Session 1A – Using Roamer's Music Keys
Activities for Class or Group (in a circle on the carpet)

ICT — To understand common language.
To recognise some of the keys on the control panel and their functions.
Maths – To recognise numbers to 14 and understand that some numbers have two digits.
Key idea- that Roamer can make musical sounds by pressing keys/giving instructions

Class/Group: reception / first time users KS1
This is best used in groups of 6 or 8 (it is better to limit the number of notes each time before pressing Go In order to avoid children getting restless) but can also be used with a full class.

Resources:
- Roamer
- Pack of Roamer's Music Cards
- Laminated copies of Roamer's Control Panel (downloaded from http://www.valiant-technology.com/freebies/free8.htm) for children to share so that they can locate keys.
- IWB and PowerPoint presentation "A" **or** A3 copy of Roamer's Control Panel - teacher's sheet and coloured pencils to colour keys as they are introduced.

Re-Introduce Roamer - recap the keys the children are familiar with from previous session by asking children to locate them on their Roamer Control Panel. Can they remember what the keys do?

Roamer's music key

Can anyone see 🎵 on Roamer's control panel? What do they think this key might mean? (some children may have knowledge of musical notation/ have older siblings who play instruments and can read music). Tell the children they are going to play a game and learn how they can make Roamer 'play a tune' that they will have made up.

Introduce the Music Cards and lay them face up on the carpet so the children can see. (check number recognition as the number cards are laid out)

Tell the children that to make Roamer play a note they have to press 🎵 and then choose <u>two</u> numbers (or three if one of their numbers has two digits) to press.

Information: Roamer is fun to use to make sounds with but is not a musical instrument.

(The **first number** tells Roamer the **length of the note** - 1 makes the shortest note, 8 makes the longest note.

The **second number** tells Roamer how **high or low the note** is - 1 makes the lowest note, 13 makes the highest note. 14 makes a rest (a silent note).

So...   ♩ 1 1 makes the **shortest lowest** note   and   ♩ 8 13 makes the **longest highest** note.

Explain that if they choose a 2-digit number they will have to press a key for each digit eg

14 would be 🎵 ①④ (some children will therefore have to press 3 numbers instead of 2)
(Maths link) **Limit the numbers to 9 if the children are not ready for this.**

Playing the 'make a tune' game (remember to press CM twice before starting!)

⭐ **Train the children to always stand/sit behind Roamer so that they are looking at the keys the right way up. This is important as it will help them when they have to decide which direction Roamer has to go in.**

Going round the circle (in groups of 6 or 8) each child from the 'group' takes a turn to choose two numbers from those on the carpet.

They then press 🎵 followed by their chosen numbers. Make sure they **DO NOT PRESS GO** until all those in the group have keyed in their instructions.
The last child can then press GO and Roamer will play a 'tune'.

CE If a child makes a mistake this key cancels the last entry they made.

⭐ Before the second group starts to key in their instructions remember to press CM twice to Clear Memory!

Ending the session
Make sure that the children have realised that in order for Roamer to respond they need to give it instructions by pressing keys on the control panel. Can anyone remember the sequence?

Which keys do they recognise? What do these keys do?

Identify the keys on the IWB PowerPoint presentation or on the teacher's sheet & colour them in appropriate colours.
An A4 version of this may be used by the children at the end of the session to colour in the keys they recognise using the correct colours.

Tell the children they will be learning about some of the other keys later and will be able to colour those in at a later date.

The children will need someone to oversee their key pressing at this stage as it can be a bit hit and miss! Make sure they get used to listening to the beep after each key press (some will press so lightly that it won't register their instruction)

CE If they hear the "uh-uh" sound it means Roamer doesn't understand (they've pressed the wrong key or in the wrong order) and hopefully the Cancel Entry key will solve the problem.
The Cancel Entry key will only cancel the LAST key press!