

# Music Ace Maestro Contents

<b>1. Introduction to the Staff</b>	
<b>Lesson</b>	
Section 1	define STAFF, LINES and SPACES. Define LEDGER LINE.
Section 2	show higher and lower pitches on an unspecified staff
Section 3	select higher/lower pitch on an unspecified staff
Section 4	define TREBLE and BASS clefs, TREBLE and BASS staves, GRAND staff
Section 5	practice matching notes on the Grand staff
<b>Game</b>	
Section 1	Touch the note with the lower pitch (2 note choices on Grand staff)
Section 2	Click the matching note on the staff (3 note choices on Grand staff)
Section 3	Touch the note with the highest pitch (3 note choices on Grand staff)
Section 4	Click the matching note on the staff (4 note choices on Grand staff)
Section 5	Touch the note with the highest pitch (4 note choices on Grand staff)
Section 6	Click the matching note on the staff (5 note choices on Grand staff)
<b>2. Introduction to the Piano Keyboard</b>	
<b>Lesson</b>	
Section 1	Demonstrate high and low notes on keyboard. Play high and low keys. Play white and black keys.
Section 2	Demonstrate white and black key organization - black key groups of 2 and 3. Play black key groups.
Section 3	Match reference note to key on keyboard (2, 3 and 4 choices)
Section 4	Demonstrate location of middle ABCDEFG on keyboard
<b>Game</b>	
Section 1	Play the matching key (match to reference note with 2 key choices on piano keyboard)
Section 2	Play the matching key (match to reference note with 3 key choices on piano keyboard)
Section 3	Play the matching key (match to reference note with 4 key choices on piano keyboard)
<b>3. Beat and Tempo</b>	
<b>Lesson</b>	
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.
<b>Game</b>	
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)
<b>4. Playing with Pitch</b>	
<b>Lesson</b>	
Section 1	ear training - same/different pitch
Section 2	ear training - higher/same/lower
Section 3	introduce pitch slider
Section 4	practice using the pitch slider
Section 5	ear training - matching pitches using slider

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<b>Game</b>	
Section 1	Are the notes the same or different? (using same/different buttons)
Section 2	Select higher/same/lower (using higher/same/lower buttons)
Section 3	Match the pitch of a note to a reference note using the slider
<b>5. The ABC's of the Piano Keyboard</b>	
<b>Lesson</b>	
Section 1	identify middle ABCDEFG keys, inside the box identify middle ABCDEFG key
Section 2	play keys an octave higher, define OCTAVE
Section 3	play keys an octave higher
Section 4	show D between black key pairs, show F before 3 black keys, play keys an octave lower using black keys as reference, show multiple octaves on the keyboard
Section 5	show CDE relationship to black key pairs, show FGAB relationship to 3 black keys
<b>Game</b>	
Section 1	Inside the box, play the specified note on the keyboard... using middle ABCDEFG
Section 2	Identifying the note playing on keyboard using note buttons (middle ABCDEFG)
Section 3	Play the key an octave higher or lower than the reference key on the keyboard
Section 4	Play every (ABCDEFG) on the keyboard
<b>6. Hearing Rhythms</b>	
<b>Lesson</b>	
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 instruments
<b>Game</b>	
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
<b>7. More Piano Key ABC's</b>	
<b>Lesson</b>	
Section 1	practice FGAB with reference to the 3-black-key groups, practice CDE with reference to the 2-black-key groups
Section 2	practice playing two note sequence using mixed CDE and FGAB notes
Section 3	ear training - play 2 note sequence matching example using mixed CDE and FGAB
<b>Game</b>	
Section 1	Inside the box play ... (various named keys on entire keyboard)
Section 2	Inside the box play ... (various named 2-key sequences on entire keyboard)
Section 3	Ear training – play 2-key sequence on piano to match aural sequence (with the 2 keys marked on piano)
<b>8. The ABC's of the Staff</b>	
<b>Lesson</b>	
Section 1	Define MIDDLE C, play every CGFBEDA on the keyboard and show notes on the grand staff
Section 2	Show pitch relationships on keyboard and grand staff, practice playing notes on keyboard when played on grand staff
Section 3	ear training - using buttons match notes played on grand staff given 2-4 choices
Section 4	Define and demonstrate OCTAVE on the grand staff, practice identifying notes that are a skip or step from a reference note on the grand staff using buttons.

