

## Basic Lessons

### Exploring Beat and Rhythm

Exploring Beat and Rhythm interface showing various musical notation icons and rhythm blocks. The interface includes a toolbar with icons for play, note, rest, arrow, hand, and mathematical symbols. Below the toolbar are several rhythm blocks: a green block labeled '1/1', a green block labeled '1/1', a green block labeled '1/2', a green block labeled '1/4', a green block labeled '1/4', a green block labeled '1/3', a green block labeled '1/3', and a green block labeled '1/3'.

### Naming Actions and Form

Naming Actions and Form interface showing two musical sequences: 'one-a-penny' and 'hot cross buns'. Each sequence is represented by a series of colored blocks (green, orange, pink) with labels like 'note', 'pitch', 'octave', and 'value'. The 'one-a-penny' sequence includes notes for 'sol' and 'ti', while the 'hot cross buns' sequence includes notes for 'ti', 'la', and 'sol'.

### Graphs, Notation, and Composition

Graphs, Notation, and Composition interface showing a grid of musical notation and a table of note values. The grid displays various musical notes (ti<sub>4</sub>, la<sub>4</sub>, sol<sub>4</sub>, mi<sub>4</sub>, re<sub>4</sub>) and drum sounds (snare drum, forward 100, right 90) across a series of measures. Below the grid is a table of note values:

note value	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/2
ti <sub>4</sub>								
la <sub>4</sub>								
sol <sub>4</sub>								
mi <sub>4</sub>								
re <sub>4</sub>								
snare drum								
forward 100								
right 90								

### Canon – Follow the Leader

Canon – Follow the Leader interface showing a sequence of musical notation (start, repeat, note, action) and three small robot icons. The sequence includes a 'start' block, a 'repeat' block with a value of 4, a 'note' block with a value of 1, a 'silence' block, and an 'action' block.

### Chance and Randomness

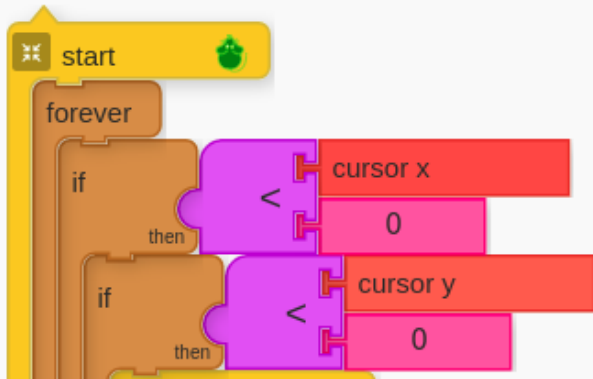
Chance and Randomness interface showing two musical sequences: 'heads' and 'tails'. Each sequence is represented by a series of colored blocks (green, orange, pink) with labels like 'note', 'pitch', 'octave', and 'value'. The 'heads' sequence includes notes for 'sol' and 'ti', while the 'tails' sequence includes notes for 'ti' and 'la'.

### If, Then, Else – Conditionals

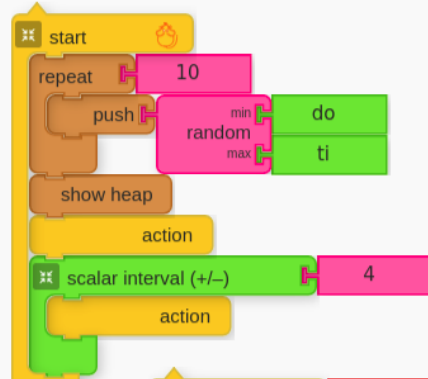
If, Then, Else – Conditionals interface showing a sequence of musical notation (start, forever, if, then, note, pitch, octave, value) with conditional logic. The sequence includes a 'start' block, a 'forever' loop, an 'if' block with a 'mouse button' condition, a 'then' block with a 'note' block, a 'pitch' block, and an 'octave' block, followed by an 'else' block with a 'note' block.

