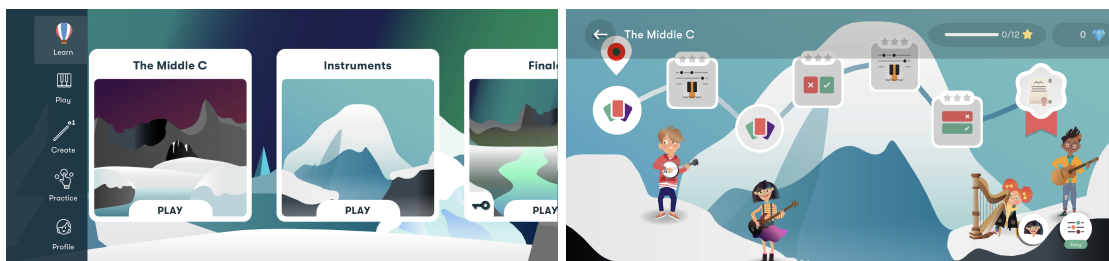


Help Your Students *Learn, Play, Create & Practice* with Mussila

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 learning through play methodology can make all the difference in keeping music learning fun and engaging.

You can incorporate elements of Mussila's inspiring *Learn, Play, Create & Practice* paths into your lesson planning — which you can find on the navigation bar on the left.

Learn



The *Learn* path features seven levels with three or more courses per level packed with musical adventures 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 will encounter various exercises and challenges that are proven to educate, motivate, and inspire.

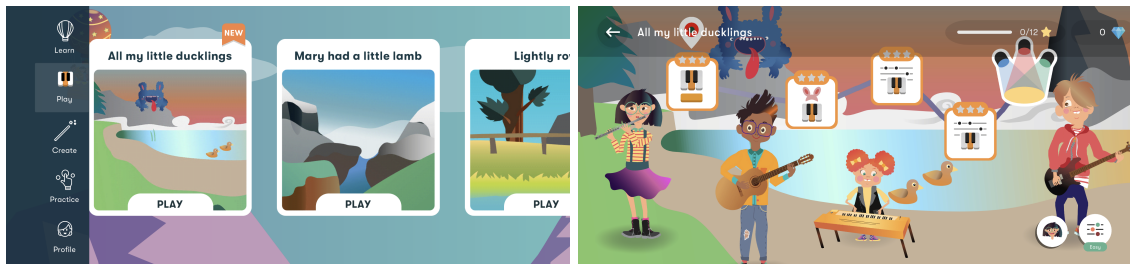
For example, Level 3 consists of four different courses where students learn:

1. How to identify the notes C and D on a stave and play them on a keyboard.
2. The names, sounds, and identification of different musical instruments through educational cards and listening games: french horn, cello and bass guitar.
3. How to identify, count and play the half note.
4. 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 comprehensive overview of each level of the *Learn* path, see the *Appendix of Levels* on page 13 of this document.

Play



The *Play* path features twenty-one 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 few pieces are also quite straightforward, but when students play Beethoven’s “Ode to Joy,” you will 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 twenty-one (and counting) songs to learn in Mussila are:

SONG	NOTES	KEY	TIME SIGNATURE	NOTE VALUES
<i>Mary Had a Little Lamb</i>	CDEG	C major	4/4	Quarter, half and whole notes
<i>Icelandic Folk Song</i>	CDEF	C Major	4/4	Quarter and half notes
<i>All My Little Ducklings</i>	CDEFGAC	C Major	4/4	Quarter, half and dotted half notes
<i>Lightly Row the Boat Ashore</i>	CDEFG	C major	4/4	Quarter, half and dotted half notes
<i>Twinkle, Twinkle, Little Star</i>	CDEFGA	C major	4/4	Quarter and half notes
<i>Jingle Bells</i>	CDEFG	C major	4/4	Quarter, half, dotted half and whole notes
<i>Deck the Halls</i>	BCDEFGABC	C Major	4/4	Eighth, quarter, dotted quarter and half notes
<i>Row, Row, Row Your Boat</i>	CDEFGC	C Major	3/4	Quarter, half and dotted half notes
<i>Happy Birthday</i>	CDEFGAC	F major	3/4 with upbeat	Sixteenth, dotted eighth, quarter and half notes
<i>Frère Jacques</i>	CFGABbCD	F major	4/4	Eighth, quarter and half notes
<i>Au Clair de la Lune</i>	DEF#GAB	G major	4/4	Quarter, half and whole notes

