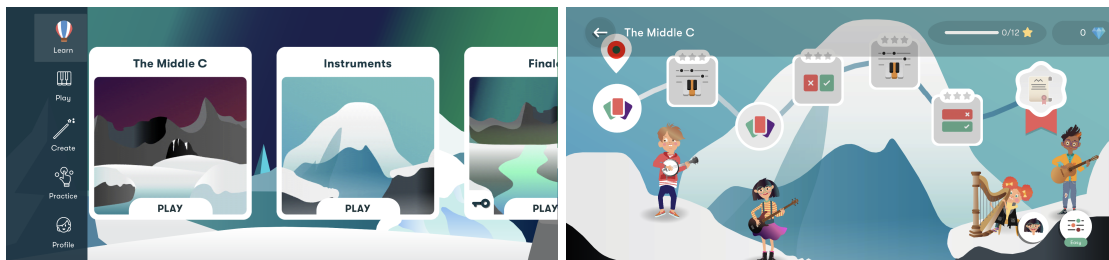


Help Your Students Learn, Play, Create & Practice with Mussila

No matter where your grade-school level students are in their musical journey, Mussila is the perfect supplement for simplifying the complexities of music theory and practice. When learning a certain passage or understanding theory-driven fundamentals, our learn through play methodology can make all the difference in keeping music learning fun and engaging.

So while you and your students may no longer have access to a traditional classroom or dedicated in-person 1:1 lessons, the perfect way to bridge that gap is by incorporating elements of Mussila's inspiring Learn, Play, Practice & Create Paths into your lesson planning — which you can find on the navigation bar on the left.

Learn



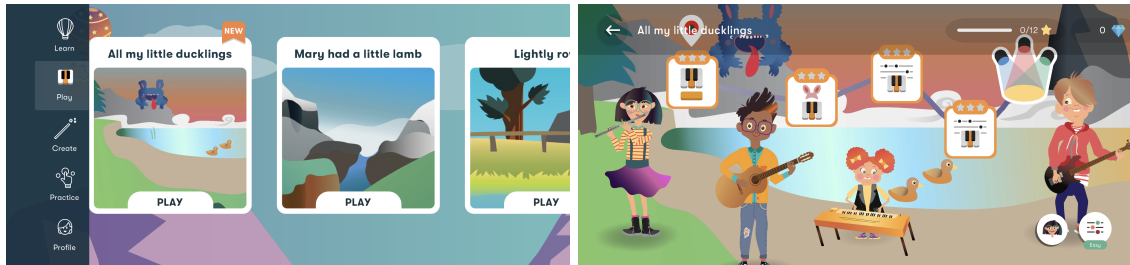
The Learn Path features seven levels with five or more courses per level packed with musical adventure and educational excitement. The Learn Path guides students step by step through the basics of music theory with new challenges that increase in complexity the farther they progress. Along the way, they'll encounter various exercises and challenges that are proven to educate, motivate, and inspire.

For example, Level 3 consists of four different courses where students learn:

1. How to play and identify notes C and D on a staff and keyboard.
2. The names, sounds, and identification of different musical instruments through educational cards and listening games.
3. On Level 3, the focus regarding note value is the half note. Students learn what it looks like, how to count it, and of course how to play it.
4. Finally, well, the Finale closes each course. Here students will play along to and recap all of the level's subjects.

Each lesson on every part of the Learn Path includes a gamified playing and interactive experience that helps every child retain what they're learning — that's why learning through play is so effective. For a complete overview of each of the Learn Path's curriculum, please reach out to us [here](#). For a comprehensive overview of each level of the Learn Path, see the [APPENDIX](#).

Play



The Play Path features thirteen different songs for students to play along to — we also add 4-6 new songs each year. Depending on the difficulty selected for your students, the degree of complexity will change from song to song. When adapting Mussila for your lessons, you can go straight to the Play Path when starting to incorporate some of our songs.

Because there are various levels of difficulty, consider starting beginners with the first four levels of the Learn Path where they learn and practice C, D, and E. Next, every student should be comfortable with songs from the Play Path like “Mary Had a Little Lamb.” After this, the next three pieces are more straightforward, but when students play Beethoven’s “Ode to Joy,” you’ll find the material becomes more complicated. For the more challenging material, we even recommend your students complete all the Learn Path levels first.

With any song on the Play Path, students learn each piece slowly. First, students practice the rhythm and then progress step by step until they are ready to play the whole song with the Mussila band!