## Intermediate Lessons

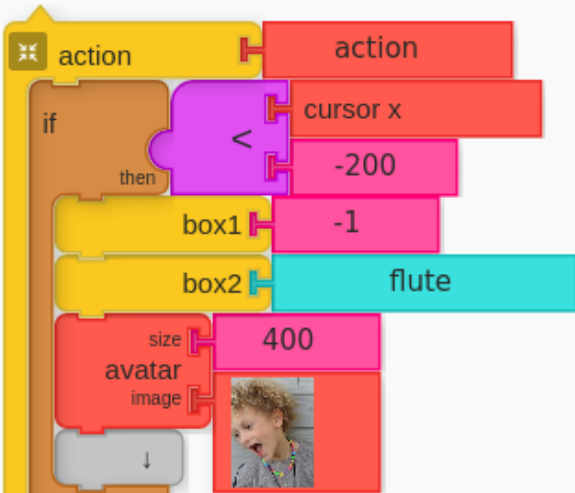
### Fun with Sensors



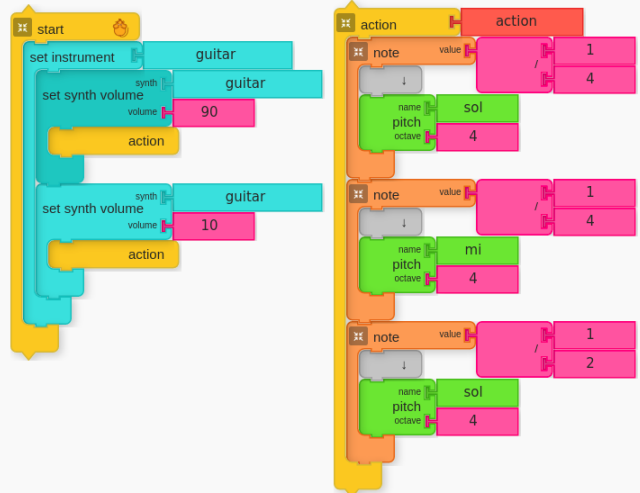
### Put it in a Heap, take it off the Heap



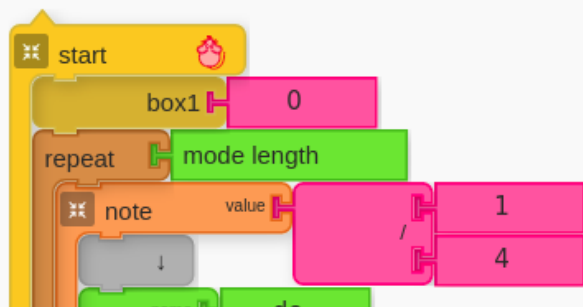
### Face the Music



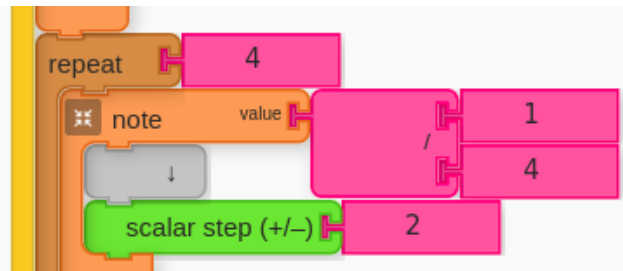
### Dynamics – Quiet and Loud



### What's in the box? (variables)



### Musical Intervals and Space

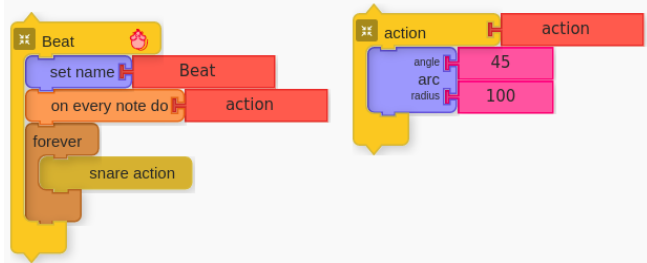


## Intermediate-Advanced Lessons

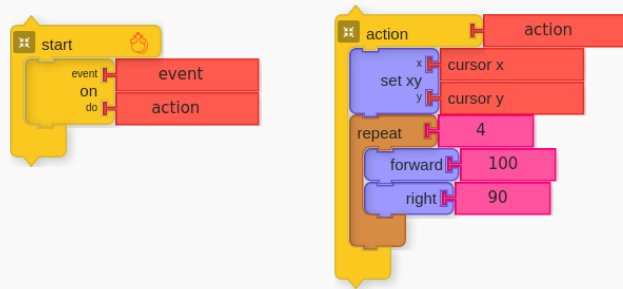
### Animated Polyrhythms



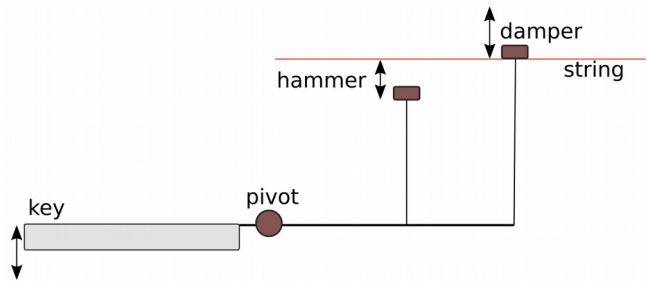
### Events and Timing



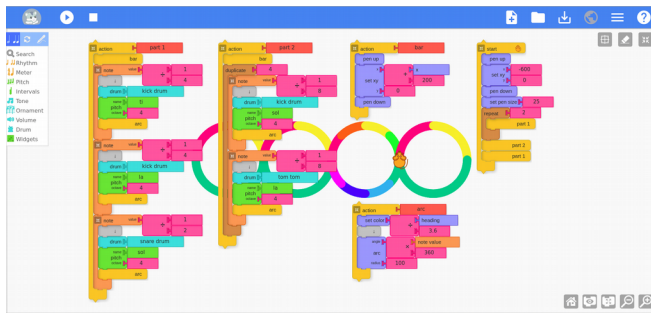
### Broadcast – Conduct and Listen



### Make a Piano with Music Blocks



### Graphics programs



### Interactive programs