<i>The Magic Flute</i>	CDEFGABC	C major	4/4 with upbeat	Eighth, quarter and half notes
<i>Alouette</i>	CFGABbC	F major	4/4	Eight, quarter, dotted quarter and half notes
<i>Ode to Joy</i>	CFGABbC	F major	4/4	Eighth, quarter, dotted quarter and half notes
<i>We Wish You a Merry Christmas</i>	CDEFGABbC	F major	3/4	Eighth, quarter, half and dotted half note
<i>William Tell Overture</i>	CDEFGABCD	C major	4/4	Eighth, quarter and half notes
<i>Vem Kan Segla</i>	AC#DEFGABbCD	D minor	3/4 with upbeat	Eighth, quarter, dotted quarter, half notes and dotted half notes
<i>Swan Lake</i>	BbDEFGABbCDE	D minor	4/4	Eighth, quarter, dotted quarter and half notes
<i>Minuet</i>	F#GABCDEF#G	G major	3/4	Eighth, quarter and half notes
<i>Moscow Nights</i>	DEFGABbBC#DE	D minor	4/4	Quarter, half, dotted half and whole notes
<i>Away In a Manger</i>	DEF#GABCDE	G major	3/4	Eighth, quarter, half and dotted half notes

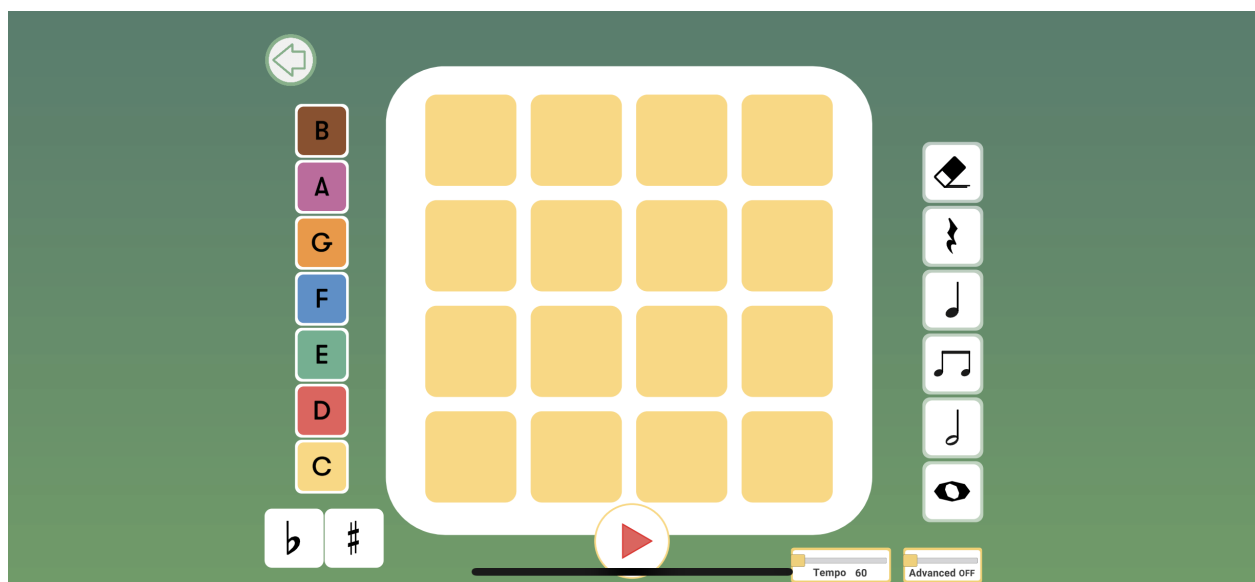
Create

We have three different exciting tools and games 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 note values, to create different songs. Students can literally also learn fractions depending on what kind of note values 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 students can play with beats and sounds, and even make recordings of their musical experiences — which is perfect for encouraging children to explore and learn in new and creative ways.



