

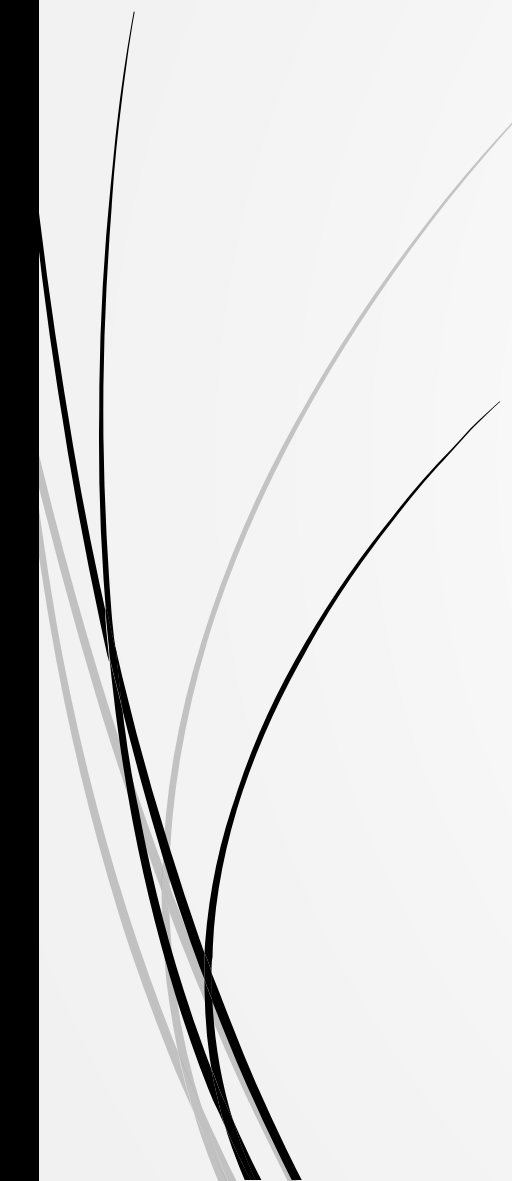


A K-8 Nexus Between Music Creation, Sound Design, and Computer Programming

Jared O'Leary
Arizona State University
Avondale Elementary School District



What's the plan?

- Some context
 - Exploring this nexus . . .
 - Exploring this nexus, together
 - Let's talk
- 

How to reach the resources

- ▶ www.JaredOLEary.com
 - ▶ Presentations
 - ▶ A K-8 Nexus





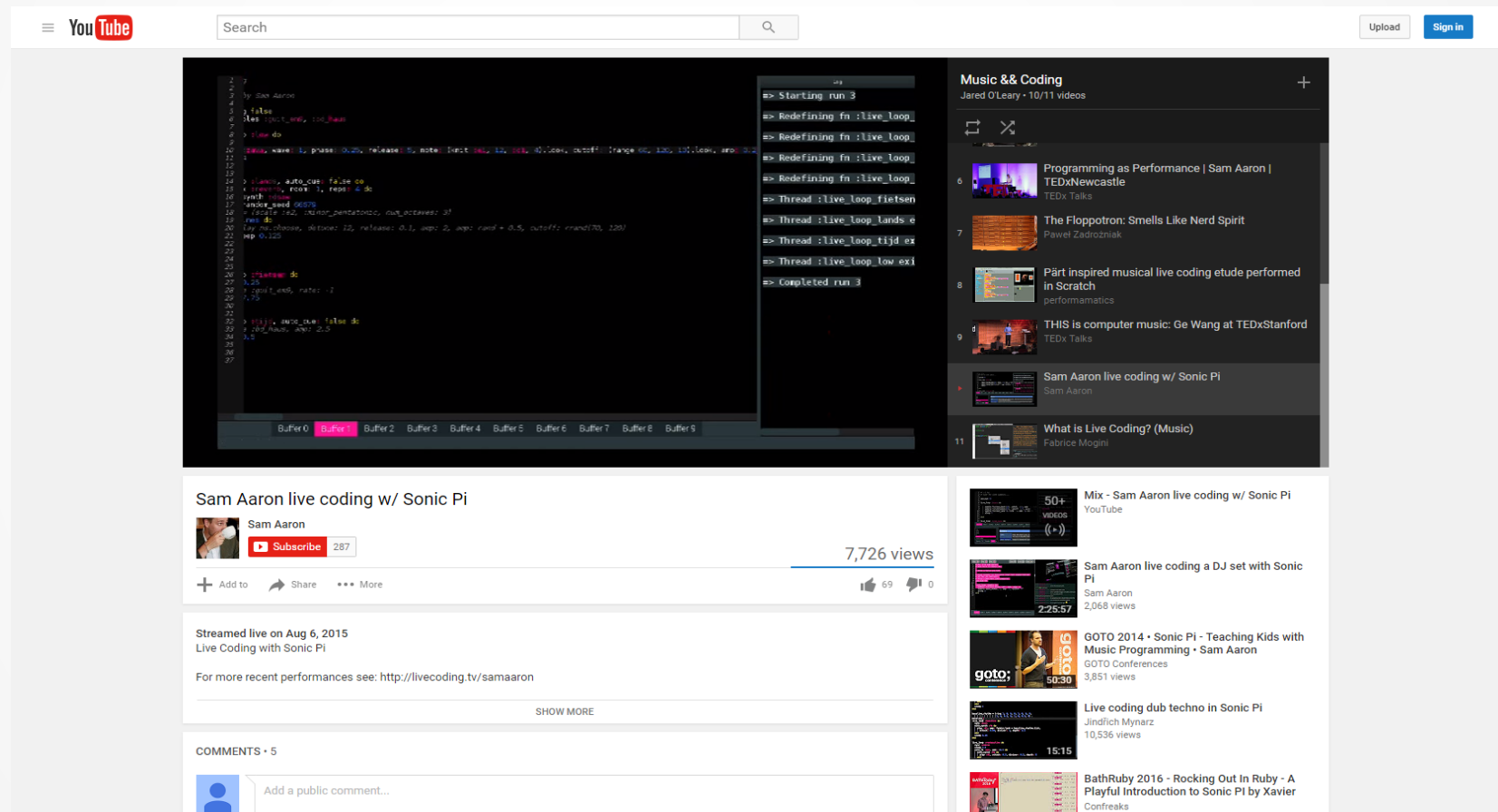
Some context

From sonic mods . . .

The screenshot displays a YouTube page for a video titled "World of Tanks Minions voice mod" by the user "Mick FortyTwo". The video player shows a first-person view of a tank in a desert environment, with a "Battle starts in 00:00" timer. The video has 138,627 views and was published on Nov 18, 2013. The description mentions a full download and post can be found at <http://forum.worldoftanks.asia/index...>. The right sidebar features a list of related videos, including "Over Powered Mods ? - World Of Tanks HD" (342,542 views), "Cheating in World of Tanks..." (701,857 views), "World of Tanks - Epic wins and fails [Episode 11]" (933,316 views), "World of Tanks - Gnomefathers Historical Gun Sounds" (222,022 views), and "TOP 10 World TANKS 2014 (VIDEOS)" (3,896,728 views).

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... to live coding ...



The screenshot shows a YouTube video player interface. The main video area displays a terminal window with code and a command prompt. The code includes Sonic Pi commands like `live_loop`, `live_loop_fietsen`, `live_loop_lands`, `live_loop_tijd`, and `live_loop_low`. The terminal output shows the execution of these commands, including "Starting run 3", "Redefining fn :live_loop", and "Completed run 3".

Below the video player, the video title "Sam Aaron live coding w/ Sonic Pi" is displayed, along with the channel name "Sam Aaron", a "Subscribe" button with 287 subscribers, and a view count of 7,726 views. The video is noted as "Streamed live on Aug 6, 2015" and "Live Coding with Sonic Pi". A link to "http://livecoding.tv/samaaron" is provided for more recent performances.

On the right side of the player, a playlist titled "Music & Coding" is visible, containing 11 videos. The first video in the playlist is "Programming as Performance | Sam Aaron | TEDxNewcastle". Other videos include "The Floppotron: Smells Like Nerd Spirit", "Pärt Inspired musical live coding etude performed in Scratch", "THIS is computer music: Ge Wang at TEDxStanford", "Sam Aaron live coding w/ Sonic Pi", and "What is Live Coding? (Music)".

