

how2readmusic

Train your Ears

Music theory with sound illustrations and tests
19 games with a lot of levels from reading notes and eartraining to composing
monitoring & guidance by your music teacher
technical support

the content of the website
www.how2readmusic.com



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Staff

lines
through, between, above, below

2 Ledger lines

3 Naming notes

Treble Clef, Bass Clef
Middle C
octave
Alto and Tenor Clef

4 An octave higher

ottave, loco, change clefs
Play an octave lower
ottava bassa

5 Dynamics

ppp to fff, fp
Fading in, fading out
crescendo, decrescendo

6 Note values

whole tot thirtysecond,
beams
Dotted notes
double dots

7 Time for a rest

whole dot thirtysecond,
dotted rest

8 Keeping time

4/4, 3/4, 2/2, 6/8,
time signature, bar line, final bar
alla breve

9 Metronome

10 Tempo marks

grave, largo, lento,
A bit slow or fast
adagio, larghetto, andante,
andantino
allegretto, moderato,
allegro moderato
Fast to very fast
allegro, allegro con spirito,
allegro con fuoco,
allegro assai, vivace, presto,
prestissimo, veloce
Slowing down speeding up
rall., rit. poco rit.
accel., poco a poco accel.,
string.

11 Sharps and flats

Key signatures
F-sharp C-sharp G-sharp,
B-flat E-flat A-flat

12 Accidentals

natural

13 Simple meters

down beat

14 The pick up

15 Articulation

staccato, legato, portato,
marcato, accent

16 Repeating

repeat sign,
Dal Segno, al fine,
prima volta, secunda volta
Da Capo & Al Coda
Don't re-repeat
D.C. con rep.

17 Fermate

18 Do-re-mi

Scale
C major scale,
chromatic scale

19 Major scales

in C
Major Scales in G and F
D-Major and A-Major
In B flat and E flat

20 Intervals

first, second, third, fourth, fifth,
sixth, seventh, octave
harmonic, melodic
Interval tips

21 Triads

To sing or play triads
broken triad

22 The physics of hearing

Creating Sounds

23 Instruments

wind instruments,
woodwind, brass
Other instruments
stringed: bowed, plucked, struck
percussion: with skin, metal
electronic, electric

24 Tuning

playing together, transposing
Range

Take test chapter 1 - 8

Take test chapter 9 - 16

Take test chapter 17 - 24

Take test chapter 1 - 24

Eyes and Ears for Music

When you play the games of how2readmusic you will develop an aural picture (a 'sound picture') of written melodies and rhythms. With practice, you will begin to be able to imagine what a melody will sound like without ever having heard it. You will be able to sing from scores without necessarily needing a piano for example. This is not only very useful when you are in a choir or when you attend singing lessons, it is also important when you play an instrument. The games are a first step to a well-developed ear for music.

With How2ReadMusic you are working on your musical development in a playful way.

The Theory Behind the Theory

How2readmusic teaches the theory that young musicians need when they are just beginning to play an instrument. They learn the names of notes, note value, sharps and flats, the major scale, some intervals, and basic information about sound and instruments.

The Goal of the Games

The games are designed so that beginning students can practice the subject matter without the listening ear of the teacher. Since the program is web-based, we frequently create updates, so students always work with the newest version.

The students can test themselves with every exercise that they do. If they think that they have completed a task correctly, they can ask for a direct response from the 'teacher'.

Random and traditional tunes

Traditional folk tunes are used in the musical memory game, and the melodic dictation game. There is also a game in which you tap a written rhythm on one of the keys on your computer keyboard, and a "teacher" will let you know if it is correct. You also learn to place sharps and flats in their correct place in a scale, and to recognize certain intervals. You can even try your hand at composing!

How the games work

When playing a game, click on the blue dots to choose your level. The left is the easiest, the right dot is the most difficult.

Scoring

The program will automatically keep track of a player's score. Scores of an 8 or higher will be given an extra point on the relevant button on the game choice page. levels and scores
If the student stops mid-game, no points are given.

Most games allow you to do a lot of exercises.
The numbers show you how far along you are.

The Digital Teacher

The "teacher" praises correct answers and gives them a chance to try again when they make a mistake.

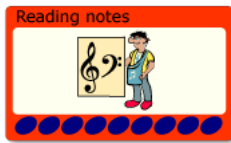
Teachers log in

Students can show their results to their teacher by printing a report. They can also be monitored via 'Student Monitoring and Guidance'

The theory is introduced in a playful way. The material is richly illustrated and animated.

No guarantee

Buying a password does not guarantee that you will learn everything perfectly... but if you practice the exercises you will definitely improve your music reading and listening skills.