Once students have mastered a given piece, they are rewarded with the Mussila Jam, where they can play songs with different characters and instruments — students can even become the conductor of the Mussila Band!

Songs in Mussila

The thirteen (and counting) songs to learn in Mussila are:

SONG	NOTES	KEY	TIME SIGNATURE	NOTE VALUES
Mary Had a Little Lamb	CDE	C major	4/4	Quarter and half notes
Lightly Row the Boat Ashore	CDEFG	C major	4/4	Quarter and half notes
Twinkle, Twinkle, Little Star	CDEFGA	C major	4/4	Quarter and half notes
Ode to Joy	FGABbC	F major	4/4	Eighth, quarter, dotted quarter and half notes
All My Little Ducklings	CDEFGAC	C major	4/4	Quarter and half notes
Happy Birthday	CDEFGAC	F major	3/4 with upbeat	Sixteenth, dotted eighth, quarter, half notes
Frère Jacques	FGABbCD	F major	4/4	Eighth, quarter, half notes
Au Clair de la Lune	DEF#GAB	G major	4/4	Quarter and half notes
The Magic Flute	CDEFGABC	C major	4/4 with upbeat	Eighth, quarter, half notes
Vem Kan Segla	AC#DEFGABbCD	D minor	3/4 with upbeat	Eighth, quarter, dotted quarter and half notes
Swan Lake	BbDEFGABbCDE	D minor	4/4	Eighth, quarter, dotted quarter and half notes

Minuet	GABCDEFG#G	G major	4/4	Eighth, quarter, half notes
Moscow nights	DEFGABbBC#DE	D minor	4/4	Quarter and half notes

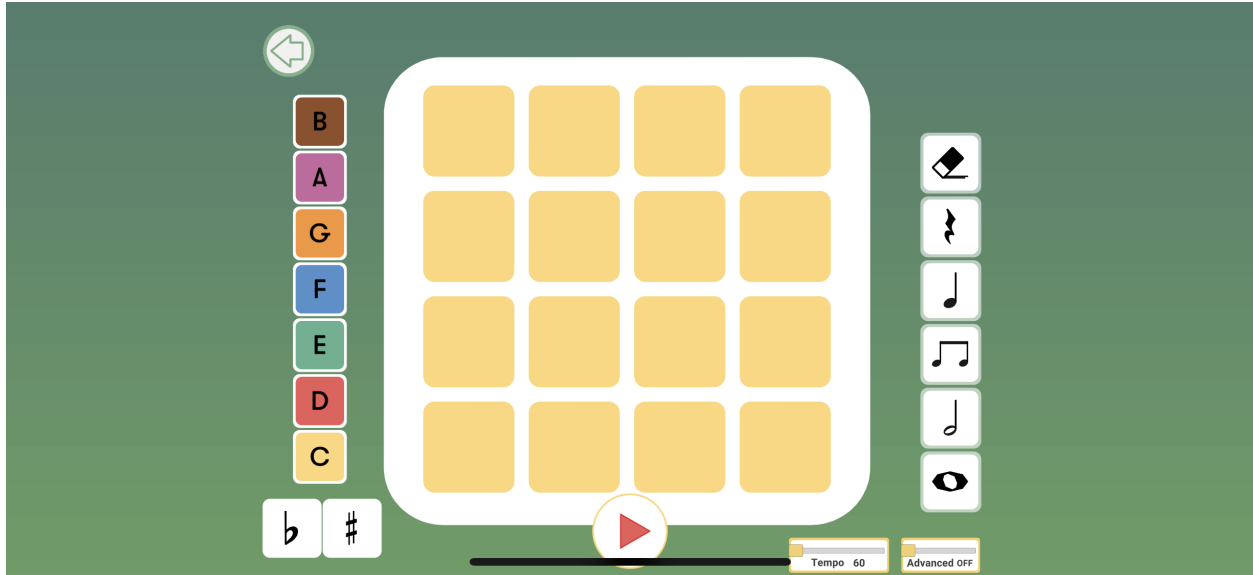
Create

Our creative division is getting bigger. Soon we'll release new and exciting tools and games. Right now we have three different tools to explore:

Music Machine, Mussila DJ & Mussila Planets



- Music Machine let's students and children compose music in a 4x4 grid by dragging and dropping notes and measured notes to create different songs. Students can literally also learn fractions depending on what kind of measured notes are dropped onto the board. Once the board is filled with notes and beats, press play to see what they composed!



