 3	Click to the beat in 6/8 with 6 and 2 beats per measure.		
Section 4	Perform 6/8 with 6 and 2 beats per measure.		
Game			
Section 1	Perform an 8-measure rhythm in 6/8 time with 2 or 6 beats per measure.		
Section 2	Notate a one-measure example in 6/8 time.		
Section 3	Perform an 8-measure rhythm in 6/8 time with 2 or 6 beats per measure.		
24. Intr	oduction to Harmony		
Lesson			
Section 1	Introduce the concept of harmony. Define CHORD.		
Section 2	Explore changing chords that accompany a melody.		
Section 3	Identify chords as same or different from the one preceding it (2 and 3 measure examples)		
Section 4	Identify chords as same or different from the one preceding it (4 measure examples)		
Game			
Section 1	Aurally identify chord changes in songs which contain block, root-position chords without a melody.		
Section 2	Match one chord to another by sliding it up or down on the staff.		
Section 3	Aurally identify chord changes in songs which contain block, root-position chords with a melody.		
Section 4	Aurally identify chord changes in fully orchestrated songs containing a variety of chords.		