... to computer labs

The screenshot shows a YouTube channel page for 'K-8 Computer Programming' by Jared O'Leary. The main video is 'DT Technology - 4/29/16 - 6th Grade - Full class overview of Sonic Pi, Scratch, and Khan'. The channel has 24 subscribers and 6 views. The video description mentions JavaScript, Ruby, and Scratch. A sidebar on the right shows a playlist of other videos.

Channel: K-8 Computer Programming
Jared O'Leary · 4/38 videos

Video: DT Technology - 4/29/16 - 6th Grade - Full class overview of Sonic Pi, Scratch, and Khan
Jared O'Leary · 6 views

Description: Uploaded on Apr 29, 2016
Full class overview demonstrating what it looks like when the kids I work with can pick from three different languages (JavaScript, Ruby, and Scratch). You can find the three resources we use for each language by visiting my website: www.JaredOLeary.com

Comments: Add a public comment...

Playlist:

- DT Technology - 4/29/16 - 6th Grade - Full class overview of Sonic Pi, Scratch, and Khan
- DT Technology - 12/3/15 - 8th Grade - Learning Fur Elise
- DT Technology - 10/29/15 - 4th Grade - Sound design with Scratch
- DT Technology - 9/11/15 - 6th Grade - Demonstration of facilitating an entire coding class
- DT Technology - 5/18/15 - Week 2 - 7th Grade - MaKey MaKey music project
- Kindergarten - Story in code

Recommended Videos:

- Inside Space Shuttle Challenger STS-51L During The Accident
- 5 Mysterious Events Caught On Camera & Spotted In Real Life!
- Pokémon Go: everything you need to know in 9 minutes
- The Untold Truth Of American Pickers
- Oil change scams: Hidden camera investigation on what really happens to your

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Scratch – Modding

The screenshot displays the Scratch IDE interface for a car racing game. The stage shows a track with green and blue sections, and two cars (green and blue) are positioned on the track. The stage also features two speedometers labeled "Green Speed" and "Blue Speed", and two lap counters labeled "Green Laps" and "Blue Laps".

The Scripts area contains the following code blocks:

- when green flag clicked
- go to x: 182 y: 25
- point in direction 0°
- set greenBoost to 0
- set Green Speed to 0
- play sound recording15
- forever loop:
 - if key left arrow pressed? then
 - turn 10 degrees
 - if key right arrow pressed? then
 - turn 10 degrees
 - if Green Speed < 10 and key up arrow pressed? then
 - change Green Speed by 0.1
 - if touching color ? then
 - set Green Speed to -1
 - if greenBoost = 0 and key down arrow pressed? then
 - change Green Speed by ?
 - change greenBoost by 1
 - play sound recording16
 - if touching color ? and Green Speed > 1 then
 - change Green Speed by -1
 - if touching color ? and Green Speed < 1 then
 - change Green Speed by 1
 - if touching car_top_view2 ? then
 - set Green Speed to 1
 - move Green Speed steps

Annotations provide additional context for the code:

- A yellow box explains: "This code will make the car drive. At the start, the car faces up and goes to the starting position. When the keyboard is pressed it will turn left or right. If the keyboard is pressed, the car will accelerate or slow down as long as the speed is below 7 and above -3 (change these numbers to give a higher top speed and reverse - change the 1 and -1 to change the acceleration). If the car touches the color green and the speed is greater than 2, the car will slow down quickly (-1). If the car touches the color green and is going backwards, the car will slow down also. Finally, the car moves forward or backward whatever the speed is set to. What else can you have the car do?"
- Another yellow box asks: "What other tracks can you make? Can you add in obstacles? What can you make happen if the cars bump into each other? Can you add in a turbo boost option for the cars?"

The Sprites area shows a car sprite with the following properties:

- x position: -61
- y position: 30
- direction: left-right

Scratch – Interactive audio

The screenshot displays the Scratch 2.0 interface for a project titled "Twinkle, Twinkle Little Star" by jesserathgeber. The interface is divided into several sections:

- Stage:** Shows the musical score for "Twinkle, Twinkle Little Star" in 4/4 time. The notes are represented by colored circles (red, green, blue, yellow, orange) on a staff.
- Scripts Area:** Contains several event-driven scripts:
 - "when this sprite clicked" → "play note 72 for 0.5 beats"
 - "when green flag clicked" → "set instrument to 13"
 - "when green flag clicked" → "forever" loop containing:
 - "if touching mouse-pointer then" → "play note 72 for 0.5 beats" and "rest for 0.25 beats"
- Costumes Area:** Lists various motion, looks, and control blocks such as "move 10 steps", "turn 15 degrees", "point in direction 90", "go to x: 0 y: 37", "glide 1 secs to x: 0 y: 37", "change x by 10", "set x to 0", "change y by 10", "set y to 0", "if on edge, bounce", and "set rotation style left-right".
- Sprites Area:** Shows a grid of 30 sprites, including various colored circles and shapes.
- Properties Area:** Shows the current sprite's position (x: 240, y: 176) and rotation style (left-right).

Scratch – Goofy projects

Scratch IDE interface for a project titled "Beatbox Machine" by DTTechnology (shared). The stage shows a character with a surprised expression. The Scripts area contains several code blocks:

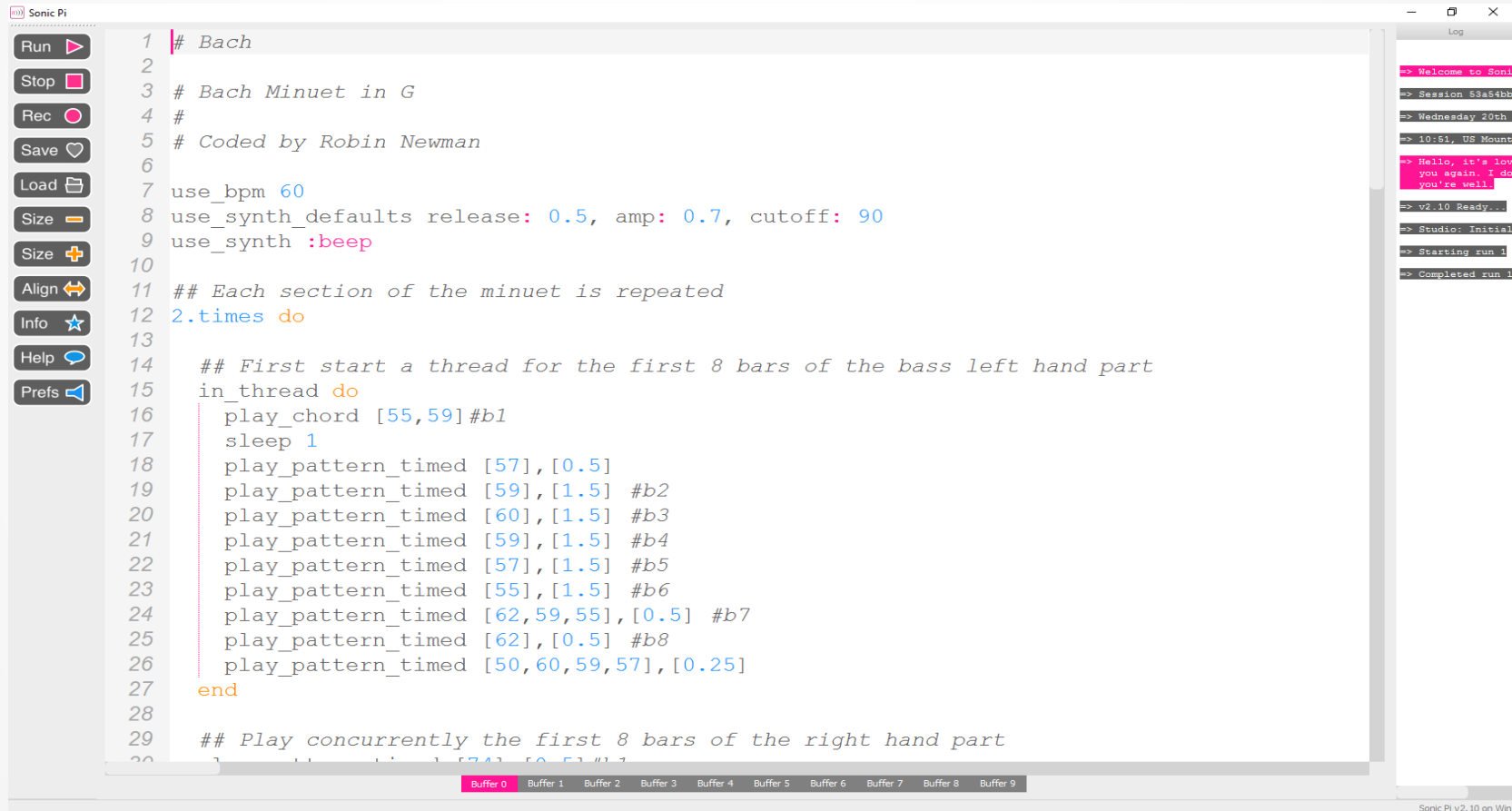
- when clicked:** switch backdrop to backdrop1. Annotation: "This code will set the backdrop to a blank backdrop at the start of the program."
- when space key pressed:** repeat 4 times:
 - switch backdrop to Boom
 - play sound kick drum
 - wait 0.25 secs
 - switch backdrop to Tss
 - play sound high hat
 - wait 0.25 secs
 - switch backdrop to Gat
 - play sound snare drum
 - wait 0.25 secs
 - switch backdrop to Tss
 - play sound high hat
 - wait 0.125 secs
 - switch backdrop to Gat
 - play sound kick drum
 - wait 0.125 secsAnnotation: "When the spacebar is pressed, this code will repeat the following sequence four times: Switch the costume and play a sound when it switches, then pause a small amount before moving to the next sound and costume in the sequence. Notice to make the last two sounds twice as fast, I had to make the wait twice as small. What other beats, sounds, or costumes, could you create or add to this code?"
- when left arrow key pressed:** stop other scripts in stage, switch backdrop to Boom, play sound kick drum, wait 0.5 secs, switch backdrop to backdrop1. Annotation: "Bass drum code"
- when up arrow key pressed:** stop other scripts in stage, switch backdrop to Boom, play sound high hat, wait 0.5 secs, switch backdrop to backdrop1. Annotation: "Bass drum code"
- when q key pressed:** forever loop:
 - if key a pressed? then: switch backdrop to Gat, play sound snare drum
 - if key w pressed? then: switch backdrop to Tss, play sound high hat
 - if key d pressed? then: switch backdrop to Gat, play sound snare drum
 - wait 1 / Subdivision secs
 - switch backdrop to backdrop1Annotation: "This code will also play sounds and switch the backdrop when A, W, or D are pressed, however, you can change how fast it plays notes by pressing numbers 1-0 on your keyboard. Notice that the 'stop other scripts in stage' block above will stop this code. When would you want something to repeat at proportional speeds that could be changed by the user?"

