

MUSIC ROOM



Music captivates attention, motivates action and brings joy and success. It is also a multi-sensory activity that incorporates the visual, kinesthetic, auditory and tactile systems. This is especially true when moving to music or playing instruments. In addition, music is non-verbal so for those who struggle with language, music can be a way to connect with others and express oneself.



Music Visualization

Music visualization is the process of interpreting sound with images. Clients express what they picture after a song is played.

The Three Parts of Music and Three Categories of Music

The three parts of music are rhythm, melody, and harmony. To demonstrate the three categories of music, a random song's lyrics are read aloud as if reading a story.

After which, clients decide if the lyrics can stand on their own or not. Then the instrumental backing is played for the song and clients decide if that can stand alone or not. From there, the lyrics and music are put together.

3



Music Theory

Music Theory allows you to understand the language of music (notes, pitch, scale, etc.) To help the learning process games like Hangman, Wheel of Fortune, Jeopardy, & Rhythmic Bingo are incorporated.

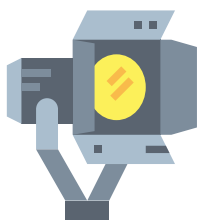
Four Instrument Families

Instruments are discussed in detail and what emotion they are often used to portray.

While all instruments can play any emotion, the most common are as follows:

Strings=sadness/beauty, Woodwinds=happy/fun/carefree/animal sounds (usually chirping birds), Brass=fear/anger/regality/animal noises (usually farm animals),

Percussion=everything; used to enhance the other instrument families.



The Five Types of Stage Production

This will involve the reading of a script, the talking of the scores and then a deep dive into actually watching said performance and how lighting is used to enhance the scene along with the costume choices, etc.