Reading notes

goal:

The student can fluently point out the music note that corresponds to a letter name in the key of G, F or both interchanged.

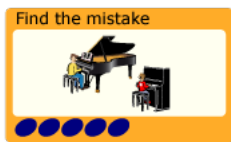
rule of the game:

Freddy will show you the letter name of a note.

He'll count to 4, then the time is up.

Click on the note that goes with the letter name.

When you have done all, the candy stick will be all gone.



Find the mistake

goal:

The student can hear the difference between two melodies, and adjust the note on the staff that deviates from the desired.

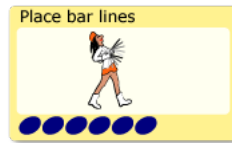
rule of the game:

Frank will play the correct part.

Simon will play the notes as they appear on the staff.

Click above or below the note that is not correct the note will move up or down.

Click on the music book when you think that what appears on the staff is the same as what Frank is playing.



Place the bar lines

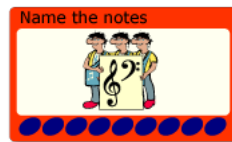
goal:

The student can place the bar line on the staff in four count and eight count time.

rule of the game:

Click on the place on the staff where there should be a bar line.

Madeline will put it there.



Name the notes

goal:

The student can fluently name notes in the key of G and F or both interchanged.

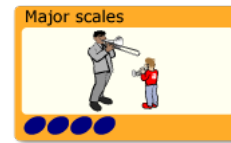
rule of the game:

You will see a note.

Click on the letter name of the note.

Freddy will count to 4, then your time is up.

When you have named 20 notes, then the candy stick will be all gone!



Major scales

goal:

The student can create a major scale from a series of notes.

With a maximum of 3 sharps or flats

rule of the game:

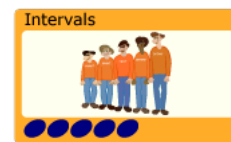
Tom will play a major scale.

Simon will play the notes on the staff.

Drag the sharps or the flats from the palette to the notes that should be higher or lower.

Drag the natural sign to the sharps and flats that you wish to remove.

Click on the music book when you think that Simon is playing the same scale as Tom.



Intervals

goal:

The student can name intervals with various starting pitches in the major scale.

rule of the game:

TRAINER will sing the interval as often as you like: first the unison and then the pitch of another singer.

Click on the singer that sings the second pitch.

Click on UNISON to hear the whole scale.



Rhythm exercise 1

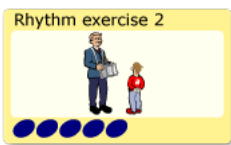
goal:

The student can identify the written counterpart to a rhythm being played in quarter and eighth time.

Up to sixteenth notes.

rule of the game:

Jeff will play one of the rhythms. Click on the staff Jeff is playing.



Rhythm exercise 1

goal:

The student can identify the written counterpart to a rhythm being played in quarter or eighth time.

More challenging than rhythm exercise 1, this is especially for the rhythm section!

rule of the game:

Sam will play one of the rhythms. Click on the staff Sam is playing.



Tapping a rhythm

goal:

The student can tap a written rhythm, up to and including sixteenth notes.

rule of the game:

1. Click on Simon.

He will listen to you tap the rhythm. Tap the rhythm on a key of your computer.

Choose your own tempo.

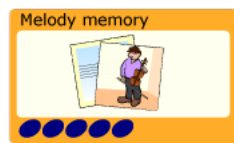
Didn't get it the first time around? Click again on Simon.

Tap the rhythm again.

2. Click on Lisa's ear.

She will listen to Simon. He will clap your rhythm.

If you want to hear how it is supposed to sound, click on Lisa's wood block.



Melody Memory

goal:

The student can connect an aural melody to its written counterpart.

rule of the game:

Do you click on a card with a staff then you will see the notes of a melody.

You can also click on Victor. He will play a tune.

Drag a card to the card with the same melody.



Melodic dictation

goal:

The student can place the notes of a melody in the correct position on the staff as they hear that melody being played.

rule of the game:

Olga plays the melody.

Simon will play the notes on the staff.

The rhythm is already there.

The first note is correct.

Place the other notes in the correct position.

Click on the book when all of the notes are correct.



Tempo

goal:

The student can hear which playing speed corresponds to a tempo indication.

rule of the game:

On the banner you will see a tempo indication.

Click on a portable stereo.

You will hear a melody in a certain tempo.

Click on the DJ that is playing the same tempo as indicated on the banner.



Rhythmic dictation

goal:

The student can correctly notate a rhythm as it is being played.

rule of the game:

Paul will play the rhythm.

He will count off one measure to start (left hand), without a measure to count off (right hand).

