

## Orchestra Games For All Levels

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*Game* as an adjective: eager and willing to do something new or challenging

### Why Games?

- Engage more students
- Engage reluctant learners
- Focus students
  - Concerts may seem distant
  - Post-Concert aftermath
  - Broad learning goals may seem intangible
- Objective Measurement of instrumental skills
  - Focus on specific learning targets
  - Class to class and year to year benchmarks
- Target mechanical skills in repertoire
- Formative assessment - Assess individual and group skills without grading
- Behavioral Nudges
  - A nudge, as we will use the term, is any aspect of the choice architecture that alters people's behavior in a predictable way without forbidding any options or significantly changing their economic incentives. To count as a mere nudge, the intervention must be easy and cheap to avoid. Nudges are not mandates. Putting fruit at eye level counts as a nudge. Banning junk food does not. - Thaler and Sunstein*

### How Games?

- Always start with what they already know
- Four quarter notes/1 measure as the basic unit of measurement
- Scaffold up to more advanced versions of the same exercise
- Smaller incline = greater retention and greater inclusion
- 100% class accuracy

## Class Setup

- Laptop/iPad mirrored to screen
- 1:1 campus - iPads
- TonalEnergy on every student iPad
- TonalEnergy on teacher iPad connected to speaker

## What Games?

Game ideas highlighted in green

## Pizzicato position - Open String Pizzicatos

Day 1 lesson + Warmup for first two weeks

- Call out open strings in four quarter note patterns
- Add patterns
- Add strings until all five are learned (rests for off strings)
- Students call out open string patterns

## Basic Exercises

- Violin/Viola Pushups
- Cello/Bass Finger Pushups
- Hand exerciser
  - Low tension/slow repetitions
- Bow Spider Crawl (**Race**)
  - Up and Down
  - Buy class set of dowels
  - Call out "freezes" to check correct technique
- Bow Quickdraw (**Partners/Tourney**)
- Bow Jumps - Frog/Balance Point/Middle Tip
  - No bow bounces
- Return to basic exercises when technique lags or after a long vacation

## Note Reading

- Musictheory.net
  - See guide for customizing
- Start with one string - D E F# G - until 100% accuracy from all students
- Add Octave
- Introduce each string separately until 100% accuracy from all students
- Students may expand range at own pace.

## Intonation/Shifting

TonalEnergy, Musictheory.net, & Metronome

- Target practice on TonalEnergy - 4q per letter note (Each bullseye = 1 point)
- 1 Octave Scales
- 1 Finger, 1 Octave, 1 String Scale
- 2 Fingers, 1 Octave, 1 String Scale
  - V/A = 1 & 2
  - C = 1 & 3
  - B = 1 & 4
- Basejumping - return to E on D between each shift
- 1 Octave, 1 String
  - Call Out
  - random using Musictheory.net - first finger shifts

## Rhythm Reading

- From repertoire
- Rhythm Scaffold
  - Count & Clap
  - Pizzicato
  - Arco on one note
  - Arco on first note of measure
- Drill Sheets - A Rhythm a Day/Week OR search the internet
  - Shadow individually
  - Add in left hand - scales
  - Speed Runs - Penalties for mistakes or *Do or Die*

## Conducting

- Clap on:
  - 1
  - 1 & 3
  - 1 & 4
  - 2 & 3
  - 4
  - Etc.
  - Vary conducting tempo and style
- Pizzicato open string on 1, etc.
- Arco first note of each measure
- X is the conductor
  - Use random objects to indicate beat 1 - drop and land

- Feather or tissue
- Fingers or pictures
  - Conduct the piece as normal. Hold up a random object or # of fingers.
- Dynamics/shapes

### Sightreading

- Musictheory.net
- 4 Quarters, 4 Rests
- 4 Quarters, no rests
  - Shift + N to move to next note. Do this while they are playing previous note
- Variables - Teacher Chooses/Student Chooses
  - Range
  - Tempo
  - Key
  - Rhythm
- Have "off" instruments shadow as if they are reading their own clef
- Points based on tempo marking

### Vibrato

- Attend Dr. Michelle Kong's TODA Clinic!