- Mussila DJ is a creative tool where you and your students can play with beats and sounds and even make recordings of your musical experiences — which is perfect for encouraging children to explore and learn in new, creative ways.



1. First, select premade or user-created vinyl to drag onto either side of the mixer to use in your song.
2. Next, record your sounds through a microphone to use as vinyl for mixing.

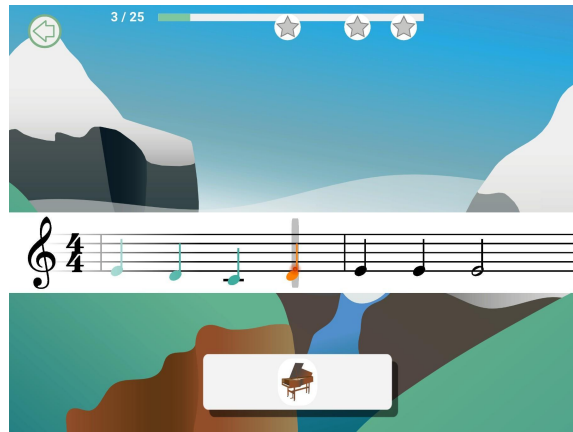
3. Then, press this button (3) to start recording a mix of the two records that are playing, creating a new recording.
 4. You can use any of these (4) buttons for enabling effects like Reverb and Echo.
 5. Here you can switch between a keyboard or sample pad to play
- Mussila Planets is an adventurous game where students and teachers play with pitch to gain a better understanding of music and its tonal nature.



Different Skill-Building Exercises in Mussila

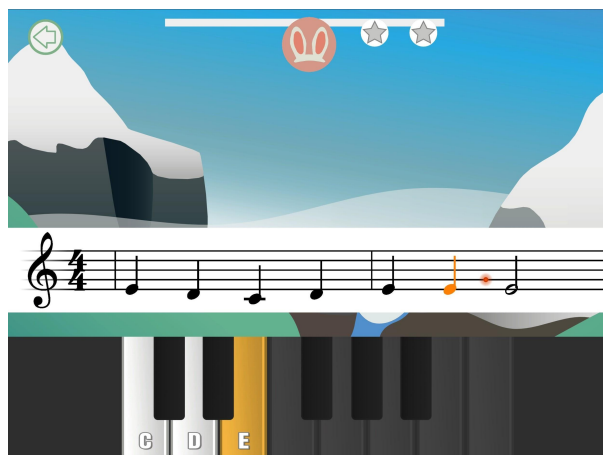
- Piano Rhythm

- Focus on the rhythm of a song by pressing the button at the correct timings:



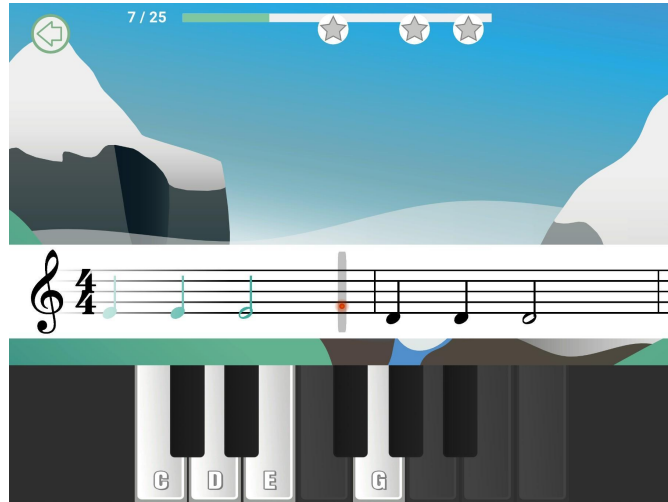
- Piano I Play You Play

- Mussila plays you 2 bars at a time. The student listens to and watches the notes on the staff and then repeats on the keyboard:



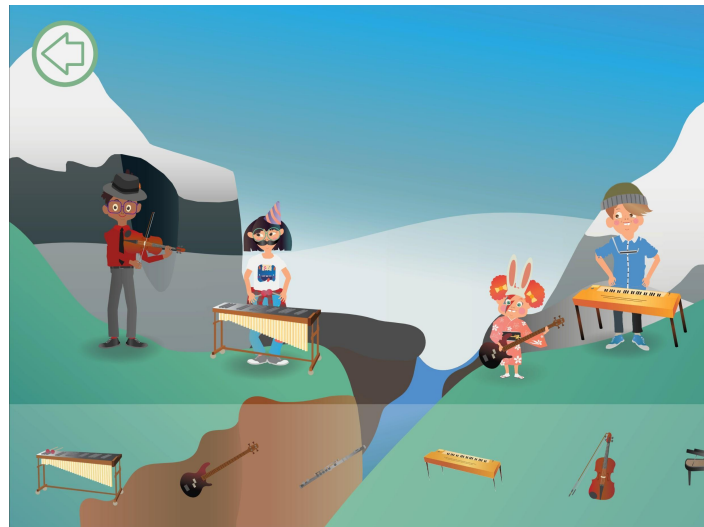
- Piano Play-Along

- Play a song with accompaniment from the Mussila band:



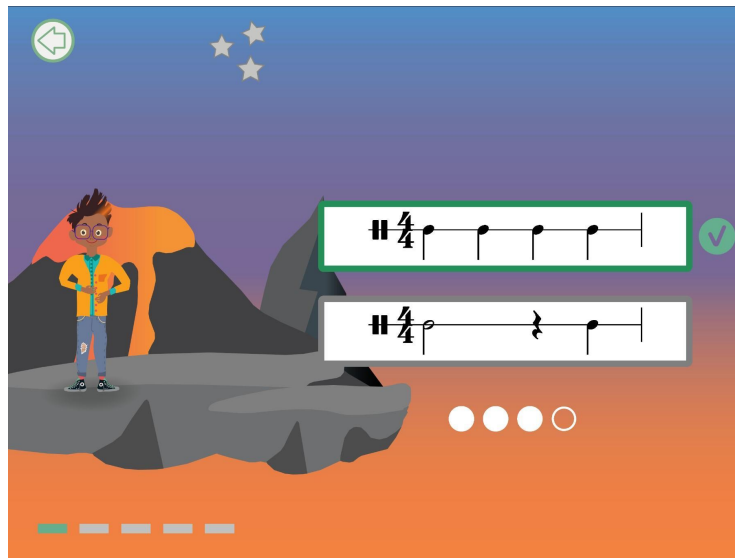
- Jam

- The student becomes the conductor of the Mussila band and gets to choose up to 14 instruments to play the song. Here's where students can listen to a song and experience how different songs can sound depending on the instruments used:



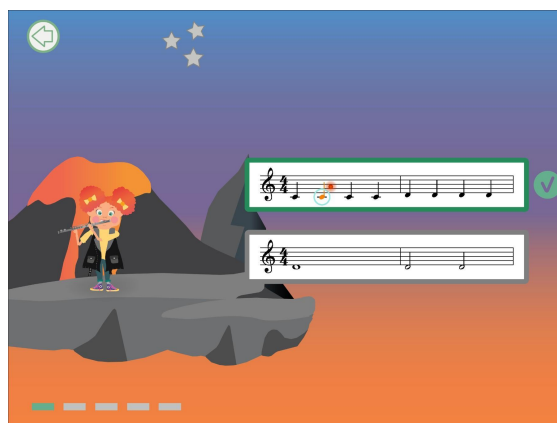
- Rhythm

- Students can improve their understanding of rhythm by:
 - Listening to a simple rhythm of one or two bars and choosing the correct one on a staff
 - See a simple rhythm on a staff, then listen to two examples, and choosing the correct one



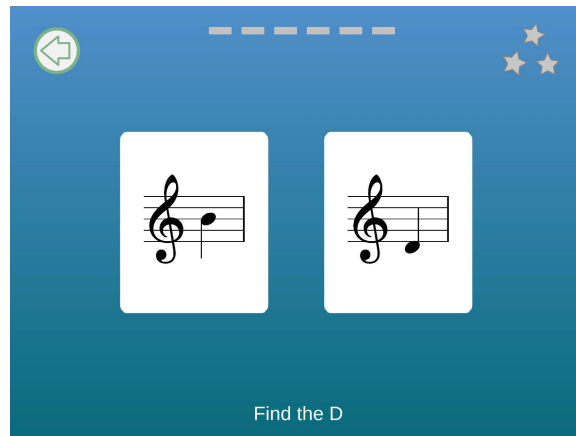
- Melody

- Students learn and understand the movement of music by taking the first steps in ear training with help of our melody games:
 - Hear a simple melody or line, see 2 examples written on a staff, and choose the correct one
 - See a simple melody or line on the staff, listen to 2 examples, and choose the correct one