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<b>Game</b>	
Section 1	On the piano, play every ABCDEFG
Section 2	Ear training – match one of two playing notes to reference note and then play that key on the piano
Section 3	Matching notes on staff with keys on keyboard given a nearby reference note on the staff
Section 4	Ear training - using note buttons, aurally identify the note matching 3 choices on the staff (choice note names are labeled)
Section 5	Using note buttons, identify a note sounding on the staff (a nearby note is labeled)
Section 6	Ear training - using note buttons, aurally identify the note matching 4 choices on the staff (choice note names are labeled)
<b>9. Basic Rhythm Notation</b>	
<b>Lesson</b>	
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.
<b>Game</b>	
Section 1	Echo 1-measure example rhythms in 4/4 time played on various instruments.
Section 2	Play Tic Tac Toe by determining 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.
<b>10. The ABC's of the Treble Staff</b>	
<b>Lesson</b>	
Section 1	Identify treble staff notes on the keyboard, show E on bottom treble staff line
Section 2	show space note names spell FACE, practice FACE on the staff and on the keyboard
Section 3	show line note names spell EGBDF, practice EGBDF on the staff and on the keyboard
Section 4	practice FACE and EGBDF on the staff
<b>Game</b>	
Section 1	Practice naming space notes on the treble staff using F-A-C-E buttons
Section 2	Play space notes on the keyboard matching a singing note on the staff
Section 3	Practice naming line notes on the treble staff using E-G-B-D-F buttons
Section 4	Play line notes on the keyboard matching a singing note on the staff
Section 5	Practice naming line and space notes on the treble staff using A-B-C-D-E-F-G buttons
Section 6	Play line and space notes on the keyboard matching a singing note on the staff
<b>11. More Treble Staff ABC's</b>	
<b>Lesson</b>	
Section 1	practice identifying FACE and EGBDF notes on the treble staff
Section 2	Practice dragging notes to correct lines and spaces
Section 3	Identify note names to spell a word
<b>Game</b>	
Section 1	Drag two labeled notes to correct lines and spaces on the treble staff
Section 2	Click on named note on treble staff (3 choices)
Section 3	Drag four labeled notes to correct lines and spaces on the treble staff
Section 4	Click on named note on treble staff (5 choices)
Section 5	Drag six labeled notes to correct lines and spaces on the treble staff
Section 6	Click on named note on treble staff (7 choices)

