

## Arrownotes<sup>®</sup> Notation System

Designed for use with  
CMPSR<sup>®</sup> MIDI Instrument.

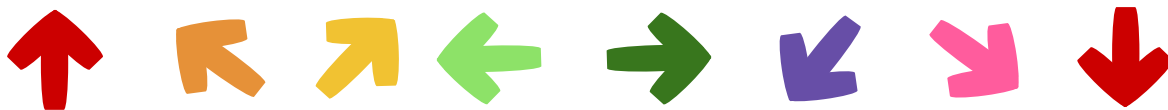


**Arrownotes<sup>®</sup>** is an innovative music notation system that represents notes using a combination of coloured arrows and directions. A straightforward, gamified notation system designed to demystify the early steps in learning to read and perform music using colour, shape and direction to open up music performance and composition in minutes.

If you can follow and match, then you can play and perform! Using CMPSR<sup>®</sup> learners play what they see, making music less abstract and more accessible.

Progress through 3 clear levels to conventional notation, constantly developing as a musician and composer.

Arrownotes is adaptable and progressive, working brilliantly for learners in alternative and mainstream settings using gameplay.



Whether you're a teacher looking for a fresh approach to music education or a student eager to dive into the world of melody and harmony, Arrownotes® is a vibrant, accessible, and enjoyable way to get started!

Each degree of a scale is assigned a unique arrow direction and colour, making it easier for beginners, gamers and those with learning differences to understand and memorise the relationships between notes.

The system is designed to make learning music theory more accessible, engaging, and enjoyable. By using simple visual cues, students can quickly grasp the structure of scales and melodies without being overwhelmed by traditional notation. This approach encourages creativity, collaboration, and confidence in music education, making it an ideal tool for teachers and students alike.

