# Demo Guidelines for Music Educators

Welcome to the wonderful world of Children's Music Journey (CMJ). We understand you want to become familiar and comfortable with the software so that you can be confident in your ability to present it to your students and parents. This instruction sheet is not only your personal introduction to CMJ but we recommend using it as a guide for demonstrating the software to your class. For your first review, use this sheet in conjunction with the CMJ User Manual. Before proceeding, ensure your CMJ station is ready!

> The **User Manual** describes how to:
> - Install the CMJ software
> - Connect the MIDI keyboard
> - Test the video/sound
> - Create a 'new user'

Let's Get Started!

Since CMJ was designed for children starting at age 4, you will find that, unlike software for adults, words and labels rarely used. When you are navigating CMJ, think like a child and receive your navigational cues from pictures and symbols. Remember: **GREEN = GO**, **RED = STOP**. If you are demoing CMJ for the first time, we recommend you take a practice-run the night before and go through the activities in the order they are presented below.

The Lesson Room

The Practice Room

The Games Room

The Improvisation Room

The Library
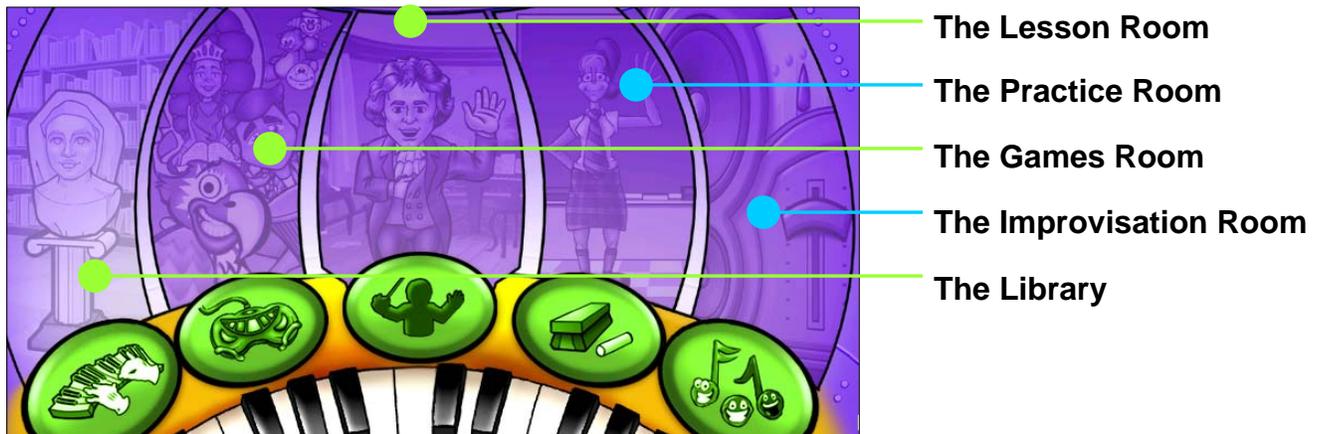
The Lesson Room

EXPLORE – The Lesson Room is the starting point for every lesson level, where famous musicians introduce new topics and ensure the child understands the concept before completing the lesson. The famous instructors not only teach concepts and music theory but children will also hear many famous pieces being played - a wonderful incentive to practice.

IN YOUR DEMONSTRATION – Start with *Lesson 1*. Reiterate that the Lesson Room provides the foundation for all the activities in each lesson level and should be visited first. While you proceed through the lesson, be sure to input some wrong answers along the way.

The Practice Room

EXPLORE – Unlike the Lesson Room, only one character, Miss Melody, leads the child through each lesson's respective practice session. She introduces the same concepts learned in the lessons, but in a new way and with her own up-beat personality.

IN YOUR DEMONSTRATION – Because practice is the less 'glamorous' part of learning, stress the importance of completing this activity, and mention that children like Miss Melody. In the beginning lessons (particularly rhythm repetition), Miss Melody permits minor mistakes. Later on, as the child progresses, her margin for error is less forgiving.

The Games Room

EXPLORE – "Metro-gnome" describes and illustrates the objective of every game. In Lesson 1 there are two games and more will become available and increase in difficulty as concepts are learned.

IN YOUR DEMONSTRATION – Games in CMJ each have a specific purpose. "Playing" each game keeps children engaged while they become more comfortable with a concept or skill, a fun way to keep them learning! Explain that the appropriate lesson associated with a game should be reviewed before playing the game to ensure success. Game objectives and requirements are outlined in the User Manual.

The Improvisation Room

EXPLORE – Just as fun as any game, improvising is a valuable skill for any musician and should be developed early. Children will learn the sounds of many instruments, not just the piano, as they learn to play along with several styles of music. Using the green and red buttons, children can create, record and save their own arrangements.

IN YOUR DEMONSTRATION – Pick your favorite background tracks and practice a bit of improvisation before you present this section, and consider the various instrument choices. Save a recording of your improvisation during your demo! If improvisation is a challenge, simply try repeating the lead instrument at the right time, or playing something in harmony.

The Library

EXPLORE – The 4 main areas of the Library:
1. **Music Computer**: contains learn-to-play piano pieces not included in the regular lessons.
2. **World of Music**: listen to some of the world's greatest pieces of all time.
3. **Lesson & Practice Book**: useful for children who would like to review specific concepts.
4. **Improvisation Archive**: access the child's saved pieces from the improvisation room.

IN YOUR DEMONSTRATION – Explain that the Music Computer's "learn-to-play" pieces are a useful resource for students who quickly and successfully finish lessons. You can assign new songs from the Library to avoid students jumping ahead of others. Try a two-handed piece playing the notes correctly, then show what happens if you don't hold a half note for two counts.

Next, show the Lesson & Practice Book briefly and explain that it's a resource for concepts that may need more attention or have been forgotten. Show the World of Music and play the first twenty seconds of a well-known piece, such as Maple Leaf Rag by Scott Joplin. At the end of your demonstration open the Improvisation Archive and play the piece you saved earlier! Children will enjoy showing off their own arrangements and will allow them to see their own progress over time.

User Settings

Now that your class is familiar with the program and its layout, explain to parents that when they are ready to use the software for the first time they will need to create a "new user" profile for their child. For your demonstration purposes, you should select Free Mode. This will allow you access to the entire program.

Demonstration Tips

As an educator, many of the concepts we outlined above are obvious to you. However they may not be to an adult who along with their child is learning the language of music for the first time. We recommend having the parents and children together for the demonstration, and allowing 10 to 20 minutes to go through each section and answer questions. Although the children's desire to "play" with the software may be a little distracting, their enthusiasm will be obvious. Children are drawn to CMJ like magnets, and we attribute our high parental buy-in rate to this fact!