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<b>12. The Quarter Rest</b>	
<b>Lesson</b>	
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
<b>Game</b>	
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.
<b>13. Keyboard Review</b>	
<b>Lesson</b>	
Section 1	review of Lesson 7 - inside the box play A-G using black key groups as reference
Section 2	review of Lesson 7 - practice playing 2 notes in succession using mixed CDE and FGAB notes
Section 3	practice playing 3 notes in succession using mixed CDE and FGAB notes
Section 4	Ear training - play 2 notes matching example using mixed CDE and FGAB
Section 5	Ear training - play 3 notes matching example using mixed CDE and FGAB
<b>Game</b>	
Section 1	Inside the box play ... (various named keys on entire keyboard)
Section 2	Inside the box play ... (various named 2-key sequences on entire keyboard)
Section 3	Inside the box play ... (various named 3-key sequences on entire keyboard)
Section 4	Ear training – play a 2-key sequence on piano to match aural sequence (with the 2 keys marked on piano)
Section 5	Ear training – play a 3-key sequence on piano to match aural sequence (with the 3 keys marked on piano)
<b>14. Below the Treble Staff</b>	
<b>Lesson</b>	
Section 1	Define A as 2 ledger lines below the treble staff, practice identifying A-E below the treble staff
Section 2	Drag notes to specified positions below the treble staff
Section 3	Play specified note on piano both below and on the treble staff
Section 4	Match pitch by ear and identify note using buttons
Section 5	Identify notes in "Three Blind Mice" using buttons
<b>Game</b>	
Section 1	Identify the notes (ABCDE below the treble staff) as they slide across the staff - using ABCDE buttons
Section 2	Play the notes on the piano (ABCDE below the treble staff) as they slide across the staff
Section 3	Identify the notes (on and below the treble staff) as they slide across the staff - using ABCDEFG buttons
Section 4	Play the notes on the piano (2 octaves on and below the treble staff) as they slide across the staff
Section 5	Identify the notes (on and below the treble staff) as they slide across the staff - using ABCDEFG buttons
Section 6	Play the notes on the piano (2 octaves on and below the treble staff) as they slide across the staff
<b>15. Melody</b>	
<b>Lesson</b>	
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.

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Section 4	Define STEP, SKIP, LEAP, AND REPEAT. Identify Step or Skip. Identify Leap
Section 5	Practice identifying steps, skips, repeated notes and leaps.
<b>Game</b>	
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.
<b>16. Above the Treble Staff</b>	
<b>Lesson</b>	
Section 1	Define A as 1 ledger line above the treble staff, practice identifying FGABC above the tre ble staff
Section 2	Drag notes to specified positions above the treble staff
Section 3	Play specified note on piano both above and on the treble staff
Section 4	practice identifying notes above and on the treble staff
Section 5	Identify note names on and above the treble staff to spell words
<b>Game</b>	
Section 1	Drag each note to ... FGABC above the treble staff
Section 2	Identify named note on and above the treble staff (4 note choices)
Section 3	Ear training - using note buttons, aurally identify the note matching 5 choices on the staff
Section 4	Play each note on the piano – on and above the treble staff, piano keys not labeled
<b>17. Loud &amp; Soft, Same Pitch</b>	
<b>Lesson</b>	
Section 1	Ear training - identify same/different pitch for 2 notes with different volumes
Section 2	Ear training - identify higher/same/lower pitch for 2 notes with different volumes
Section 3	Ear training - match pitch of 2 notes with different volumes using the slider
Section 4	Ear training - more matching of pitch of 2 notes with different volumes using the slider
<b>Game</b>	
Section 1	Ear training - identify same/different pitch for 2 notes with different volumes using same/different buttons
Section 2	Ear training - identify higer/same/lower pitch for 2 notes with different volumes using higer/same/lower buttons
Section 3	Ear training - match a note's pitch to reference pitch using the pitch slider, different volumes
<b>18. The Measure</b>	
<b>Lesson</b>	
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)
<b>Game</b>	
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.
<b>19. The ABC's of the Bass Staff</b>	
<b>Lesson</b>	
Section 1	Show position of bass staff w.r.t. treble staff. Locate bass staff notes on the keyboard, show G on lowest bass staff line
Section 2	Identify bass staff notes using buttons