1. First, select a 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 a 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 pads to play.

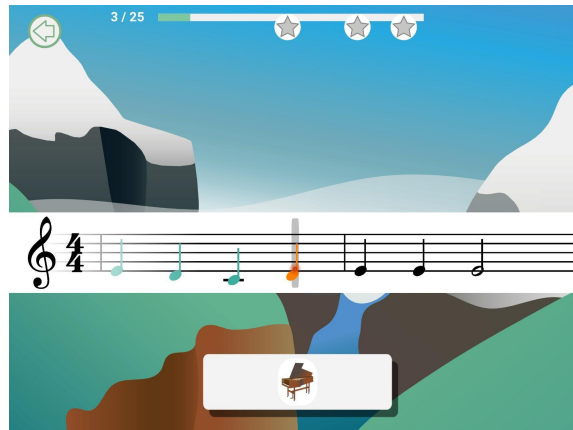
- **Mussila Planets** is an adventurous game where students play with pitch, to gain a better understanding of music and its tonal nature.



Different Skill-Building Exercises in Mussila:

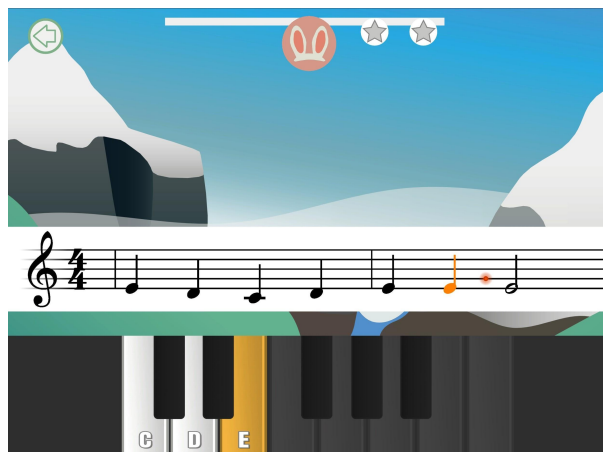
- Piano Rhythm

- Students focus on the rhythm of a song by pressing the button at the correct timings.



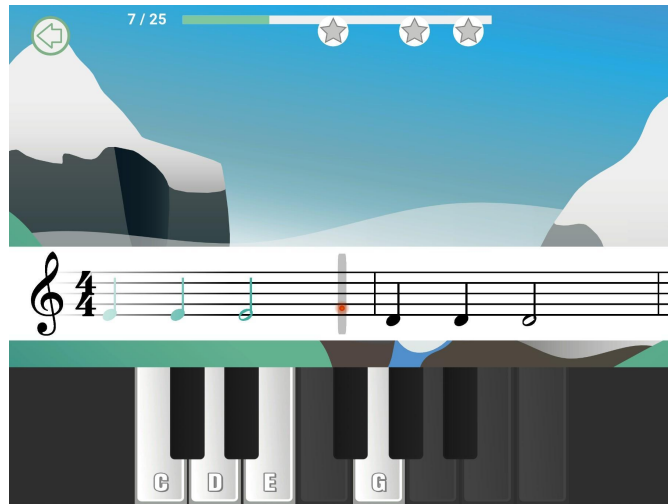
- Piano I Play You Play

- Mussila plays 2 bars at a time. Students listen to and watch the notes on the staff, before playing them on the keyboard.



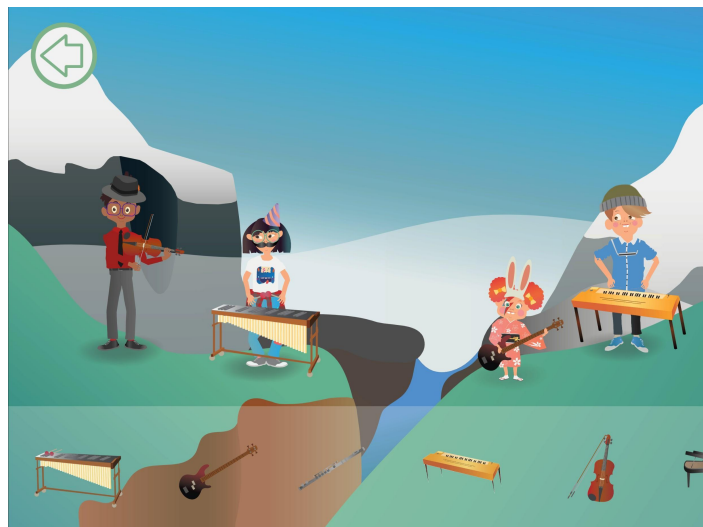
- Piano Play Along

- Here students play a song with accompaniment from the Mussila band.



