



## Song Maker: Drawing and Music

Ages: 10 - 18

Projected time: 15 - 25 min

**Supplies needed:** Computer and internet browser with internet access.

**Project Intro:** Students will make music by drawing images and exploring the features of the ChromeLabs music making app called Song Maker.

### **Vocabulary:**

**Sequencer:** a programmable electronic device for storing sequences of musical notes, chords, or rhythms and transmitting them when required to an electronic musical instrument.

**Step sequencer:** A *step sequencer* is a *sequencer* that operates by dividing a measure into a predetermined number of beats, or “*steps*”, which is then played back by moving through each individual step.

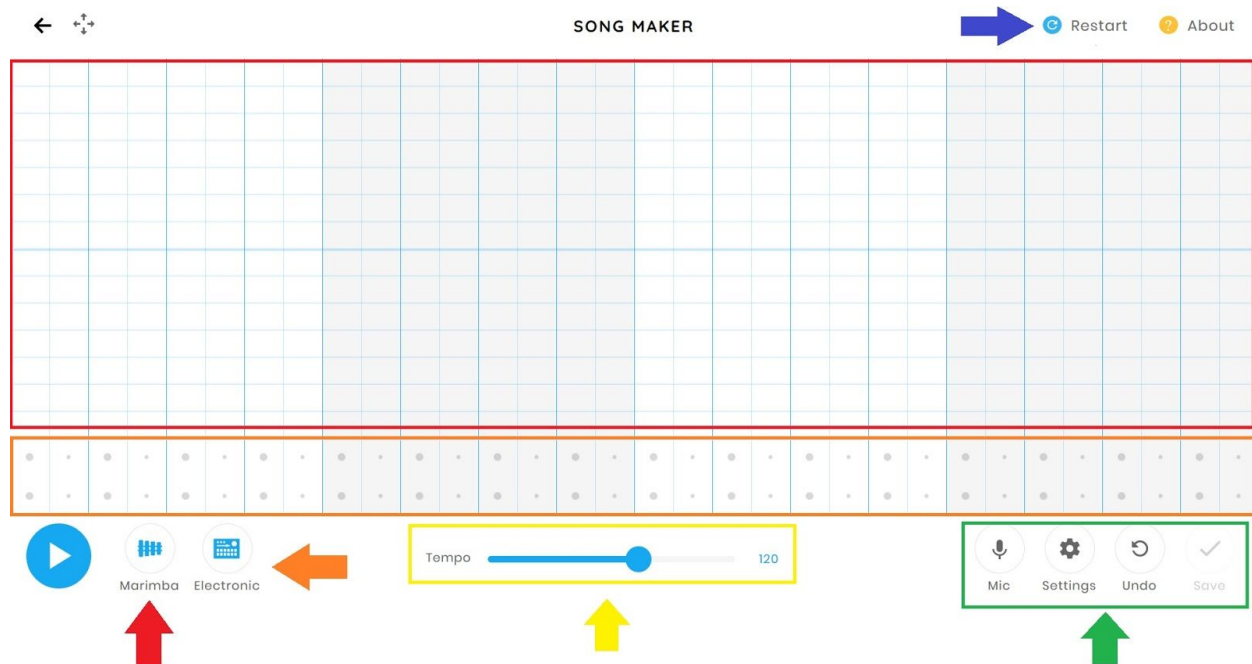
**Xylophone:** musical instruments in the percussion family that consists of wooden bars struck by mallets.

**Orchestral xylophone:** a percussion instrument within the xylophone family with short resonators or pipes suspended underneath. Similar to a marimba, but with a sharper tone compared to the marimba’s mellow tone.

**Marimba:** a percussion instrument within the xylophone family of percussion instruments consisting of a set of wooden bars struck with yarn or rubber mallets to produce musical tones. Long resonators or pipes suspended underneath the bars amplify their sound.

## PART 1: Introduction to Song Maker

Begin by clicking on this link: [ChromeLabs Song Maker](#)



Blue Arrow: Your reset button. Click on this to erase and reset everything.

Red Arrow: Clicking on this will cycle through the type of instrument/sound that will play the notes from the grid (area highlighted in red).

Orange Arrow: Clicking on this will cycle through the type of instrument/sound that will play your rhythm/percussion beats (area highlighted in orange).

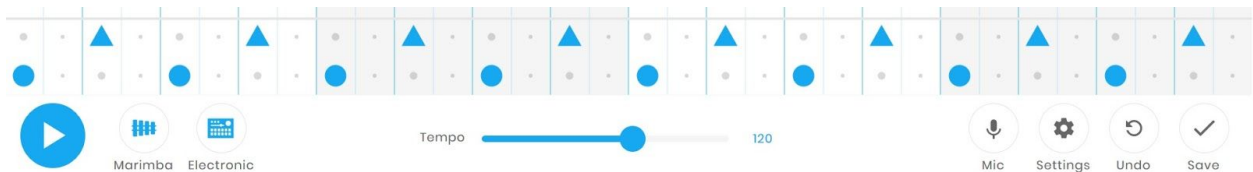
Yellow Arrow: click and drag to choose how fast the sequencer moves through each step in the grid. The number represents the beat per minute chosen (120bpm in this example).