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Section 3	Introduce "All Cows Eat Grass" as a bass staff space note memory aid. Practice identifying space notes on the bass staff using buttons and using the keyboard.
Section 4	Introduce "Good Boys Do Fine Always" as a bass staff line note memory aid. Practice identifying line notes using the buttons and using the keyboard
Section 5	Identify mixed line and space notes using the buttons.
<b>Game</b>	
Section 1	Practice naming space notes on the bass staff using A-C-E-G buttons
Section 2	Play space notes on the keyboard matching a singing note on the staff, keyboard keys labeled but fading away
Section 3	Practice naming line notes on the bass staff using G-B-D-F-A buttons
Section 4	Play line notes on the keyboard matching a singing note on the staff, keyboard keys labeled
Section 5	Practice naming line and space notes on the bass staff using A-B-C-D-E-F-G buttons
Section 6	Play line and space notes on the keyboard matching a singing note on the staff, keyboard keys labeled but fading away
<b>20. Above the Bass Staff</b>	
<b>Lesson</b>	
Section 1	Practice identifying ABCDE above the bass staff
Section 2	Drag notes to specified positions above the bass staff - ABCDE
Section 3	Play staff note on piano both above and on the bass staff
Section 4	Play "Frere Jacques" on piano following the score
<b>Game</b>	
Section 1	Identify the notes (ABCDE above the bass staff) as they slide across the staff - using ABCDE buttons
Section 2	Play the notes on the piano (ABCDE above the bass staff) as they slide across the staff, piano keys labeled but fading away
Section 3	Identify the notes (on and above the bass staff) as they slide across the staff - using ABCDEFG buttons
Section 4	Play the notes on the piano (2 octaves on and above the bass staff) as they slide across the staff, piano keys labeled but fading away
Section 5	Identify the notes (on and above the bass staff) as they slide across the staff - using ABCDEFG buttons
Section 6	Play the notes on the piano (2 octaves on and above the bass staff) as they slide across the staff, piano keys labeled but fading away
<b>21. Notes Longer than a Beat</b>	
<b>Lesson</b>	
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
<b>Game</b>	
Section 1	Echo 1-measure examples containing half, quarter 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 different, using same/different buttons
Section 3	Perform an 8-measure rhythm 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.

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<b>22. Below the Bass Staff</b>	
<b>Lesson</b>	
Section 1	Identifying ledger notes CDEFG below the bass staff
Section 2	Drag notes to specified positions below the bass staff - CDEGF
Section 3	Match pitch by ear and identify note using buttons
Section 4	Play "When the Saints Go Marching In" on piano following the score
<b>Game</b>	
Section 1	Drag each note to ... CDEFG below the bass staff
Section 2	Identify named note on and below the bass staff (4 note choices)
Section 3	Ear training - using note buttons, aurally identify the note matching 5 choices on the staff
Section 4	Play each note on the piano – on and below the bass staff, piano keys not labeled
<b>23. Same Pitch, Different Timbres</b>	
<b>Lesson</b>	
Section 1	Ear training - identify notes with same pitch, different timbres on grand staff
Section 2	Ear training - identify same/different pitch
Section 3	Ear training - identify higher/same/lower pitch
Section 4	Ear training - match pitch of 2 notes with different timbres using the slider
Section 5	Ear training - more matching of pitch of 2 notes with different volumes using the slider
<b>Game</b>	
Section 1	Ear training - identify same/different pitch for 2 notes with different timbres using same/different buttons
Section 2	Ear training - click the note matcing a reference pitch, different timbres, 3 note choices
Section 3	Ear training - identify higer/same/lower pitch for 2 notes with different timbres using higer/same/lower buttons
Section 4	Ear training - click the note matcing a reference pitch, different timbres, 5 note choices
Section 5	Ear training - match a note's pitch to reference pitch using the pitch slider, different timbres
<b>24. Dotted Quarter Notes</b>	
<b>Lesson</b>	
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.
<b>Game</b>	
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.
<b>25. The ABC's of the Grand Staff</b>	
<b>Lesson</b>	
Section 1	Review memory aids. Identify notes on grand staff using note buttons
Section 2	Match note's pitch and identify note using note buttons
Section 3	Identify notes using note buttons by playing "Michael Rode the Boat Ashore" in four ascending octaves