More Scratch examples

The screenshot shows a Scratch studio page titled "Music and Sound" with 9 followers. The page features a navigation bar with "Create", "Explore", "Discuss", "About", "Help", and a search bar. Below the navigation bar, there are tabs for "Projects (66)", "Comments (1)", "Curators", and "Activity". The main content area displays a grid of project thumbnails, each with a title and author name. The projects include:

- video drums by eric
- MUSICAL DANCING CO... by SIVATS01
- SoundFlower by mres
- electric piano toy by eric
- sax and vocals by eric
- Playable Score- Twinkle... by jesserathgeber
- Music by jobarb01
- Jingle Bells! :) by ardelg01
- Music party by semung01
- Untitled-9 by salenz01
- rock band by luva01
- Cheesy Jingles That Dr... by anolm01
- 8-Bit Actions by shgot01
- musical flash by dakay01
- my singing monsters by WARNE01
- hanted whir! wrold by anhem10
- The Banana, The Lion, A... by anros01
- THE ANIMAL BAND by anperez01
- LET'S DANCE BY SIERR.. by SIVATS01
- CRAZY FACES by CHRUAN02

Sonic Pi – Compositions



The screenshot displays the Sonic Pi application window. On the left is a vertical toolbar with buttons for Run, Stop, Rec, Save, Load, Size, Align, Info, Help, and Prefs. The main area is a code editor with a light gray background, showing a Python script for a musical composition. The code is as follows:

```
1 # Bach
2
3 # Bach Minuet in G
4 #
5 # Coded by Robin Newman
6
7 use_bpm 60
8 use_synth_defaults release: 0.5, amp: 0.7, cutoff: 90
9 use_synth :beep
10
11 ## Each section of the minuet is repeated
12 2.times do
13
14   ## First start a thread for the first 8 bars of the bass left hand part
15   in_thread do
16     play_chord [55,59] #b1
17     sleep 1
18     play_pattern_timed [57],[0.5]
19     play_pattern_timed [59],[1.5] #b2
20     play_pattern_timed [60],[1.5] #b3
21     play_pattern_timed [59],[1.5] #b4
22     play_pattern_timed [57],[1.5] #b5
23     play_pattern_timed [55],[1.5] #b6
24     play_pattern_timed [62,59,55],[0.5] #b7
25     play_pattern_timed [62],[0.5] #b8
26     play_pattern_timed [50,60,59,57],[0.25]
27   end
28
29   ## Play concurrently the first 8 bars of the right hand part
30   in_thread do
31     play_chord [72] [50,57] #r1
```

At the bottom of the code editor, there is a status bar with ten buffer indicators: Buffer 0 (highlighted in pink), Buffer 1, Buffer 2, Buffer 3, Buffer 4, Buffer 5, Buffer 6, Buffer 7, Buffer 8, and Buffer 9.

On the right side of the window is a log window titled "Log" with the following output:

```
=> Welcome to Sonic
=> Session 53e64bb
=> Wednesday 20th
=> 10:51, US Mount
=> Hello, it's love
you again. I do
you're well.
=> v2.10 Ready...
=> Studio: Initial
=> Starting run 1
=> Completed run 1
```

Sonic Pi – Live coding



```
1
2 #=====
3 # Coded by Jared O'Leary #
4 # www.JaredOLeary.com #
5 #=====
6
7 # This sets the speed/tempo/bpm of the song
8 use_bpm 144
9
10 # This sets how the song will sound
11 use_synth :tri
12
13 # This is a function that we will use three times below (instead of writing it out three
14 define :buns do
15   play :e, release: 2
16   sleep 2
17   play :d, release: 2
18   sleep 2
19   play :c, release: 4
20   sleep 4
21 end
22
23 # This defines what our song is and uses the "buns()" function we defined above
24 # Why did we define buns() above and use it down here?
25 define :song do
26   with_fx :echo do
27     buns ()
28     buns ()
29     4.times do
30
```

Log

```
{run: 2, time: 1
  L synth :tri,
{run: 2, time: 1
  L cue :perc
{run: 2, time: 1
  L cue :perc
  sample "C:/P
  "perc
{run: 2, time: 1
  L cue :perc
  sample "C:/P
  "elec
  L sample "C:/P
  "perc
{run: 2, time: 1
  L cue :perc
  sample "C:/P
  "bd_h
  L sample "C:/P
  "perc
{run: 2, time: 1
  L cue :perc
{run: 2, time: 1
  L cue :perc
  sample "C:/P
  "elec
  L sample "C:/P
  "perc
{run: 2, time: 1
  L cue :perc
  sample "C:/P
  "perc
{run: 2, time: 1
  L cue :perc
  sample "C:/P
  "bd_h
  L sample "C:/P
  "elec
  L sample "C:/P
  "perc
{run: 2, time: 1
  L cue :perc
{run: 2, time: 1
  L cue :perc
  sample "C:/P
  "perc
{run: 2, time: 1
  L cue :perc
  sample "C:/P
  "elec
  L sample "C:/P
  "perc
```

Buffer 0 Buffer 1 Buffer 2 Buffer 3 Buffer 4 Buffer 5 Buffer 6 Buffer 7 Buffer 8 Buffer 9

Sonic Pi v2.10 on Win

Sonic Pi – Algorithmic music



The image shows a screenshot of the Sonic Pi software interface. On the left, there is a vertical toolbar with buttons for Run, Stop, Rec, Save, Load, Size, Align, Info, Help, and Prefs. The main area displays a code editor with the following code:

```
1 #=====#
2 # Coded by Jared O'Leary #
3 # www.JaredOLeary.com #
4 #=====#
5
6 use_random_seed 4
7 use_bpm 120
8 use_debug false
9
10 q = 1
11 e = 0.5
12 s = 0.25
13 t = 0.125
14 de = 0.75
15
16 count = 1
17 master_unquant = 0.05
18
19 live_loop :time do
20   sleep 4
21   count += 1
22   count = 1 if (count > 4)
23 end
24
25 live_loop :floor do
26   bd_arr = [(ring 10, 5, 10), (ring 6, 10, 6)]
27
28   4.times do
29     bd_unquant = rrand(0, master_unquant)
30     bd_arr[0].play(0, bd_unquant)
31     bd_arr[1].play(0, bd_unquant)
32   end
33 end
```