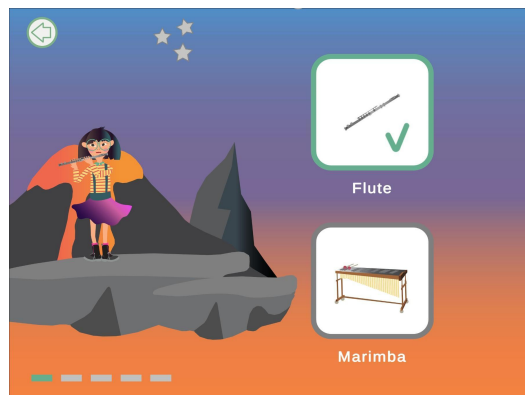
- Pick One

- Pick the right note from 2-4 options (depending on the difficulty selected). This can be a particular note, note value, rest, etc:



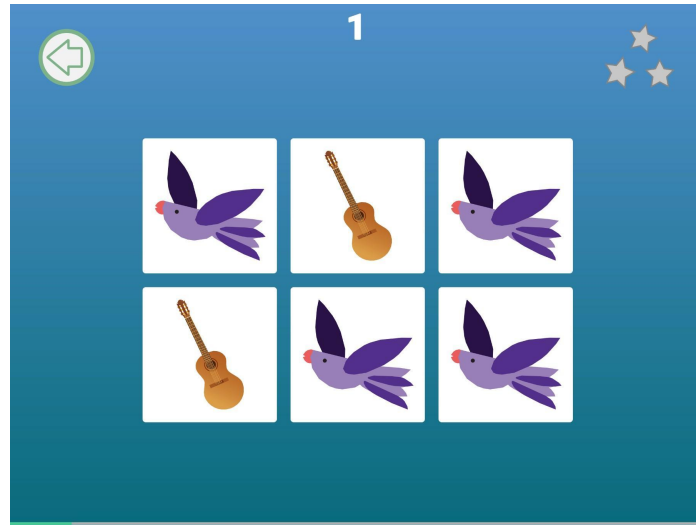
- Instruments

- Challenge yourself in this category and get to know different instruments and listen to how they sound:
 - Memory games with pictures of instruments
 - Listen to an instrument and choose the right one from 2 to 4 options
 - See a picture of an instrument, then listen to 2 to 4 samples of various instruments sounding and then choose the right one



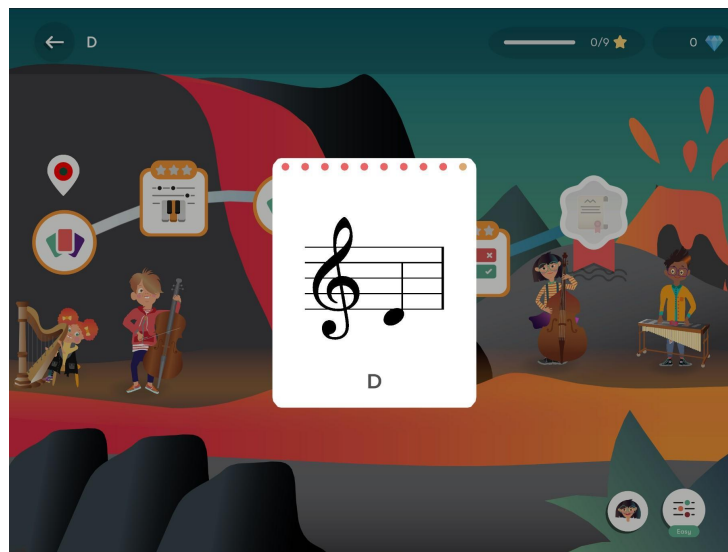
- Memory

- Use your memory to match the same instruments against a backdrop of different cards:



- Educational Cards

- When learning to identify basic music theory principles, students are shown notes (C-B) on a staff/keyboard, note values, rests, or instruments, etc.



Ideas for Using Mussila when Teaching

Teachers can use Mussila in many ways when teaching and lesson planning. Lessons and activities in Practice → Theory are wonderful supplements to incorporate in the classroom or as assignments for home when you want students to focus on sight-reading, rhythm, or instruments.

Practice → Songs work perfectly as additional material when you have medium-level students who have finished his/her assignment before everyone else. Exercises here are also great for students who want more of a challenge.

