

Sonic Pi Composition Lesson Plan #6: Showcase and final reflection

“My favourite music is the music I haven’t yet heard.” –[John Cage](#)

Lesson Overview:

The aim of this lesson is to (1) give a **presentation of each student’s work**, (2) **reflect and give feedback** on each project as they are played, and (3) **wrap up** this unit of work.

[Download a PDF version of this lesson](#)

Preparation tasks for this lesson:

- It would be easier for this lesson to export each project as an audio file, download each video and use free video editing software to present each project such as movie maker (Windows) or iMovie (Mac). This is less awkward than attempting to sync the video on a projector with the original sound on mute while the students project is pressed at the same time	Over 1 hour depending on the number of students
- Ensure each project plays before this class starts. Some students might have left bugs in their code which might be embarrassing if error messages appear	

Contents:

<u>Introduction: Making constructive comments musically and computationally</u>	10 minutes
<u>Activity 1: Class demonstration and comments of all projects with film</u>	70 minutes
<u>Wrap-up Activity: Quiz and reflection</u>	15 minutes

Learning Outcomes:

Key concepts	Sonic Pi syntax to be taught this lesson	Interdisciplinary Curriculum Links			Learning Outcomes
		Computational Thinking	Programming	Music (strands)	
<u>Music:</u> -constructive feedback -arc of composition -variation/repetition ratio	(none)	Evaluation/Reflection	As per lessons 1-4, debugging	DI, CI	<u>Music:</u> -All students will evaluate their projects for their fitness for purpose to their chosen video

<u>Programming:</u> -efficiency -optimisation -performance constraints (time limit)					-All students will have the opportunity to give constructive feedback <u>Programming:</u> -All students will adhere to the project length constraints of the length of the chosen video -All students will reflect on the efficiency of their own and another student's code: reflect on potential ways to optimise the code
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Introduction: Making constructive comments musically and computationally (10 minutes)

Activity Overview: Students are briefed on giving constructive feedback for the presentations following this activity.

Teacher Instruction:

- Briefly explain six elements of music [Rhythm, Dynamics, Melody, Harmony, Tone color, Texture] through the piece [‘Time’](#) from the film Inception.

Activity (5 minutes):

- Discuss how one might focus on one or more of these elements to give musical feedback
- Discuss how one might evaluate the efficiency and optimisation of code [repeating code, code that doesn't do anything etc.]

Activity 1: Class demonstration and comments of all projects with film (70 minutes)

Activity Overview: All projects will be presented to the whole class with an opportunity to give constructive feedback. Afterwards, 10-15 minutes of reflection should occur on how well the unit of work went and suggestions for the future.

Suggested Teacher Instruction Sequence:

- 1. Present each project while playing their chosen film on a projector and allow 2 minutes of feedback for each
- 2. Discuss the potential study and career opportunities students could go down with music and programming <https://chrispetrie.github.io/teachercareer.html>

Suggested links and resources to facilitate activities:

- [video 1 minute] <https://www.youtube.com/watch?v=jUY9l8s2vSQ> UNICEF | For every child in emergencies
- [video 1 minute] <https://www.youtube.com/watch?v=m1voWuTNmak> UNICEF | A bomb explodes, growing up in Aleppo

Student Activity (20 minutes):

- 1. After all projects have been played, have a class discussion on what they've learnt and how well they thought this unit of work went
- 2. Discuss future potential study and career opportunities students could go down with music and programming <https://chrispetrie.github.io/furtherstudyandcareers.html>

Notes to the Teacher:

- It is recommended to play the group projects first so that everyone is warmed up to give responses to individual projects (where students may feel vulnerable)

Wrap-up activity: Quiz and reflection (15 minutes)

Activity Overview: All students to complete a quiz containing 10 questions on music and programming - as well as a few reflective questions on this lesson (all students will complete this each lesson).

Student Activity (10 minutes):

- Students individually complete the quiz and reflection on the key concepts in this lesson within 10 minutes [linked here](#).

Administrative Details

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