At the bottom of the code editor, there is a status bar showing "Buffer 0 Buffer 1 Buffer 2 Buffer 3 Buffer 4 Buffer 5 Buffer 6 Buffer 7 Buffer 8 Buffer 9". To the right of the code editor is a log window titled "Log" showing the following output:

```
Log
[ cue :snare
=> Loaded sample
[run: 5, time: 6
[ cue :time
[run: 5, time: 6
[ cue :floor
=> Loaded sample
[run: 5, time: 6
[ cue :snare
=> Loaded sample
[run: 5, time: 7
[ cue :snare
[run: 5, time: 8
[ cue :floor
[run: 5, time: 8
[ cue :time
[run: 5, time: 8
[ cue :hhat
[run: 5, time: 8
[ cue :snare
[run: 5, time: 9
[ cue :snare
[run: 5, time: 1
[ cue :time
[run: 5, time: 1
[ cue :floor
[run: 5, time: 1
[ cue :snare
[run: 5, time: 1
[ cue :snare
[run: 5, time: 1
[ cue :time
[run: 5, time: 1
[ cue :floor
[run: 5, time: 1
[ cue :snare
[run: 5, time: 1
[ cue :snare
[run: 5, time: 1
[ cue :time
```















The bottom right corner of the window shows "Sonic Pi v2.10 on Win".

More Sonic Pi examples

- o ... is scary, funny, exciting, boring, silly, relaxing, or colorful?
- o ... reminds you of a special event, story, or place?
- o ... you would want to share with a friend or family member?
- o ... you would want to rap, sing, or play over?

EXAMPLE PROJECTS

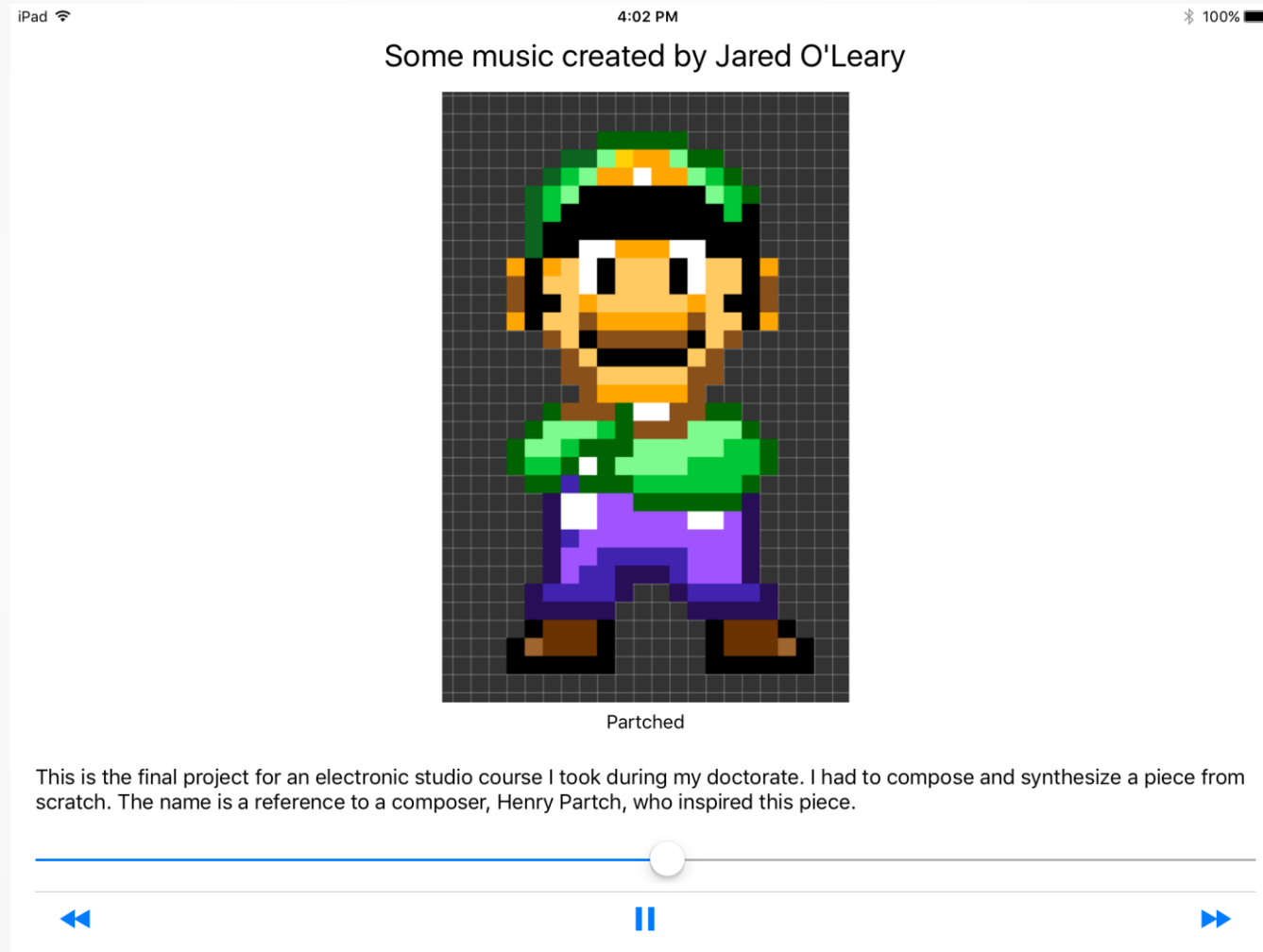
If you are on a mobile device, click [here](#) to open up the Google Doc.

 Jared_Complicated_DrumBeat.wav	Apr 14
 Jared_Complicated_DrumBeat_NoComments.txt	Apr 14
 Jared_Moderate_DrumBeat.txt	Apr 12
 Jared_Moderate_DrumBeat.wav	Apr 12
 Jared_Moderate_GuitarDrums.txt	Apr 12
 Jared_Moderate_GuitarDrums.wav	Apr 12
 Jared_Moderate_HotCrossBuns_withPercussion.txt	Apr 12
 Jared_Moderate_HotCrossBuns_withPercussion.wav	Apr 10
 Jared_Simple_ComplexRhythms.txt	Apr 12
 Jared_Simple_ComplexRhythms.wav	Apr 12
 Jared_Simple_Drums.txt	Apr 12
 Jared_Simple_Drums.wav	Apr 12
 Jared_Simple_HotCrossBuns.txt	Apr 12
 Jared_Simple_HotCrossBuns.wav	Apr 12