Place the notes on the staff.

The first note is correct. Use the keyboard.

Simon will play the notes on the staff.

Click on the book when all the notes are in the correct place.



Composing

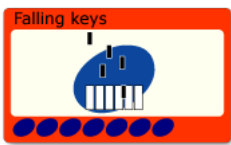
goal:

Nice to try.

You can use three bar lines and save three peaces.

rule of the game:

Composing for beginners with how2readmusic. Easy to control with the keyboard of your computer. Limited to three stoffs.



Falling keys

goal:

The student knows the names of the keys of the piano keyboard.

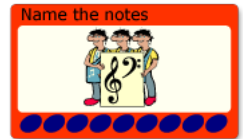
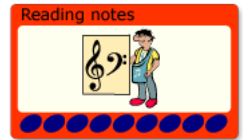
rule of the game:

Use the arrow keys

<= Move the falling key to the left

>= Move the falling key to the right

V= let it fall



Levels of the games Reading Notes and Name the Notes

1

2

3

4

5

6

7

8

9

1

2

3

4

5

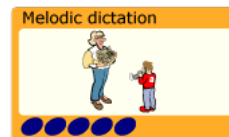
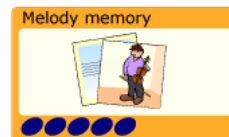
6

7

8

9

Samples of songs used in How2ReadMusic in
Find the mistake, Melody memory en Melodic dictation



level 1

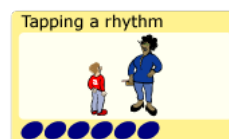
level 2

level 3

level 4

level 5

Levels of Tapping Rhythms



level 1

level 2

level 3

level 4

- 1 If you do not hear music after approx. 5 minutes
- 2 Java is not properly installed on your computer
- 3 You need to remove the damaged files from the Java cache
- 4a. Internet Explorer: Settings and emptying the cache
- 4b. Firefox: Settings and emptying the cache
5. Earning points
6. The print-report/send your composition button does not work

Troubleshooting suggestions to make it all run smoothly:

Log in and be patient

First you'll see a window from Java that will indicate that your browser is loading files. Next you'll see indications from the music program (i.e. "loading: sound", "loading: images" "loading: data". If you hear a short melody, the program is ready and you can begin using it.

The first time that you play the games, 4 files, 13 mb in total, will be downloaded from the server to your computer. These contain the whole program, sounds, a midi soundbank, etc. The next time you log in, downloading won't be necessary, as these files are already on your computer. Thus the login will be much quicker. The only time logins might take longer is when the files on the server have been updated. Then they will be automatically downloaded to your computer when you log in.

Make sure you let the program run completely. Do not interrupt the downloading by trying to log in again, or by clicking the refresh button or Command-R.

1 If you do not hear a music signal after approx. 5 minutes

If after approximately 5 minutes you do not hear a short melody or see a window with the games, it means there has been a problem downloading the program. Occasionally programs do not load correctly. This can happen for many reasons, such as a faulty network connection.

If this happens do a forced refresh/reload by pressing SHIFT F5 (Both keys at the same time). Sometimes there are network interruptions when programs are being loaded, and the program doesn't load properly. SHIFT F5 will usually take care of issues like this.

Wait a couple of minutes for the browser and the program to reload

2 Java is not properly installed on your computer

Go to Menu Start> Configurations> Java
General Tab: Click on "Network Settings"
Select "Direct connection"
OK
OK
Close ALL windows (Internet Explorer or FireFox must be completely closed.) Then open your browser again, go to How2readmusic.com and log in.

3 Removing damaged files from the Java cache

If you have tried both steps 1 and 2, and you are still having problems, it is possible that files have been downloaded to the cache, but are damaged due to a faulty network connection during downloading. If this is the case you need to remove the damaged files and start again with a clean slate.

menu Start>Configurations>Java
General Tab: Click "Settings"
Check "Keep Temporary Files"
Click "Delete files"
Make sure that "applications and Applets" is checked
OK
OK
The cache will be emptied, which might take a little time, depending upon the number of files in the cache
Update tab
Click on "Update Now"
OK
OK

4a. Internet Explorer: emptying the cache/settings

1. Go to Tools > Internet Options
General
Go to browser history, and click on "delete". Click on files and temporary internet files, and then "delete"
2. General
Go to browser history, click on Settings and then choose "automatic"
OK
3. Advanced
At JavaSun, check "Use JRE"
OK

4b: Firefox: Emptying the cache/settings E Tools

1. Content tab: check all 4 items
2. check "accept cookies from sites"
check "accept third party cookies"
3. Advanced Tab > Network>
offline storage : check the box "clear now"
OK
How2ReadMusic can only work if cookies are allowed.
You can allow cookies in general, or you can choose to allow cookies from specific sites, in this case from www.how2readmusic.com

See also

5 Earning Points

You earn a point on your report card if you have scored an 8 or higher on all of your assignments.