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<b>Game</b>	
Section 1	What do the notes spell? – identify 2-note and 3-note pitch sequences using selection buttons
Section 2	Ear training - identify the note (3 choices) matching a reference pitch using note selection buttons
Section 3	What do the notes spell? – identify 3-note and 4-note pitch sequences using selection buttons
<b>26. Half Steps and Whole Steps</b>	
<b>Lesson</b>	
Section 1	Define HALF STEP. Identify half steps higher and lower than reference key on keyboard.
Section 2	More identifying half steps on keyboard.
Section 3	Define WHOLE STEP. Identify whole steps on keyboard.
Section 4	Identify intervals of half or whole step using buttons
Section 5	Ear training - identify half or whole steps by ear using buttons.
<b>Game</b>	
Section 1	Identify whether 2 keys playing on the piano are a half step or whole step apart
Section 2	Play key a half or whole step higher than reference key on piano keyboard
Section 3	Ear training – aurally determine whether 2 keys playing on the piano are a half step or whole step apart
Section 4	Ear training – aurally determine interval and play the corresponding key a half or whole step higher
<b>27. Rests</b>	
<b>Lesson</b>	
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.
<b>Game</b>	
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.
<b>28. More ABC's of the Grand Staff</b>	
<b>Lesson</b>	
Section 1	Play scales on lowest octave. Drag notes up an octave. Repeat for four octaves
Section 2	Identify various notes on the grand staff by playing on keyboard.
Section 3	Drag note on staff to match key sounding on keyboard.
<b>Game</b>	
Section 1	Play the note on the keyboard that is singing on the grand staff
Section 2	Click the note that is not B, etc .... given 4 choices on grand staff
Section 3	Click the note that is not B, etc .... given 4 choices on grand staff
Section 4	Play the note on the keyboard that is singing on the grand staff
<b>29. Sharps and Flats</b>	
<b>Lesson</b>	
Section 1	Define SHARP. Show examples of C#, G# and E# (show same as F)
Section 2	Play various #'s on the keyboard.
Section 3	Define FLAT. Show examples of Bb (show as A#), Gb, Fb (show as E). Define NATURAL.



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Section 4	Identify various sharps, flats and naturals on the keyboard.
Section 5	Play 3-note sequences of sharps, flats and naturals on the keyboard.
<b>Game</b>	
Section 1	Inside the box play various sharps on the keyboard
Section 2	Inside the box play 2-key sequences with accidentals on the keyboard
Section 3	Inside the box play 3-key sequences with accidentals on the keyboard
Section 4	Ear training - play jumbled 3-key sequences with accidentals on the keyboard
<b>30. Review Note Names</b>	
<b>Lesson</b>	
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, GBDF and ACEG mnemonics. Identify notes over entire grand staff.
<b>Game</b>	
Section 1	Ear training - 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.
<b>31. Sharps &amp; Flats on the Staff</b>	
<b>Lesson</b>	
Section 1	Show sharps and flats on the grand staff related to keyboard. Define SHARP and FLAT.
Section 2	Practice playing sharps and flats on the keyboard.
Section 3	Drag notes to specified sharp and flat positions on the grand staff
Section 4	Ear training - distinguishing sharps and flats.
<b>Game</b>	
Section 1	Play sharps/flats/naturals on the piano.
Section 2	Ear training – hearing sharps/flats.
Section 3	Playing sharps/flats on the piano.
<b>32. More Sharps &amp; Flats on the Staff</b>	
<b>Lesson</b>	
Section 1	Ear training - identify sharp or flat by ear and identify using note buttons
Section 2	Ear training - identify sharp or flat by ear and play note on piano
Section 3	Ear training - match sharp or flat pitch by ear and locate on piano
<b>Game</b>	
Section 1	Ear training – match pitch and recognize sharp/flat using note buttons
Section 2	Ear training – match pitch, identify sharp/flat and play the note on the piano
Section 3	Ear training – match pitch to one of two choices and recognize sharp/flat using note buttons
Section 4	Ear training – match pitch to one of two choices, identify sharp/flat and play the note on the piano
Section 5	Ear training – match pitch to one of three choices and recognize sharp/flat using note buttons
<b>33. Syncopation</b>	
<b>Lesson</b>	
Section 1	Identify notes “on the beat” and “off the beat”. Switch position of 2 notes to create syncopation. Define