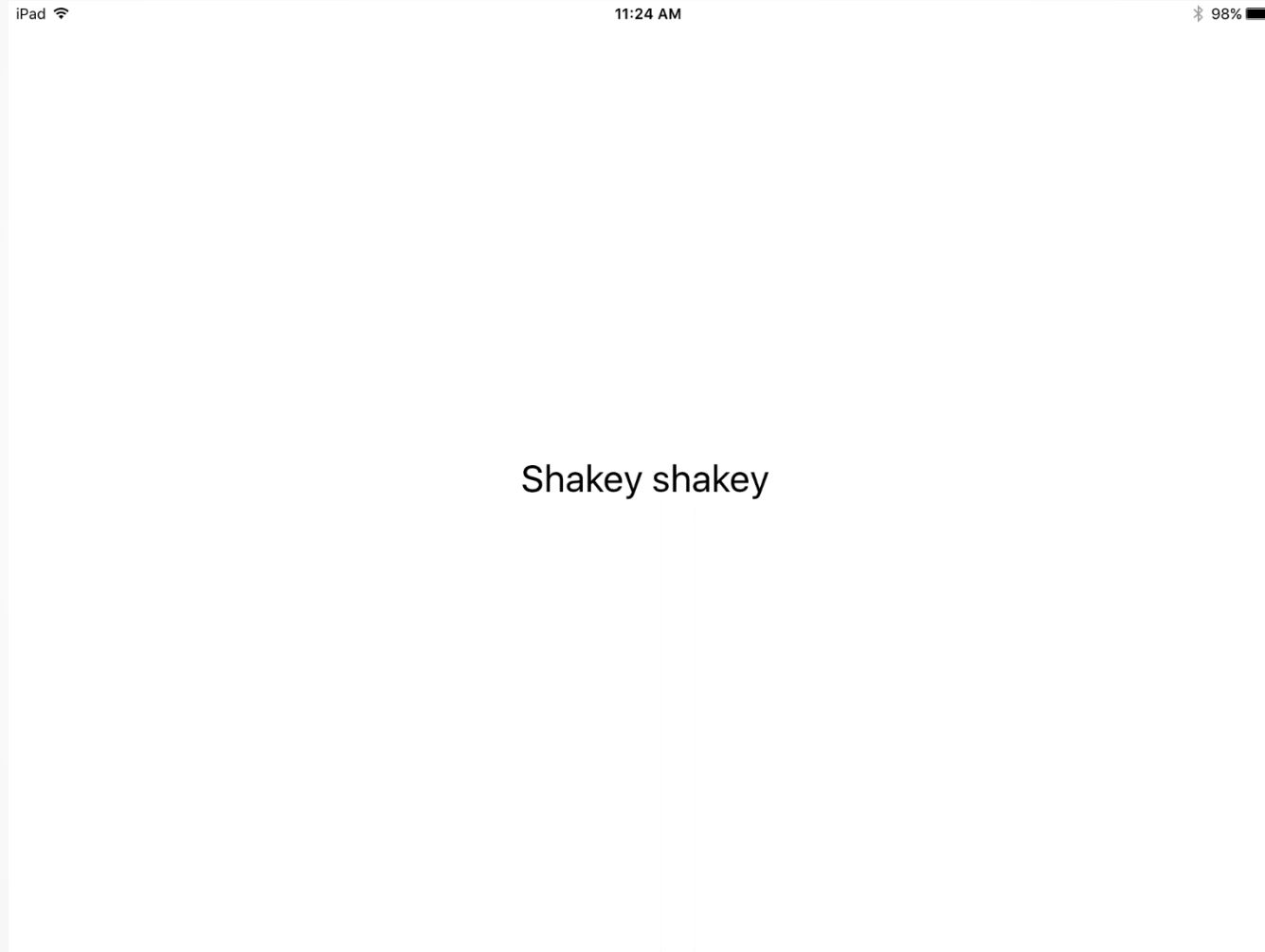
DEBUGGING PRACTICE

If you are on a mobile device, click [here](#) to open up the Google Doc.