6 The print-report/send composition button does not work

How2Read Music can only open a report and send an email if the browser allows pop-up windows to open in www.how2readmusic.com

In Internet Explorer you can set it up this way:

Under tools > Internet Options
tab: Privacy
You will see a box "Block Pop-ups", which is probably checked. you can leave it that way, but click on "settings" which is right next to it. This will open up a second dialogue window. Type www.How2readmusic.com in the top field. Then click "add".

In Firefox:

Tools > options > content
Next to "Block- pop ups" you will see a button for "exceptions". Click on this and another dialogue window will open. There you can add www.How2readmusic.com to the list of sites that have permission to open pop-ups.

1 If you do not hear a music signal after approx. 5 minutes

2 You need to remove the damaged files from the Java cache

3a. Emptying the cache and settings for Safari

3b. Emptying the cache and setting for Firefox

4 Getting your points

5 The print-report/send your composition button does not work

Troubleshooting suggestions to make it all run smoothly:

Log in and be patient

First you'll see a window from Java that will indicate that your browser is loading files. Next you'll see indications from the music program (i.e. "loading: sound", "loading:images" "loading:data". If you hear music, the program is ready and you can begin using it.

The first time that you play the games, 4 files, 13 mb in total will be downloaded from the server to your computer. These contain the whole program, sounds, a midi soundbank, etc etc.

The next time you log in, downloading won't be necessary, as these files are already on your computer. Thus the login will be much quicker. The only time logins might take longer again are when the files on the server are updated. Then they will be automatically downloaded to your computer when you log in.

Make sure you let the program run completely. Do not interrupt the downloading by trying to log in again, or by clicking the refresh button or Command-R.

1 If you do not hear a music signal after approx. 5 minutes

If after approximately 5 minutes you do not hear a little tune or see a window with the games, it means there has been a problem downloading the program. Occasionally programs do not load correctly. This can happen for many reasons, such as a faulty network connection.

If this happens do a forced refresh/reload.

In Safari:

- Press and hold SHIFT and click on the Refresh button on the right of the address column.

- Press and hold SHIFT > View > Reload page (Command-Shift-R)

Wait a couple of minutes for the browser and the program...

Then close your browser.

Open the browser again, go to the site and log in.

2 Removing damaged files from the Java cache

If you have taken steps one and two and you are still having problems, then it could mean that files have been downloaded to the cache from Java, but that the files are damaged due to a download being broken off, or possibly a disturbance in the network during downloading. You will need to remove the damaged files and start again.

Finder > Programs > Help > Java-preferences > Network > Remove files > Programs and applets should be checked
The cache will be emptied, which can take some time, depending upon the number of files in the cache.

3a. Safari: Empty Cache

Safari > Empty cache

3b: Firefox: Empty cache and Settings

Mozilla Firefox 2
Firefox > Preferences > Advance > Network > Offline files
Delete

See also

4 Earning Points

You earn a point on your report card if you have scored an 8 or higher on all of your assignments.

5 The print-report/send composition button does not work

How2Read Music can only open a report and send an email if the browser allows pop-up windows to open in www.How2readmusic.com

In Safari

Safari > preferences > Security > DO NOT CHECK "Block pop-up windows"
And under Safari > DO NOT CHECK "block pop up windows"

In Firefox

Preferences > Contents > Block Pop up Windows
Click: exceptions
Address of the Website:
Type www.How2readmusic.com
Click: allow

Price per individual student

Anyone can purchase a 6 month, a 12 month or a 24 month subscription.

For 6 months it costs US\$ 12.95,

for 12 months \$ 22.95,

and for a whole 2 years only \$ 35.95

You can access How2ReadMusic anywhere there's a computer with internet. Your scores are saved on the server, so wherever you are, you can continue to improve!

You can also print out a report that lets you monitor your own progress!

Groups

Music Schools, Music Teachers, and other schools can purchase group subscriptions.

Group subscriptions can be purchased for

6 month 12 month 24 month

- For 6 to 30 students, the program costs
US\$ 11 \$ 20 \$ 31 per student
- For subscriptions for 31 to 100 students it costs only
\$ 9 \$ 16 \$ 25 per student
- For more than 100 subscriptions the cost is only
\$ 8 \$ 13 \$ 21 per student

Students can work with the program at home, at school, or anywhere they have access to the internet.

For more specifics re: the group rates, contact us at