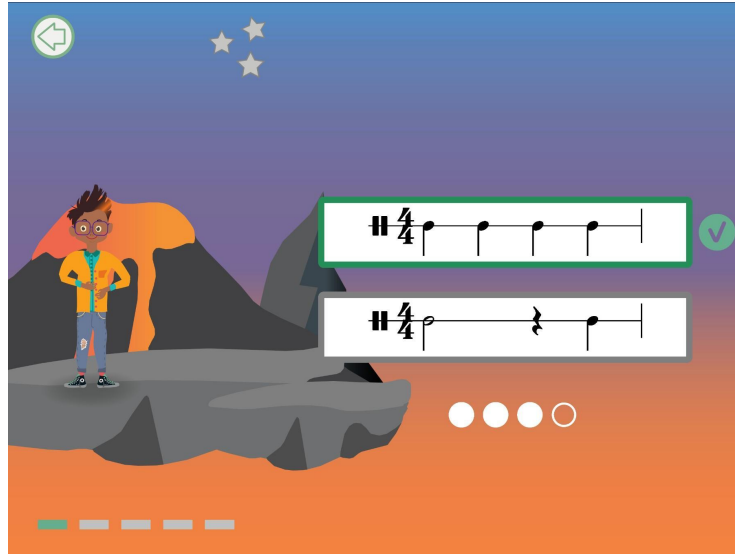
- Jam

- Students become the conductors of the Mussila band and get 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.



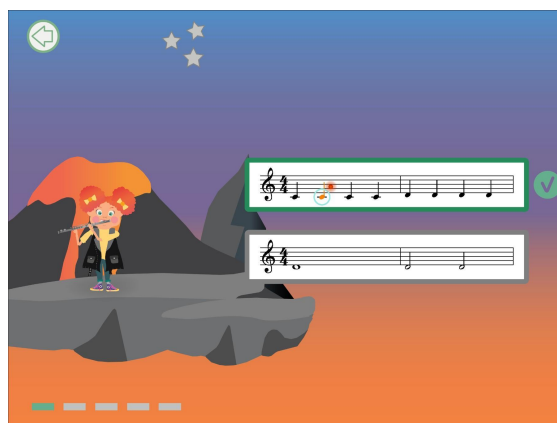
● Rhythm

- Students can improve their understanding of rhythm by:
 - Listen to a simple rhythm of one or two bars and choose the correct one on a staff;
 - Look at a simple rhythm on a staff, then listen to two examples and choose the correct one.