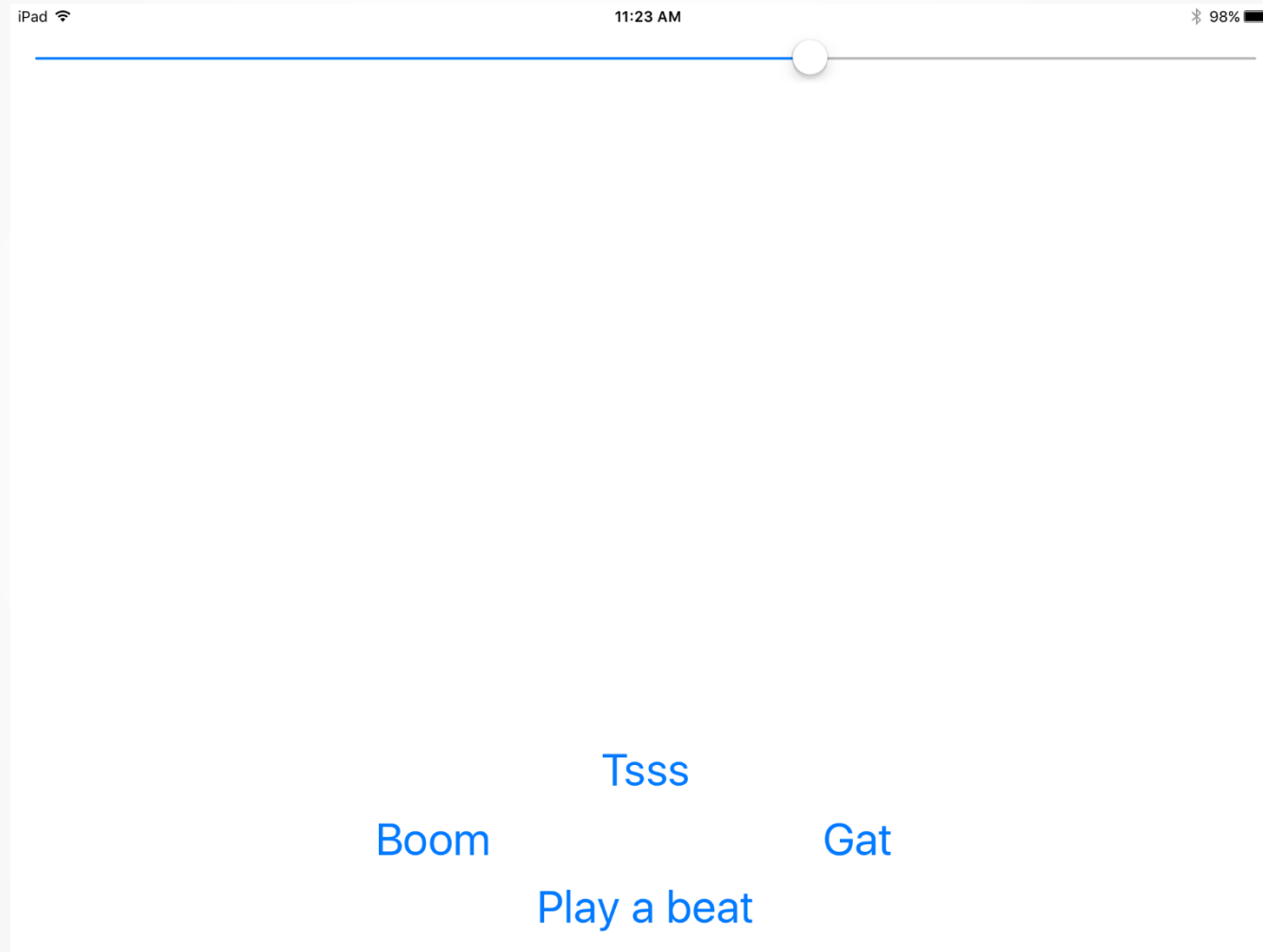
Swift – Music players



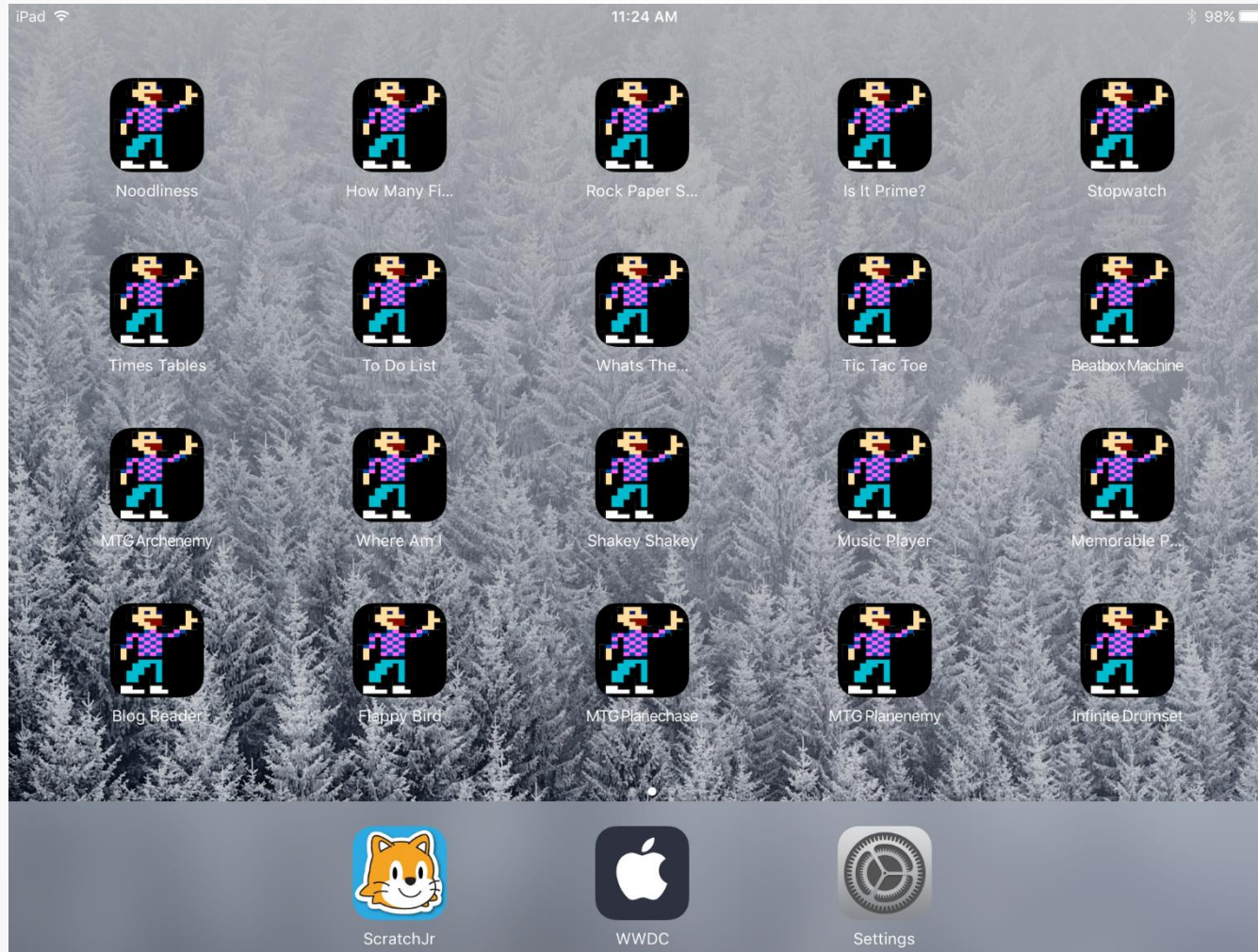
Swift – Goofy apps



Swift – From blocks to text



More Swift examples



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Exploring this nexus . . .

... by ear

The screenshot shows a YouTube video player interface. The main video content is a Scratch code editor window with the following code:

```
1 play 75
2 sleep 0.5
3 play 75
4 sleep 0.5
5 play 82
6 sleep 0.5
7 play 82
8 sleep 0.5
9 play 84
10 sleep 0.5
11 play 84
```

Below the video player, the video title is "DT Technology - 5/11/16 - 5th graders discussing writing Twinkle by ear through Sonic Pi" by Jared O'Leary. The video has 3 views and was uploaded on May 10, 2016. The category is Education and the license is Standard YouTube License. There are 24 subscribers for the channel.

On the right side of the player, there is a "K-8 Computer Programming" playlist with 2/38 videos. The first video in the playlist is the current video. Other videos in the playlist include:

- DT Technology - 5/11/16 - 5th graders discussing writing Twinkle by ear through Sonic Pi
- DT Technology - 5/5/16 - 4th grader sharing audio recording/editing in Scratch
- DT Technology - 4/29/16 - 6th Grade - Full class overview of Sonic Pi, Scratch, and Khan
- DT Technology - 12/3/15 - 8th Grade - Learning Fur Elise
- DT Technology - 10/29/15 - 4th Grade - Sound design with Scratch
- DT Technology - 9/11/15 - 6th Grade - Demonstration of facilitating an entire coding class

Below the video player, there are several recommended videos:

- HILLARY CLINTON is losing her mind and the ELECTION...(THANK GOD)...2016
- FS2004 - Cutting Corners (Alaska Airlines Flight 261)
- IRREFUTABLE PROOF that Michelle Obama IS A MAN 247
- Jimmy Interviews JoJo from The Bachelorette (Kristen Wiig)
- 5 Mysterious Events Caught On Camera & Spotted In Real Life!

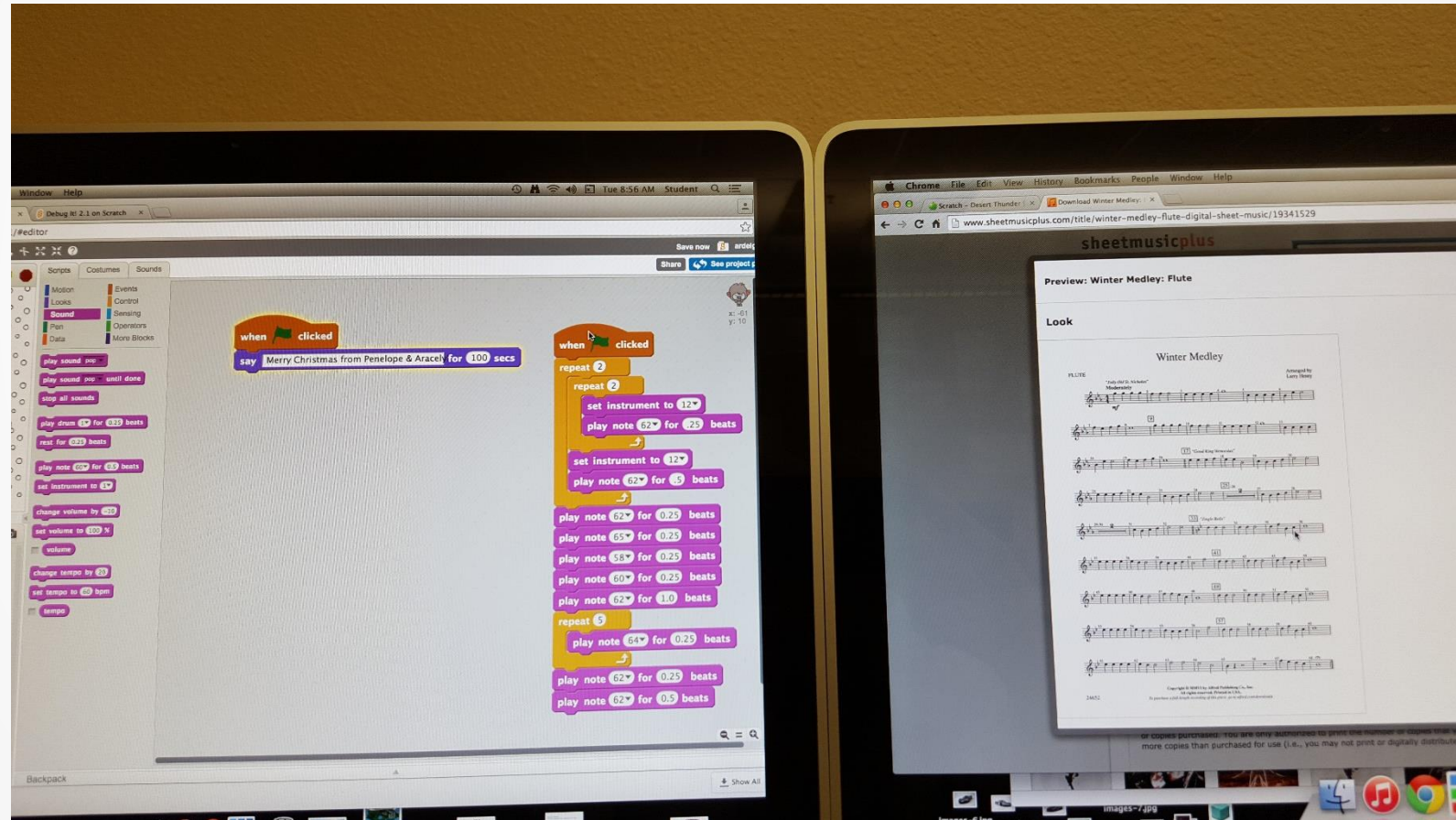
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... through standardized notation



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... through standardized notation