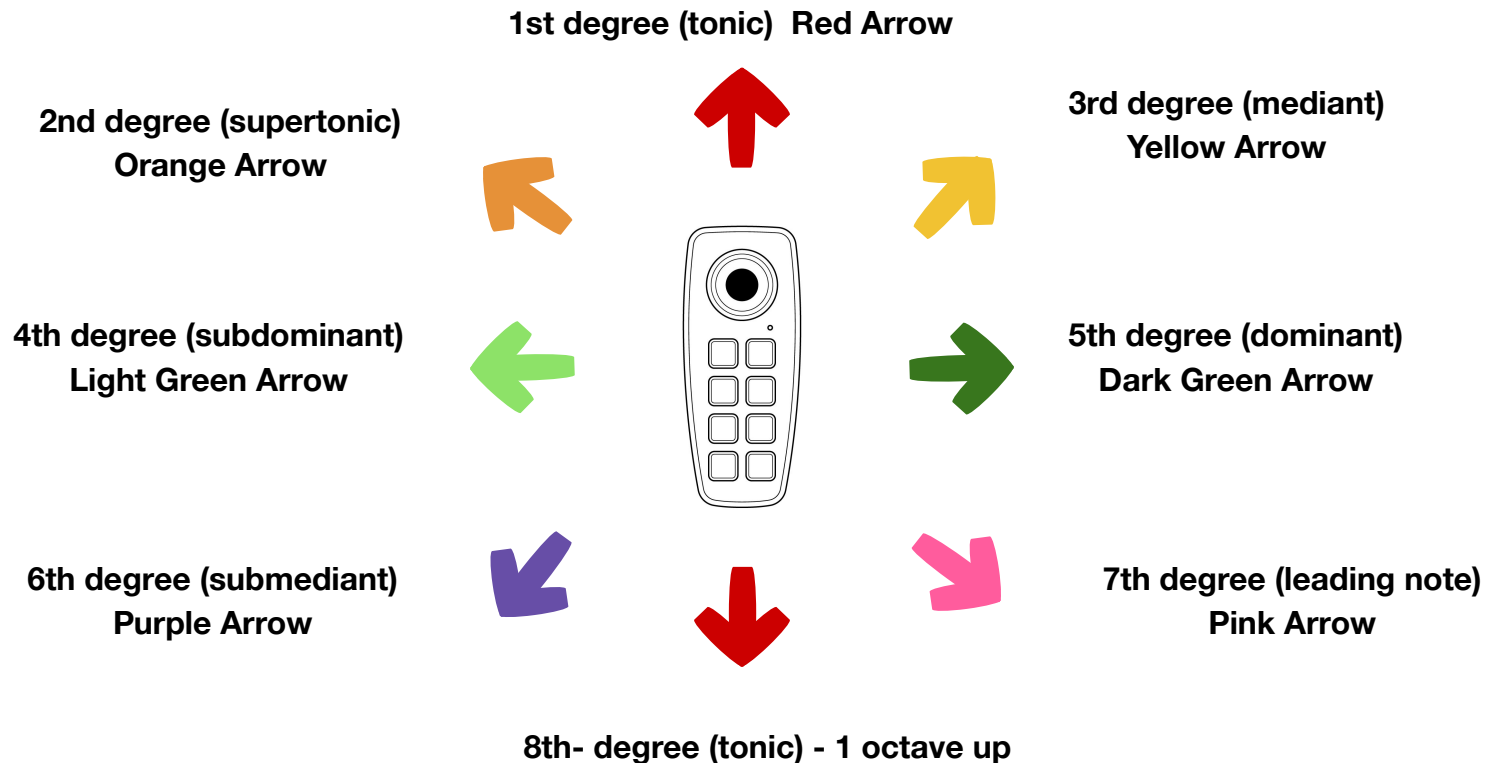


## Benefits of the Arrownotes® system:

1. **Easy to understand:** The Arrownotes® system is visually intuitive, making it perfect for beginners or those who might find traditional music notation challenging.
1. **Colourful and engaging:** The use of colours in Arrownotes creates a more enjoyable learning experience, capturing the attention of students and making it easy to memorise and recognize different notes.
1. **Encourages creativity:** Arrownotes invites students to experiment with melodies and patterns, fostering creativity and exploration in music.
1. **Builds a strong foundation:** Arrownotes helps students understand the relationships between notes in a scale, creating a solid foundation for learning more advanced music theory concepts.
1. **Enhances collaboration:** The simplicity of Arrownotes makes it an excellent tool for collaborative activities, allowing students to work together on composing, performing, and understanding music

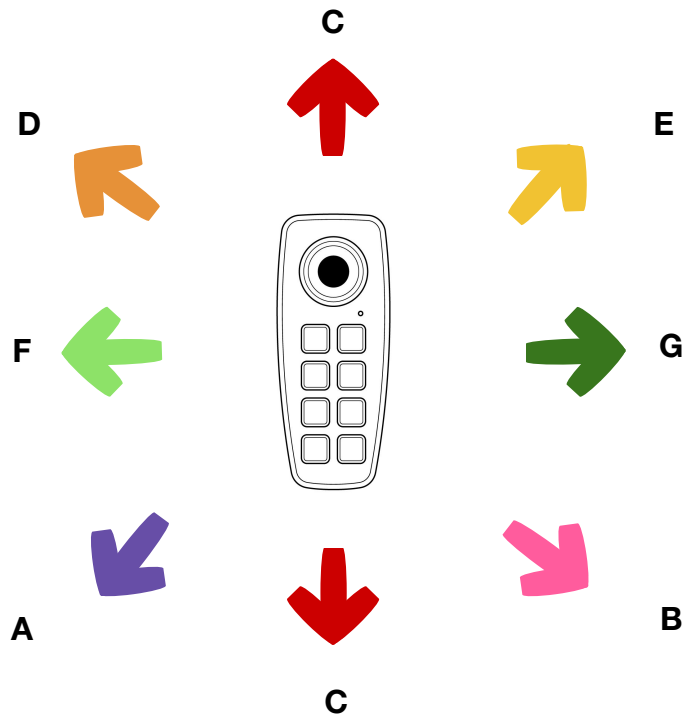
## Mapping Arrownotes to a traditional scale

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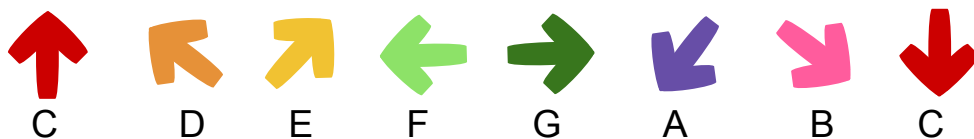


Each degree of a scale is assigned a unique arrow direction and colour which map to the joystick movements on CMPSR®.

A scale of C major for example would be mapped like this:

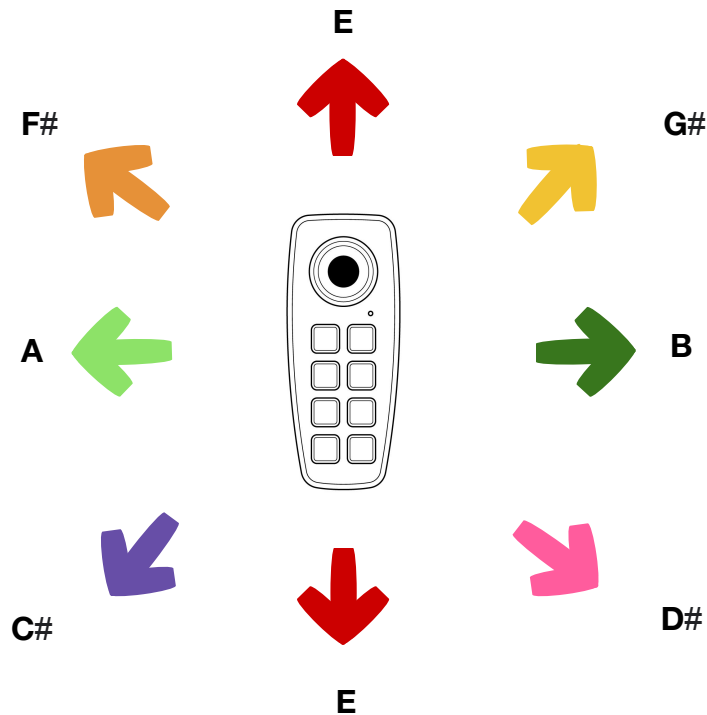


Or in Arrownotes® Level 1 like this:

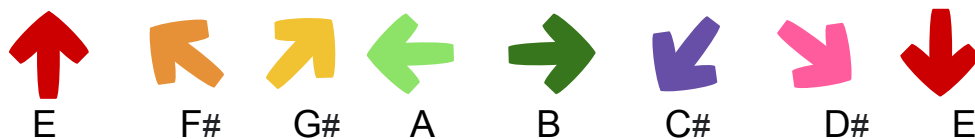


Once a player has learned these directions of the scale, you can change the key in CMPSR's button settings ensuring you are playing all the right notes.

For example selecting the Key of E major would look like this:



Or in Arrownotes® Level 1 like this:



## To get playing:

- Identify the scale: Determine the key of the music you want to read, compose, or perform in and identify the corresponding major or minor scale. This key or root note will usually be displayed in the top corner of level 1 & 2 Arrownotes notation like this:

### CMPSR

Root = D  
Mode = Major

- **Changing Key on CMPSR:** See how you can change key in the CMPSR in this [video here](#).
- **Major or Minor on CMPSR:** See how you can select Major or Minor Key on CMPSR in this [video here](#).
- You can now practice playing and exploring arrow directions within any scale using Arrownotes playing alongside other musicians on a range of instruments or solo.



# Play & Compose with Arrownotes Level 1 & 2

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## Level 1

The simplicity of level 1 Arrownotes is that you can keep it as simple as you like, just offering one or two directional choices for a player or build your piece within a musical structure as per the two examples below.

### Ode to Joy






### Ode to Joy (timing grid)

1	2	3	4	2	2	3	4	3	2	3	4	4	2	3	4
															

## Notes over 1 beat

For notes lasting more than one beat use a coloured background and a white arrow. Fill the timing grid sections in with the desired colour direction for the duration of the note length and use a white arrow to show direction.

## Using a timing grid

1	2	3	4	2	2	3	4	3	2	3	4	4	2	3	4
															

4 beats/ Semibreve

2 beats/ Minum

1.5 beats Dotted Crotchet

To use Arrownotes® follow these steps:

- **Identify the scale:** Determine the key of the music you want to read, compose, or perform in, and identify the corresponding major or minor scale.
- **Learn the arrow directions and colours:** Familiarise yourself with the Arrownotes system of directions and colours assigned to each degree of the scale.
- **Read or write melodies:** Translate traditional sheet music into arrow notes, or create your own melodies by arranging arrows in different sequences.
- **Practice and perform:** Use the arrow notes as a visual guide to practise playing melodies on your instrument, focusing on the relationships between the notes and improving your technique.
- **Collaborate and create:** Engage with others using arrow notes for group activities, like composing, improvising, or performing ensemble pieces.

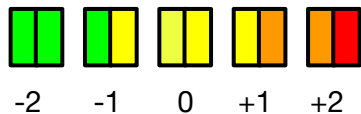
By following these steps, you can effectively use Arrownotes to read, compose, and perform music in an accessible and engaging way. This system makes it easier for beginners and those with learning differences to understand the structure of scales and melodies, fostering a fun and creative learning environment.

## Arrownotes Score Reference

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Root = D  
Mode = Major

Refers to the key of your piece of music and how to set CMPSR to follow the Arrownotes.



Octaves 1-5 The colours show you how to set your starting octave on CMPSR



Down



Up

Octave change marked by an arrow up or down which indicates pad 7 for down and pad 8 for down.

NB: The pad must be pressed in advance of playing the next note.

b

Accidentals are activated by pressing pads 7 & 8 together. They will turn white and the following note played on the joystick is flattened by 1 semitone.

NB: This only affects one note and resets afterwards with the octave pad colours returning.



Refers to the four pads in the centre of CMPSR's pad array



LED Off



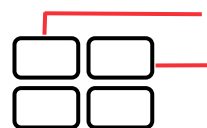
White LED



Blue LED



Purple LED



Sustain on/off

Chord on/off

Extensions (7th, 9th, 11th)

Inversions (Root, 1st, 2nd)