### Shifting

AKA How to scaffold any shift

- Pick any two note letters or use from repertoire
- 4 quarters on launching note (LN)
- 4 quarters on target note (TN)
- 4q LN, rest, 4q TN
- 2q LN, 2 rests, 2q TN
- 2q LN, 2q TN (Low Low High High)
- Low High High Low
- Low-High, High-Low slur two
  - Repeat 100x
- Clutch performance: Points for executing shift accurately three times in a row

### Coordination/Velocity

- Timed or With Metronome
  - D Chromatic
  - Galamian Sequence (Sul D)

- 3[D F# E G F# A G E] end on half note D
  - AGAG FGFG EFEF DEFG AGAG FGFG EFEF D
- Woodshed velocity to practice
- Fun to calculate APM - actions per minute
  - Professional gamer = 200-400apm
  - World record = 30 actions per second
- PointZ for (X Points - time)
  - Optional: Point Multiplier for cello/bass

### **Bow Control**

- Separate Elements
  - Placement
  - Length
    - Distribution
  - Speed
  - Weight
  - Articulation
  - Lane
  - Tilt
  - Direction
- Integrate bow control into other games

### **Advanced Exercises**

- Finger slides
  - Place 1 and 2, hold 2 down and slide 1 up and down
  - Place 1 and 2, hold 1 down and slide 2 up and down
  - 2 and 3; 3 and 4
- Finger independence and velocity
  - Finger Press: Press 1 up and down rapidly (like a trill)
    - 2; 3; 4
  - Back and Forth: Press 1 on D, 1 on A back and forth rapidly
    - 2; 3; 4
  - Criss Cross: Press 1 on D, 2 on A criss cross to 1 on A, 2 on D
    - 2 & 3; 3 & 4
  - Double Criss Cross:
    - 1 & 3 on D, 2 & 4 on A: double criss cross

### **Woodshed Sequence**

- Practice sequence for any complicated left hand passages
  - 4 Quarter Notes, 4 Rests

- 4 Quarter Notes
- 2 Quarter Notes
- 2 Eighth Notes
- Long Short on the same note
- Short Long on the same note
- Long Short Split
- Short Long Split
- Short Short Long
- Long Short Short
- Short Long Short
- 1 Eighth Note
- Woodshed sequence taught using the chromatic scale

### Scale Order

- Beginner Year
  - "Penta" Scale
  - D Major Scale
  - D Dorian Scale
  - 1 Octave D Chromatic Scale
- Year 2 - Non-Varsity HS Orchestra
  - 2 Octave D Major Scale
  - 2 Octave D Chromatic Scale
  - 2 Octave G Major Scale
  - 2 Octave C Major Scale
  - From Repertoire as Needed
- Varsity HS Orchestra
  - 3 Octaves

### Point System

#### BankZy

- Currency
  - PointZ - In Class
  - ZollarZ - Event Work
  - PayZos - Extra Performances
- Balances Organized in a Google Sheet
- Non-transferrable between students
- Non-convertible between currencies
- Purchases are non-material/silly/symbolic
  - Titles next to name in Google Sheet
  - Name highlighted in Google Sheet
- Individuals and Sections
  - Section of the year

- Sections add points between classes
- Engage reluctant learners by giving them point opportunities
- Point System used minimally. Useful in specific situations

### **Class Dojo**

- Probably too frivolous except for one feature: Random button
- See Class Dojo guide for easily importing student list & setting up class
  - 1. Sign up for account
  - 2. Create class
  - 3. Add Students
  - 4. Import Students
  - 5. Copy & Paste from Class Roster

### **The Dice of Destiny**

- Gaming dice of various sides used to randomize class elements
- Removes bias
- Removes perception of bias
- Live playing quiz example:
  - Quiz 2 lines
  - Roll a 4 sided die
    - 1 = play line 1
    - 2 = play line 2
    - 3 = play both lines
    - 4 = student chooses the line
  - Students will practice both lines

### **Apps**

- Kahoot - Takes a long time/low learning density
- APS Trainer
  - Pitch discernment quiz
  - Blackjack style game
- Games they will play outside of class
  - StaffWars
  - Rhythm Cat
  - ClappingMusic
  - Musictheory.net note reading
  - NoteWorks

### **Guides**

- ❑ Musictheory.net
  - ❑ Leveled Note Reading available at <https://hebronorchestra.org/learning-community/>
- ❑ Classdojo.com
- ❑ Rhythm Sheets
- ❑ BankZy