One of the main factors of Mussila's success is that students can have lots of fun while they are learning new songs quickly. This is especially true when incorporating the Play Path into your lessons. In the Learn Path, students go through a more rigorous pedagogical process of learning the basics, like the notes, rhythm, instruments, and more. Blending these sections can be a great way of using Mussila as a supplement when lesson planning and teaching.

Sample Lessons Using Mussila

Here are four sample lessons that teachers can easily incorporate into lessons of their own. These are perfect for helping your students gain more insight into existing lesson topics. They're also great fun! Consider using these at the beginning (warm-up) middle (reinforce) or end (cool down/reinforce) of your lessons.

LESSON 1

1. Learn → Level 1. In Level 1, students learn to identify and practice playing the middle C on a keyboard. Have your students get to know the piano, violin, and flute, and start to get acquainted with basic theory.
2. Practice → Theory → Instruments 1, 2, or 3. Have students train their ears by recognizing various instruments.
3. Practice → Theory → Rhythm 1, 2, or 3. Start your students' rhythm training with fun challenges.

LESSON 2

1. Learn → Level 2. In Level 2, students add D to their knowledge base and practice note values of a quarter note and a half note. Have your students learn to recognize trumpet, harp, and marimba,

and challenge their musical hearing and understanding by pairing together what they see and what they hear.

2. Practice → Theory → Instruments 4, 5, or 6. Continue practicing instrument skills gained from Learn.
3. Practice → Theory → Rhythm 4, 5, or 6. Continue Practicing rhythm skills with various challenges.

LESSON 3

1. Learn → Level 3. Here students continue practicing C and D with various keyboard exercises using quarter, half, and whole notes. The French horn, cello, and electric bass are the focal instruments in Level 3, and students continue practicing the basics of ear training with some simple melodies.
2. Practice → Theory → Melody 1, 2, or 3. Now your students should be ready for more ear training, focusing on melodies by incorporating skill-building challenges.
3. Practice → Theory → Rhythm 7, or 8. After a little more ear training, have your students focus on rhythm.

LESSON 4

1. Learn → Level 4. Now you add E to your students' knowledge and have them practice C, D, and E together. You can also introduce the note value of an eighth note to their skills along with more complex rhythmic patterns like ta and ti-ti. New instruments are guitar, banjo, and clarinet.
2. Play → Mary Had a Little Lamb. When your students have finished Level 4 of Learn, they are more than ready to play the classic song, "Mary Had a Little Lamb."
3. Practice → Theory → Instruments 7, 8, or 9. Have your students fine-tune their ears by recognizing all the various instruments.

APPENDIX of LEVELS

LEVEL 1

1. How to play and identify the middle C on a stave and keyboard.
2. The names, sounds, and identification of different musical instruments through educational cards and listening games: piano, violin, and flute.
3. Focus on quarter and half notes. Students learn what it looks like, how to count it, and of course how to play it.
4. The Finale closes each course. Here students will play along to and recap all of the level's subjects.

LEVEL 2

1. How to recognize, play, and identify D on a stave and keyboard.
2. The names, sounds, and identification of different musical instruments through educational cards and listening games: trumpet, harp, and marimba.
3. Work more on quarter and half notes. Focus on differences.
4. Finale.

LEVEL 3

1. How to play and identify C and D on a stave and keyboard.
2. The names, sounds, and identification of different musical instruments through educational cards and listening games: French Horn, cello, and electric bass.
3. Work more on quarter and half notes and rhythms.
4. Finale.

LEVEL 4

1. How to recognize, play, and identify E on a stave and keyboard.
2. The names, sounds, and identification of different musical instruments through educational cards and listening games: guitar, banjo, and clarinet.
3. Introduce the eighth note and more complex rhythms.
4. Finale.

LEVEL 5

1. How to play and identify F on a stave and keyboard.
2. The names, sounds, and identification of different musical instruments through educational cards and listening games: acoustic bass, electric piano, and tuba.
3. The quarter and eighth rest.
4. Practice C, D, and E.
5. Finale.

LEVEL 6

1. How to play and identify E, and F on a stave and keyboard.
2. The whole note.
3. Practice E and F.
4. How to play and identify G on a stave and keyboard.
5. Finale.

LEVEL 7

1. How to play and identify A on a stave and keyboard.
2. Rest and rhythms: quarter, half, and whole rests.
3. Practice G and A.
4. How to play and identify B on a stave and keyboard.
5. Finale.