

Mind Meets Music App: How to Play

The Mind Meets Music App (M³ App) is a tool allowing early elementary students the power of using music to cultivate academic success. The M³ App was developed to create a FREE application supporting the world's number one resource, children. It offers an additional method of learning for emerging early elementary readers, ages four through nine. For more information about how the M³ App was formulated, as well as key research influencing its development click the (Info and Credits) button.

HOW TO USE THE M³ APP: The effectiveness of the M³ App in helping develop literacy skills can be further enhanced if an adult or older student provides instruction and support to the student using the M³ App. The amount of support can gradually be decreased as mastery is gained over each level.

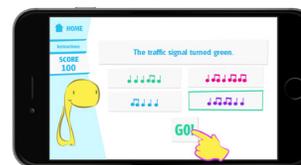


LEVEL 1

Level 1 is different from any other game in the M³ App as it contains single words rather than sentences and does not incorporate music elements. Rather, it is designed to teach emerging readers how to recognize patterns in words to increase phonemic awareness, decoding skills, and word recognition. These skills help students progress to the point of being able to read full sentences and decode unknown words, a necessary skill for success in

subsequent levels in the game.

Instructions: Drag and place words on top of their rhyming pair below. Match all three pairs, then press "GO!"



Instructions: Select the series of notes matching the syllables in the sentence, then press "GO!"



LEVEL 2

Level 2 is the first stage where students incorporate musical elements into gameplay. Quarter notes (♩) are used to represent one-syllable words while two eighth notes (♪) are used to represent two-syllable words. Students are asked to identify the number of syllables in each word within a sentence by selecting either the quarter note or eighth note above each word: there is no time limit and the quarter notes are pre-selected. Allowing students to only have to shift

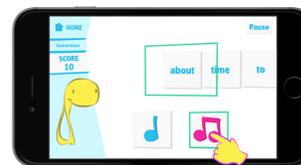
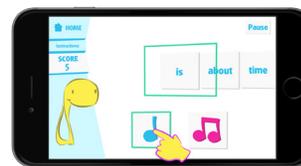
their focus from the words to the notes to select the eighth notes for two-syllable words.

Instructions: Match the notes showing the correct number of syllables to each word in the sentence, then press "GO!"



LEVEL 4

In Level 4, a sentence scrolls across the screen and the student's goal is to tap either the quarter note or eighth note to reflect the number of syllables in the word as it lines up inside the box on the screen: students must read at the set pace while the words pass across the screen. Students cannot score points for tapping the note button too early or too late; tapping must correspond with the word in the box at the precise time.



Instructions: Tap the note matching the number of syllables in each word as it passes through the green box. You can only score when the word is within the box.