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... through tab

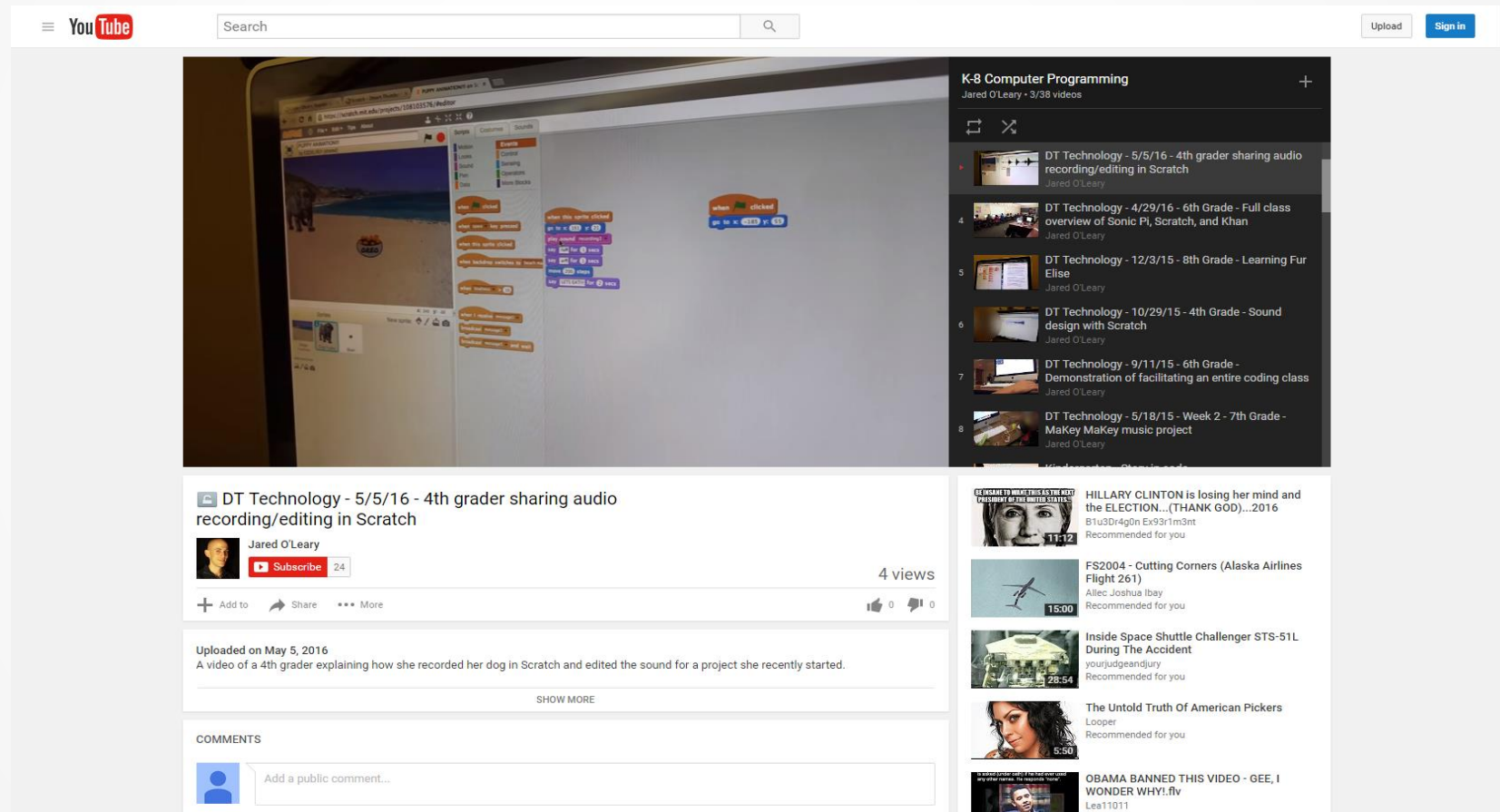
The screenshot shows a YouTube video player interface. The video is titled "DT Technology - 12/3/15 - 8th Grade - Learning Fur Elise" by Jared O'Leary. The video content is a presentation with two main slides. The first slide shows a Scratch project with a piano keyboard and musical notes. The second slide shows a Google search for "fur elise for beginners" with several search results. The video player shows the video is 1:33 long and has 48 views. The video is categorized as "Education" and is licensed under "Standard YouTube License". The video is part of a playlist titled "K-8 Computer Programming" by Jared O'Leary, which contains 10 videos. The video player also shows a "Comments" section with a text input field for adding a public comment.

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.. through tab

The screenshot displays the Scratch Music editor interface. The top menu bar includes 'Scratch', 'File', 'Edit', 'Tips', 'About', and 'Sign in'. The main workspace is titled 'Music by jobarb01' and features a stage with the Scratch cat sprite. The left sidebar contains the 'Scripts' and 'Costumes' tabs, with 'Scripts' selected. The 'Scripts' tab shows a list of motion, looks, sound, pen, and data blocks. The main workspace is filled with a complex script consisting of multiple 'when key pressed' events, each triggering a sequence of music-related actions such as 'set tempo to', 'play note for', and 'rest for'. The script is organized into several columns, each representing a different key press event. The bottom of the interface shows the 'Sprites' panel with 'Sprite1' selected and the 'Stage' panel with '1 backdrop'.

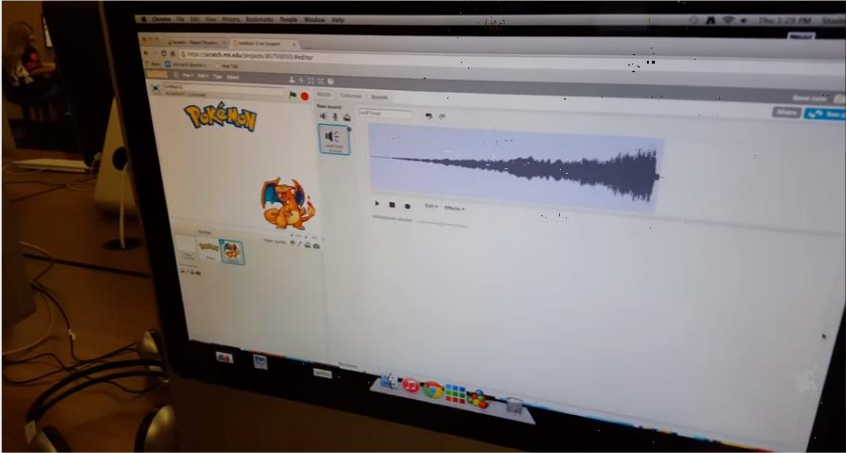
... through recording and editing



The image shows a YouTube video player interface. The main video is titled "DT Technology - 5/5/16 - 4th grader sharing audio recording/editing in Scratch" by Jared O'Leary. The video content shows a laptop screen displaying the Scratch programming environment with various code blocks. Below the video, the channel name "Jared O'Leary" is visible with a "Subscribe" button and "24" subscribers. The video has "4 views". The description states: "A video of a 4th grader explaining how she recorded her dog in Scratch and edited the sound for a project she recently started." There is a "COMMENTS" section with a text input field. To the right of the video player is a sidebar with a "K-8 Computer Programming" playlist and a list of recommended videos, including "HILLARY CLINTON is losing her mind and the ELECTION... (THANK GOD)... 2016", "FS2004 - Cutting Corners (Alaska Airlines Flight 261)", "Inside Space Shuttle Challenger STS-51L During The Accident", "The Untold Truth Of American Pickers", and "OBAMA BANNED THIS VIDEO - GEE, I WONDER WHY!.flv".

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... through exploratory sound design



The screenshot shows a YouTube video player. The video content is a screen recording of a Scratch project. The Scratch stage shows a background image of a forest with a blue sky and a white ground. A sound wave visualization is overlaid on the stage. The Scratch interface includes a 'Sounds' palette on the left and a 'Scripts' palette on the right. The video player interface includes the YouTube logo, a search bar, and a 'Sign In' button. Below the video player, the video title is 'DT Technology - 10/29/15 - 4th Grade - Sound design with Scratch' by Jared O'Leary. The video has 20 views and was uploaded on Oct 29, 2015. The category is Education and the license is Standard YouTube License. There is a 'COMMENTS' section with a text input field for adding a public comment.

YouTube

Search

Upload Sign In

K-8 Computer Programming
Jared O'Leary · 6/38 videos

DT Technology - 10/29/15 - 4th Grade - Sound design with Scratch
Jared O'Leary

DT Technology - 9/11/15 - 6th Grade - Demonstration of facilitating an entire coding class
Jared O'Leary

DT Technology - 5/18/15 - Week 2 - 7th Grade - MaKey MaKey music project
Jared O'Leary

Kindergarten - Story in code
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1st Grade - Peer sharing overview
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DT Technology - 10/29/15 - 4th Grade - Sound design with Scratch
Jared O'Leary

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Category Education

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Top 5s Finest
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5:23

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yourjudgandjury
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28:54