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	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)
<b>Game</b>	
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.
<b>34. Review Sharps and Flats</b>	
<b>Lesson</b>	
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.
<b>Game</b>	
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
<b>35. The Key Signature</b>	
<b>Lesson</b>	
Section 1	Define KEY SIGNATURE. Show and play B flats in "London Bridges..." on treble staff
Section 2	Identify flatted notes on bass staff. Learn that treble and bass staves always have the same key signature. Show and play B flats in "London Bridges..." on bass staff
Section 3	Identify sharped notes on treble staff. Show and play F sharps in "London Bridges..." twice on the treble staff and then twice on the bass staff
<b>Game</b>	
Section 1	Practice playing naturals, sharps and flats on the keyboard following key signature on grand staff
Section 2	Practice playing naturals, sharps and flats on the keyboard following key signature on grand staff
Section 3	Practice playing naturals, sharps and flats on the keyboard following key signature on grand staff
Section 4	Practice playing naturals, sharps and flats on the keyboard following key signature on grand staff
<b>36. Introduction to Major Scales</b>	
<b>Lesson</b>	
Section 1	Define SCALE, ASCENDING and DESCENDING. Listen and discriminate between scale patterns and non-scale patterns.
Section 2	Define DEGREE. Play specified degree. Define MAJOR SCALE (WWHWWWH)
Section 3	Demonstrate other major scales (D, G and B)
Section 4	Practice playing various major scales
<b>Game</b>	
Section 1	Play WWHWWWH step sequence to make ascending major scales
Section 2	More work with ascending major scale step sequence
Section 3	Play WWHWWWH step sequence to make descending major scales

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Section 4	More work with descending major scale step sequence
<b>37. Sixteenth Notes</b>	
<b>Lesson</b>	
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.
<b>Game</b>	
Section 1	Echo 1-measure rhythms containing sixteenth notes.
Section 2	Play Tic Tac Toe by determining if 2 rhythms containing sixteenth notes are the same or different, using same/different buttons
Section 3	Perform an 8-measure rhythm containing sixteenth notes.
Section 4	Notate a one-measure rhythm containing sixteenth notes
Section 5	Perform an 8-measure rhythm containing sixteenth notes.
<b>38. Intervals</b>	
<b>Lesson</b>	
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.
<b>Game</b>	
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.
<b>39. Review: Key Signatures &amp; Major Scales</b>	
<b>Lesson</b>	
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
<b>Game</b>	
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)
<b>40. Sharp Key Signatures</b>	
<b>Lesson</b>	
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")

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Section 4	Identify correct order of sharps in given sharp key signature.
<b>Game</b>	
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.
<b>41. Three Sounds Per Beat</b>	
<b>Lesson</b>	
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.
<b>Game</b>	
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
<b>42. More Sharp Key Signatures</b>	
<b>Lesson</b>	
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.
<b>Game</b>	
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.
<b>43. The Time Signature</b>	
<b>Lesson</b>	
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.
<b>Game</b>	
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
<b>44. Flat Key Signatures</b>	
<b>Lesson</b>	
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.

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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.
<b>Game</b>	
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.
<b>45. The 6/8 Time Signature</b>	
<b>Lesson</b>	
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.
<b>Game</b>	
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.
<b>46. More Flat Key Signatures</b>	
<b>Lesson</b>	
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
<b>Game</b>	
Section 1	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
<b>47. Minor Scales</b>	
<b>Lesson</b>	
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.
<b>Game</b>	
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)
<b>48. Introduction to Harmony</b>	
<b>Lesson</b>	
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)
<b>Game</b>	
Section 1	Aurally identify chord changes in songs which contain block, root-position chords without a melody.

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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.