

Groovy Music Series Tip Sheet

Comparison of Groovy Features

	Explore	Age	Compose w/ Shapes	View Notation	Create/Edit Objects	MIDI Record	MIDI Import/ Export	Sibelius/ Groovy File Import	Lab Control
GROOVY									
Shapes	See below	Ages 5-7	yes	no	yes	no	yes	no	yes
Jungle (and Shapes)	See below	Ages 7-9	yes	yes	yes	yes	yes	yes	yes
City (and Shapes)	See below	Ages 9-11	yes	yes	yes	yes	yes	yes	yes

Explore Lessons	Shapes	Jungle	City
Intro	Intro	Intro	Intro
Shapes		X	
Tone Color	X	X	
Instrument Words			X
More Instrument Words			X
Loud & Soft	X		
Music Symbols	X		
Music Words	X	X	
Loud & Quiet		X	
Notes & Notation			X
Dynamics		X	X
Dynamic Words & Symbols			X
Beat	X		
Fast & Slow	X		
Sounds & Beat	X		
Long & Short	X	X	
Tempo		X	X
Beat & Meter		X	
Notes & Beats		X	
Meter			X
Rhythm			X
Upward & Downward	X	X	X
High & Low	X		
Steps & Leaps	X		
High, Low, Steps, Leaps		X	X
Major & Minor		X	
Major, Minor, & Blues			X
Making Melody	X	X	X
<= Beginner to More Advanced =>			

Groovy Tips (Note: Mac key combinations in parens)

1. Rename or Delete Student Names: Hold down the **Control+Shift** keys from the Login Window.
2. Copy any shape in the Playspace: **ALT (Option)** and drag the shape.
3. Edit a shape in the Playspace: **double click** on the shape.
4. Delete a song file: **Control + Shift** keys and drag the file (one you are not currently using) to the trash icon.
5. Add or remove a shape from the menus: **ALT (option) + Shift** and drag a shape into the Menu space to add; Control + Shift and drag a shape from the Menu space to the Trash icon.
6. Access the Teacher's Panel: **Control+Shift+T** at any time. Change MIDI/Audio volume, tap latency for rhythm activities, manual/auto paced Explore, song length, printing, zoom, screen size/resolution, lab control mode.
7. Change the length of songs: Move the STOP sign or change settings in Teacher Panel for "long songs enabled" (up to 99 bars) or not (about 13 bars).
8. Change song settings: **ALT (Option+Apple) keys** + click on New Song Button: change Key, Scale, Meter, and the number of objects to use for creating.
9. Import or Export MIDI files: **ALT (Option) + Shift** and click Open Songs or ALT+Shift and click Save.
10. The Explore Lessons can be *automatic* paced or *manual* paced; change settings in Teacher Panel. Lessons keyed to MENC standards. Be sure to check out the Lesson Plans provided in the manuals for each Groovy disk.
11. GOTCHA! Songs created in one Groovy program (e.g., City) will not open in another program (e.g., Safari); A Shapes song created in City will only open in City. Label files carefully.
12. Download and share your student Groovy songs on www.groovymusic.com.

Teacher Control Panel

Control + Shift + T any time to access

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Lab control

Set lab control folder... Macintosh HD:Users:davidwilliams:Desktop:m

Distribute new song Distribute current song

Key	Scale	Meter	Library
C	Pentatonic Major	4/4	Large
F	Pentatonic Minor	3/4	Medium
G	Major	2/4	Small
	Minor		

Pitch system: Modal, Chromatic

Use Groovy Song as Template

The song parameters are the same if you ALT (option) click on New Song button

Edit Window

Music or graphic notation

Duration menu

Stretch bar to change duration; slide bar up and down to change pitch

Double click any shape to open the Edit window

Timbres, dynamics, text

Undo and Redo

Trash

Play, rewind, & Record buttons

Code a Sibelius File to Use in Groovy

Groovy Music Markup

Type of material: Melody, Bass, Rhythm, Chord, Arpeggio, MIDI record keyboard, Other, Bonus

Dynamic: mf

Markup: Once, Every note, Each bar, Every 2 bars, Label markup, Hide markup

Groovy!melody-C102,1

1. Create the Sibelius file or use the many patterns already in the Idea Hub (new in Sibelius 5).
2. Use up to six staves (each with a separate MIDI channel) for Melody, Arpeggios, Chords, Rhythms, Bass, Bonus shapes.
3. After music created, use the Groovy Music Markup Plug-in (Plug-Ins > Other) to add Groovy coding, see above example.
4. Select range of bars for one shape on a single staff, then apply the plug-in. Continue this process until all shapes are coded. Or, you can set the plug-in to break a staff of music up into chunks of any bar length.
5. Export Sibelius file as Type 1 MIDI file.
6. In Groovy, SHIFT+ALT (option) the Open Song icon to import MIDI file. Shapes will appear in Playspace.
7. Move shapes, one at a time, to the Menu space.
8. Delete shapes in the Playspace and save the Groovy file to use as a template for new song creation with students.

Create New Shapes & Add to Menu Space

DROP TO ADD THE SHAPE THE LIBRARY

NEW PART

To create a new shape, click the NEW PART button for the Shape options. Drag a shape to the Playspace & the Edit window appears. Add notes. The keyboard icon will let you use a MIDI keyboard to record your pattern.

To add a shape in the Playspace to menu, ALT (option) + Shift and drag shape to Menu space and the Dropbox will appear