Green Arrow: Mic for recording notes(more on this later); Settings to change how the sequencer functions; Undo undoes one action; Save for saving and sharing your work(more on this later in this lesson).

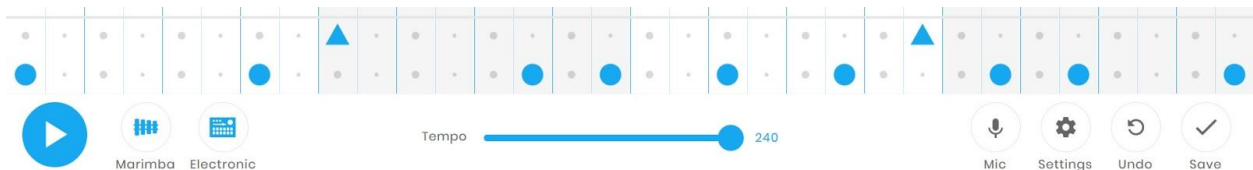
## Part 2: Making Drum Beats



1. Begin by copying the drum pattern above into your song maker. Every other step is either a circle or a triangle. Continue the pattern until it looks like this image below:



2. Next, try playing around by adding or removing beats from your percussion section. Listen to your favorite type of music and try to copy the drum beat pattern into your song maker. This is my example:

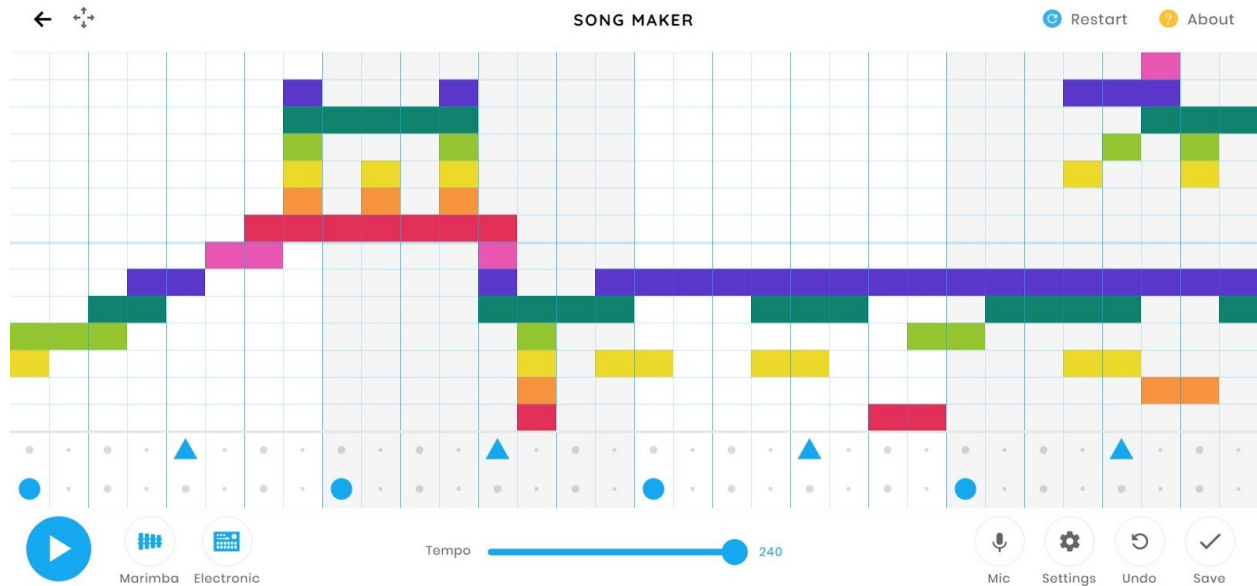


**As you can see, by removing a lot of the snare hits(the triangles) the beat seems to have slowed down. I compensated for the slow beat by increasing the tempo to 240bpm.**

3. Now it's a good time to experiment with different types of percussion sounds for your rhythm section. Click on ELECTRONIC and pick a different sound. When you're ready move on to part 2.

## PART 2: The Note Grid

1. Next, try to draw on the note grid by clicking on an empty square. Start by drawing simple things like hearts or stick figures, then, if you have enough time, draw something that uses the entire grid:



**In this example, I drew a castle on a cliff by the sea with the sun shining on the upper right side.**

Listen to what you've made by pressing the PLAY button at the bottom left-hand corner.

## PART 3: Saving and Sharing

1. There are multiple ways to save and share your music. Begin by clicking on the save button indicated by the green arrow.



2. Clicking on the save icon will bring up a window with multiple ways to share and save.

Your song is saved at this link:

`https://musiclab.chrom`

Copy Link



EMBED CODE ▾ DOWNLOAD MIDI DOWNLOAD WAV

3. In this window, you can copy the link by clicking on COPY LINK (red arrow). You can also post it on those two social media platforms (yellow arrow). Finally, you can download the audio for playback on any computer device by clicking on DOWNLOAD WAV (green arrow).

**End of Lesson**