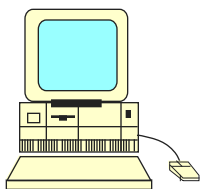


Music at the Computer



Today's software can help you bring music to life in your classroom. *A Silly Noisy House* has several children's classics such as "Rain, Rain, Go Away" and "Twinkle, Twinkle, Little Star." *Circletime Tales Deluxe* and *Eensy and Friends* are based on "The Eensy Weensy Spider," "Five Little Ducks," and "Mary Wore Her Red Dress." The programs present animated versions of the songs. They can also be used with a switch for children with

disabilities. *Lamb Chop Loves Music* lets children explore musical instruments and have a concert. Some of the instruments found in the program could be placed in the music center for children to explore on their own during center time.



Circletime Tales Deluxe
© Don Johnston
Incorporated

A variety of programs are marketed for children who are more interested in creating their own music than listening to the music created by others.

Thinkin' Things, with "Tooney Loon" and "Oranga Banga," encourages children to play their own songs. *Making Music* gives children the opportunity to draw a song. In this program, songs can be saved for later use. They can even be placed into a *HyperStudio* stack. *HyperStudio* is an authoring program in which children's drawings, photographs, video clips, and recorded voices can be incorporated into a customized book or story on the computer. Imagine the fun your children will have singing and recording their own creations and then being able to listen to them on the computer. See Chapter 9 for more information concerning technology and music.



Thinkin' Things
© EDMARK Corporation

Many computers are equipped with built-in CD-ROM drives that play audio recordings. Your computer becomes another tool to incorporate music into the curriculum. Musical selections can be played from the computer during group time, free time, and even at nap time.