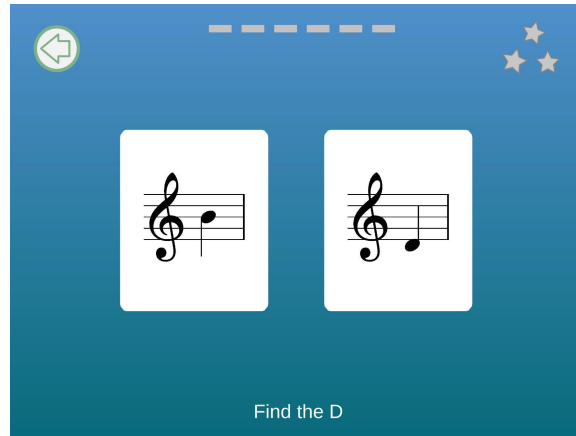
● Melody

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



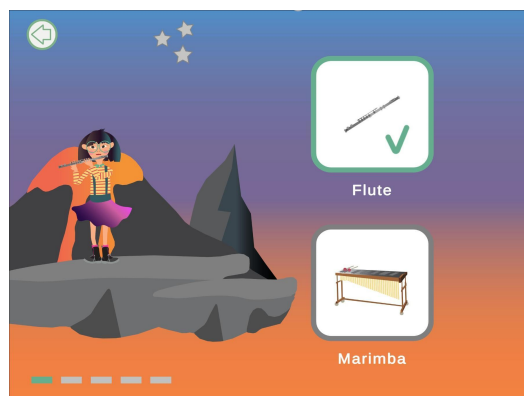
- Pick One

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



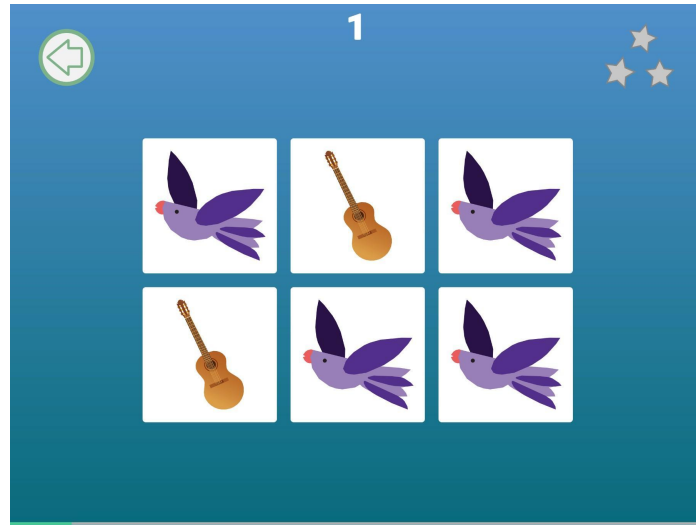
- Instruments

- Challenge your students in this category and get them to recognize different instruments and to 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;
 - Look at a picture of an instrument, then listen to 2 to 4 samples of various instruments sounding and then choose the right one.



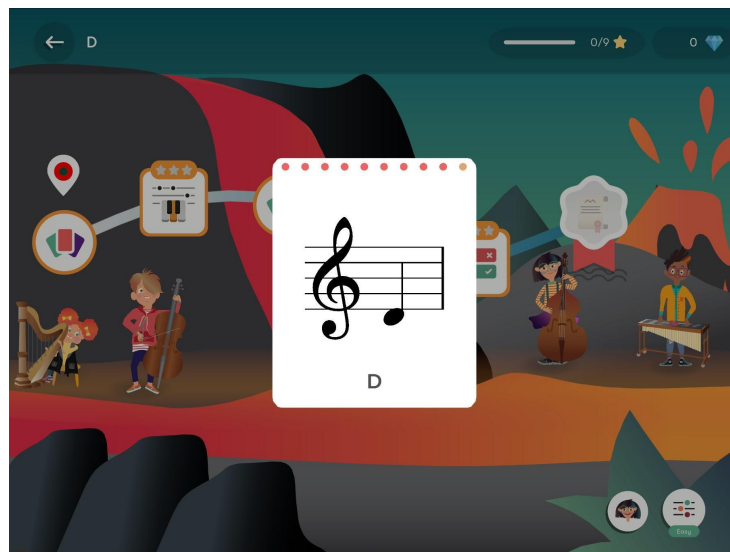
- Memory

- Here students use their 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 to B) on a staff and a keyboard, note values, rests, or instruments, etc.



Appendix of Levels :

Level 1

1. How to identify the middle C on a stave and play it on a keyboard.
2. The names, sounds, and identification of different musical instruments through educational cards and listening games: piano, violin, and flute.
3. The *Finale* closes each course. Here students will play along to and recap all of the level's subjects.

Level 2

1. How to identify, count and play the quarter note.
2. The names, sounds, and identification of different musical instruments through educational cards and listening games: trumpet, harp, and marimba.
3. How to identify D on a stave and play it on a keyboard.
4. Finale.

Level 3

1. Practice C and D.
2. The names, sounds, and identification of different musical instruments through educational cards and listening games: french horn, cello, and bass guitar.
3. How to identify, count and play the half note.
4. Finale.

Level 4

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

Level 5

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

Level 6

1. More focus on E, and F.
2. How to identify, count and play the whole note.
3. Practice E and F.
4. How to identify G on a stave and play it on a keyboard.
5. Finale.

Level 7

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