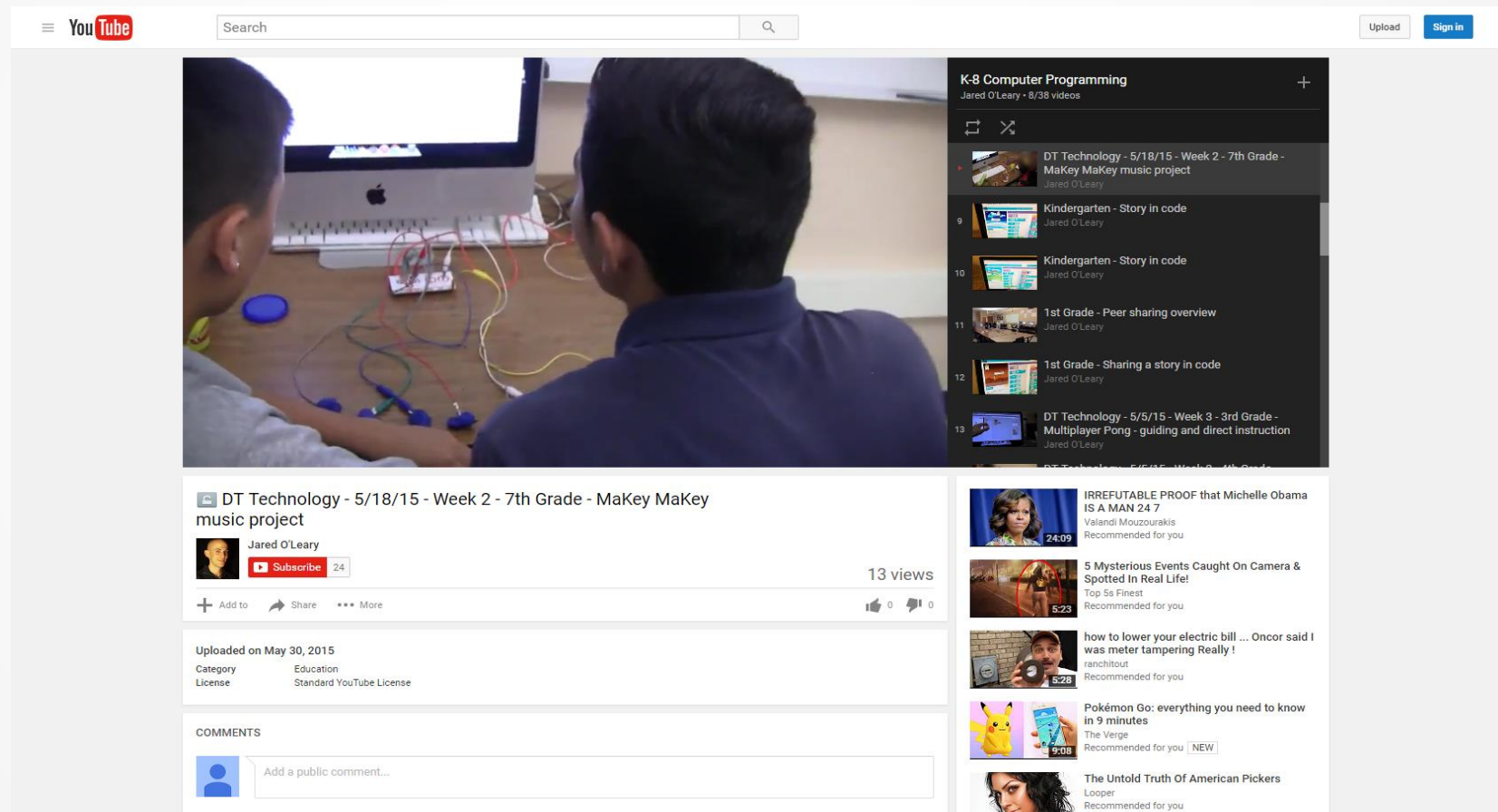
Oil change scams: Hidden camera investigation on what really happens to your
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21:09

Pokémon Go: everything you need to know in 9 minutes
The Verge
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The Untold Truth Of American Pickers
Looper
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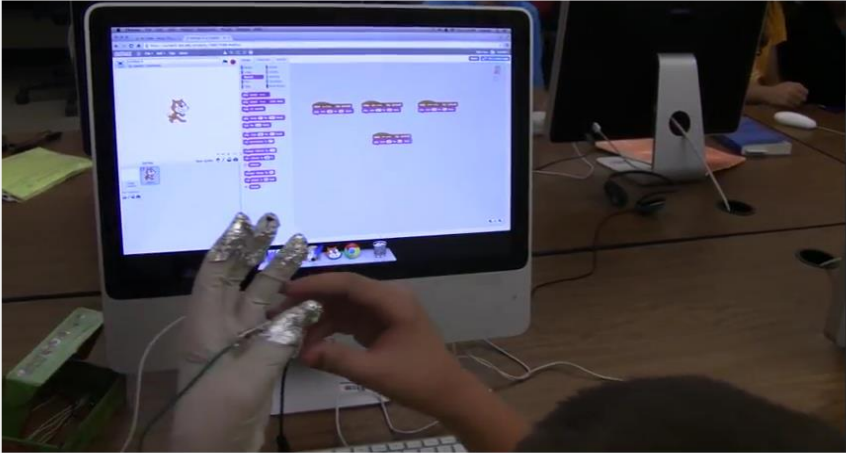
... through interface design



The image is a screenshot of a YouTube video player. The main video shows two people from behind, looking at a computer monitor. On the desk in front of them is a MaKey MaKey board with various colored buttons connected to wires. The video title is "DT Technology - 5/18/15 - Week 2 - 7th Grade - MaKey MaKey music project" by Jared O'Leary. The video has 13 views. Below the video, there are options to "Add to", "Share", and "More". The video was uploaded on May 30, 2015, in the Education category, under a Standard YouTube License. To the right of the video player is a sidebar with a "K-8 Computer Programming" playlist and several recommended videos, including "IRREFUTABLE PROOF that Michelle Obama IS A MAN 24 7", "5 Mysterious Events Caught On Camera & Spotted In Real Life!", "how to lower your electric bill ... Oncor said I was meter tampering Really!", "Pokémon Go: everything you need to know in 9 minutes", and "The Untold Truth Of American Pickers".

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... through collaboration



The screenshot shows a YouTube video player interface. The main video displays a person's hands wearing a white MaKey MaKey music glove, interacting with a computer monitor. The monitor shows a programming environment with colorful code blocks. The video title is "DT Technology - 4/30/15 - Week 2 - 7th Grade - MaKey MaKey music glove" by Jared O'Leary. The video has 4 views. Below the video, there are options to "Add to", "Share", and "More". The video was uploaded on Apr 30, 2015, and is categorized under "Education" with a "Standard YouTube License". To the right of the video player, there is a "K-8 Computer Programming" playlist with 23/38 videos. The playlist includes videos such as "DT Technology - 4/30/15 - Week 2 - 7th Grade - MaKey MaKey music glove", "DT Technology - 4/30/15 - Week 2 - 6th Grade - Drawing with MaKey MaKeys", "DT Technology - 4/30/15 - Week 2 - 2nd Grade - Drawing project", "DT Technology - 4/23/15 - 1st Grade - Story by a person I work with", "DT Technology - 4/23/15 - 1st Grade - Example of collaboration", and "DT Technology - 4/7/15 - Week 3 - 6th Grade - MaKey MaKey - experimenting with conductivity". Below the playlist, there are several recommended videos, including "HILLARY CLINTON is losing her mind and the ELECTION...(THANK GOD)...2016", "5 Mysterious Events Caught On Camera & Spotted in Real Life!", "Hillary Clinton cried after Donald Trump Release Photos of her and Obama... Goes", "how to lower your electric bill ... Oncor said I was meter tampering Really!", and "How To Make a Ring with a Coin in home (AMAZING)".

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Other examples

- ▶ Cellphones
- ▶ DAWs
- ▶ iTunes
- ▶ Little Bits
- ▶ Performing



Exploring this nexus, together

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Before we explore

The screenshot shows a YouTube video player interface. The video title is "How Music can Change a Film" by Oliver. The video player shows a progress bar at 3:15 / 3:26. Below the video, the channel name "shelley craig" is visible with a "Subscribe" button and 74 subscribers. The video has 201,174 views. The description includes "Published on Apr 13, 2012" and "Pirates of the Caribbean - Boat Scene". There are 90 comments. On the right side, there is a sidebar with a "Berklee Online" advertisement and a list of "Up next" videos, including "How Film Scores Play with Our Brains", "The Best Soundtracks and Film Music - Compilation Part 2", "The Best Soundtracks and Film Music of All Time - Compilation Part 1", "The Best of Classical Music - Mozart, Beethoven, Bach, Chopin... Classical Music", "2-Hours Epic Music Mix | THE POWER OF EPIC MUSIC - Full Mix Vol. 2", "100 Greatest 'Music Scenes' in Movies - newlists", and "Inspiring Movie Soundtracks".

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Where to find the three videos

- ▶ www.JaredOLEary.com
 - ▶ Presentations
 - ▶ A K-8 Nexus



<http://goo.gl/iQu8rD>

Let's talk

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