|  |  |
| --- | --- |
| **Topic/Duration** | Exporting From Soundtrap to Earsketch / 50 mins |
| **Priority Standards** | **Georgia Music Technology Standards:**   1. [**MSMTC6.CR.1**](https://case.georgiastandards.org/f3b94c72-9c0d-11e8-b85c-3b1a3079ae6e/0b28edda-fc39-11ea-a8d1-0242ac150004/1932) Generate musical ideas for various purposes and contexts.   **Georgia Computer Science Standards**   1. [**MS-CS-FCP-4.3**](https://case.georgiastandards.org/00fcf0e2-b9c3-11e7-a4ad-47f36833e889/9a8b042d-2d57-4df4-9540-1eb36b200672/571) Cite evidence on how computers represent data and media (sounds, images, video, etc.). |
| **Supporting Standards** | Georgia Music Technology Standards:   1. [**MSMTC6.CR.1**](https://case.georgiastandards.org/f3b94c72-9c0d-11e8-b85c-3b1a3079ae6e/0b28edda-fc39-11ea-a8d1-0242ac150004/1932) Generate musical ideas for various purposes and contexts.   Georgia Computer Science Standards   1. [**MS-CS-FCP-4.1**](https://case.georgiastandards.org/00fcf0e2-b9c3-11e7-a4ad-47f36833e889/a56a2551-e482-4550-8b01-44846f673663/568) Develop a working vocabulary of programming including flowcharting and/or storyboarding, coding, debugging, user interfaces, usability, variables, lists, loops, conditionals, programming language, and events. 2. [**MS-CS-FCP-5.3**](https://case.georgiastandards.org/00fcf0e2-b9c3-11e7-a4ad-47f36833e889/a9d48c67-0ed0-4913-a20d-54c51ce4b4d8/582) Analyze and explain how computers communicate information with simple hardware inputs and outputs. 3. [**MS-CS-FCP-6.4**](https://case.georgiastandards.org/00fcf0e2-b9c3-11e7-a4ad-47f36833e889/c0f931f5-bdea-4646-be47-2f4cde17e4e5/589) Develop a program for creative expression or to satisfy personal curiosity which may have visual, audible, and/or tactile results. |
| **Student Facing Goals** | Students will be able to...   * export sounds from Soundtrap projects. * import files to the EarSketch sound library for use in their scripts. |
| **Essential Question & Enduring Understanding** | **How do we ensure compatibility between a Soundtrap file and a song created by an EarSketch script?**  *Matching tempos between Soundtrap files and EarSketch scripts is important to ensure that the imported sounds are played at the intended speed and sound correct.* |
| **Evidence of Learning** | **Formative:** Practice activity  **Summative:** Exit ticket |
| **Materials** | Computer, EarSketch, Soundtrap |
| **Vocabulary** | * **Import:** Bring in an external file for use in the current application * **Export:** Create a file of the current project intended for use in another application |

|  |  |
| --- | --- |
| **Resources** | |
| * U3L5 Powerpoint |  |

|  |
| --- |
| **Teacher Preparation** |
| 1. Familiarize oneself with the process of exporting from Soundtrap and importing to Earsketch, following the steps outlined in the PowerPoint. |

|  |
| --- |
| Lesson Implementation |

Lesson

|  |  |
| --- | --- |
| **Engage / Explore: Making Connections Time: 10 Minutes** | |
| **Section Goal:** Students will formulate their own reasons for importing sounds into EarSketch from Soundtrap. | |
| **Student Activities**   * Think-Pair-Share: What are the pros/cons of creating sounds in Soundtrap for use in EarSketch? | **Teacher Activities**   * Assign students to groups and facilitate discussion about the pros and cons of importing Soundtrap sounds into EarSketch. Encourage students to think about their workflow in EarSketch vs. Soundtrap. Are there specific tasks that are better suited to one tool vs. the other? Do students find they make more creative choices in either tool? Allow students time to discuss independently within their groups. * After students have had ample time to discuss amongst themselves, invite students to share their pros/cons with the class. |
| **Coding Connections: N/A** | |

|  |  |
| --- | --- |
| **Explain: Understanding Time: 10 Minutes** | |
| **Section Goal:** Students will learn how to export sounds from Soundtrap for use in EarSketch. | |
| **Student Activities**   * Take note of matching tempos between Soundtrap and EarSketch files. | **Teacher Activities**   * Demonstrate how to export sounds from Soundtrap to EarSketch – refer to the assessment portion of the lesson plan for a detailed overview (Slides 6-10). |
| **Coding Connections: N/A** | |

|  |  |
| --- | --- |
| **Elaborate: Apply your Skills Time: 25 Minutes** | |
| **Section Goal:** Students will integrate exported sounds from Soundtrap into EarSketch projects. | |
| **Student Activities**   * Use the Patterns Beatmaker in Soundtrap to create a drum beat that is 8 measures long. * Import the drum beat into EarSketch and use fitMedia() to play it on track 1. * Use fitMedia() to add sounds from the browser to accompany the drum beat. | **Teacher Activities**   * After students have an understanding of exporting songs from Soundtrap for use in EarSketch, introduce the exporting activity. * Instruct students to use the Patterns Beatmaker to create an eight measure long drum beat and use fitMedia() to play it on track 1. Afterward, allow students to add more sounds and loops to their beats. * Monitor student work - make sure their drum beats in Soundtrap are the correct length. * Assist with debugging and offer help and suggestions (if necessary) while students work in EarSketch. |
| **Coding Connections: N/A** | |

|  |  |
| --- | --- |
| **Evaluate:** Assessment / Wrapping Up  **Time: 5 Minutes** | |
| **Section Goal:** Students will demonstrate theirunderstanding of the exporting process as well as the importance of tempo matching. | |
| **Student Activities**   * Complete the exit ticket questions: * What are the steps needed to use a sound from Soundtrap in EarSketch? * What happens if the tempo is not matched between a Soundtrap project and a script in EarSketch? | **Teacher Activities**   * Instruct students to complete exit ticket questions. * Steps for using a Soundtrap sound in Earsketch:   + Make note of the tempo.   + Click the ‘Export’ button.   + Select the audio file format; WAV in most cases.   + In Earsketch, click ‘Add Sound’ in the content manager.   + In the pop-up window, select the audio file that was exported from Soundtrap, give it a descriptive name, and input the tempo from step one. * Note: If the tempo is not matched between a Soundtrap project and a script in EarSketch, the sound will be played in Earsketch faster or slower than intended. |
| **Coding Connections: N/A** | |