

Beepbox – April 13-17,2020

In this lesson you will learn what a pentatonic scale is and use it to compose your own video game music on the online sequencing website that allows you to create video game compositions. We will also discuss the role that music plays in video games.

In the work packet you will find links to the beepbox website, other interesting websites, a worksheet and a page reviewing terms and concepts talked about.

To Do:

1. Watch online video lesson
2. Complete Beepbox activity
3. Complete worksheet

If you have any questions, please do not hesitate to contact me, my email is [csimpson@thewatsoninstitute-fa.org](mailto:csimpson@thewatsoninstitute-fa.org)

Thanks!

Ms. Simpson, Music Instructor



**LC3**

**BEEP BOX  
WORK PACKET**

**APRIL 13 - 17**

*Singers vs. Beatboxers  
April 13 - 17*

# WEBSITES AND RESOURCES

[beepbox.co](http://beepbox.co)

[How oldschool music  
worked](#)

[8-BIT SOUNDS \(PODCAST\)](#)

[Level Up \(podcast\)](#)

# SINGER OR BEATBOXER?

WHAT IS A PENTATONIC SCALE?

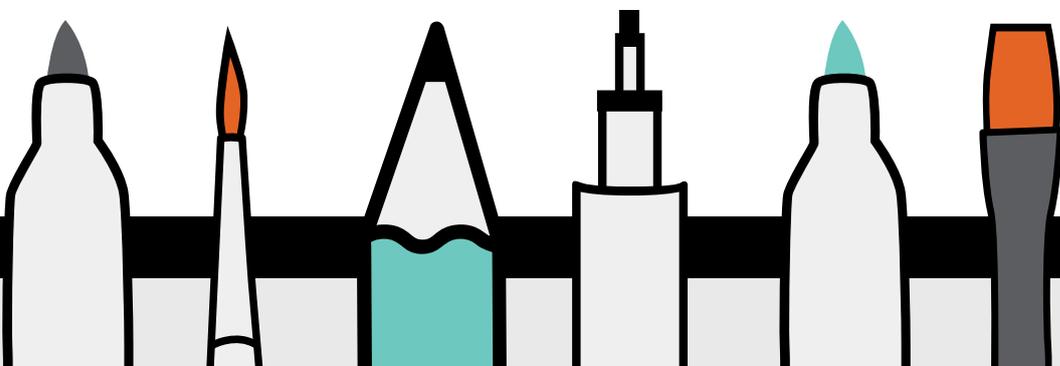
WHAT ROLE DOES MUSIC PLAY IN VIDEO GAMES?

HOW DOES THE PLAYER INFLUENCE CHANGES IN THE MUSIC DURING GAMEPLAY?

HOW WAS MUSIC IN EARLY VIDEO GAMES PRODUCED?

# TERMS

- **Pentatonic scale: scale made up of 5 notes**
- **Computer chip - produced early video game music think of the Pac Man theme song, or the Super Mario Bros. theme song**
- **Music can influence the mood, the time, place or character**
- **The player can influence the music through their gameplay - game over sequences, leveling up, battles, winning, etc.**



## Beepbox Activity

Create your own video game music!

1. Adding sounds
  - a. to add sounds – click on the grid
  - b. where you see these bunch of 1's this is where you can adjust the song form – the first three (blue, yellow and red) these are melodic tracks
  - c. the gray ones are the drum tracks
  - d. the space below the drum extends the song length
2. How to create a melody
  - a. create a pattern by clicking on the grid
  - b. click play to hear your pattern
  - c. drag the end of a note left or right to lengthen or shorten the note
  - d. drag the end of a note up or down to create a glissando or sliding effect
  - e. click above or below an existing note to create a chord (which becomes a game-like effect)
  - f. adjust the scale, key, tempo, reverb and rhythm by using the Song Settings options on the right
  - g. adjust the timbre by playing with the instrument settings at bottom right
3. How to add a second instrument/part
  - a. at the bottom you will see a bunch of 1s
  - b. the blue row is the default instrument
  - c. you can add a second and third part by selecting the yellow or orange track
4. How to create a drum part
  - a. click on the grey number 1
  - b. click on the grid to create notes
  - c. each vertical position on the grid represents a different part of the drum set
5. How to arrange your song
  - a. extend the length of the pattern by clicking and dragging the purple song length bar at the bottom of the screen
  - b. change the number 1 to number 2 – this will give you a fresh empty screen and you can create a new melody
  - c. arrange your piece by selecting the order of sections in the arrange grid at the bottom
6. How to save and export your song
  - a. to save – copy the link in the url bar and paste it somewhere safe – this will allow for you to come back later
  - b. once it is complete use the export menu options to export the piece as a WAV or MIDI file
7. Your melody should start and end on the brown note “C”

## **Music Preferences!**

**Write down some of your music favorites!**

**1. What are your top 5 favorite songs at the moment?**

**a.**

**b.**

**c.**

**d.**

**e.**

**2. Who are your top 5 favorite artists/bands/singers/rappers at the moment?**

**a.**

**b.**

**c.**

**d.**

**e.**

**3. What is your LEAST favorite song at the moment?**

**a.**

**4. Who is your LEAST favorite artist/band/singer/rapper at the moment?**

**a.**

**5. How do you use music? (ex. listening, relaxing, exercise, etc.)**

**a.**