

Helpful Quaver Tips

Depending on your device, you'll be taken directly to Quaver Street (if you are using a computer) or to your child's Student Dashboard (on a mobile device). If asked to enable Flash or choose a Flash experience, go ahead and do so! The pictures below are with Flash enabled.

Get to know your Student Dashboard

Click the **STUDENT** tab to open the Dashboard.



Your child's QuaverMusic.com experience all happens right here on the Student Dashboard! Click any icon to explore:

- **Assignments:** Here you'll find any assignments or assessments sent from your child's teacher.
- **Student Interactives:** Explore a full menu of engaging web-based activities that your child may recognize from our lessons.
- **Creatives:** When accessed from a computer, your student can compose their own pieces on piano, drums, guitar and more!
- **QuaverBooks:** Here your child can explore digital books about musical styles and time periods and take quizzes to test what they've learned.

Dig even deeper into Quaver's World!

When logged in on a computer, your child might also like to explore the rest of Quaver's World. If you didn't already, click the button at the bottom of your screen labeled "Click to Access QuaverMusic with Adobe Flash." **This will bring you to Quaver Street.**



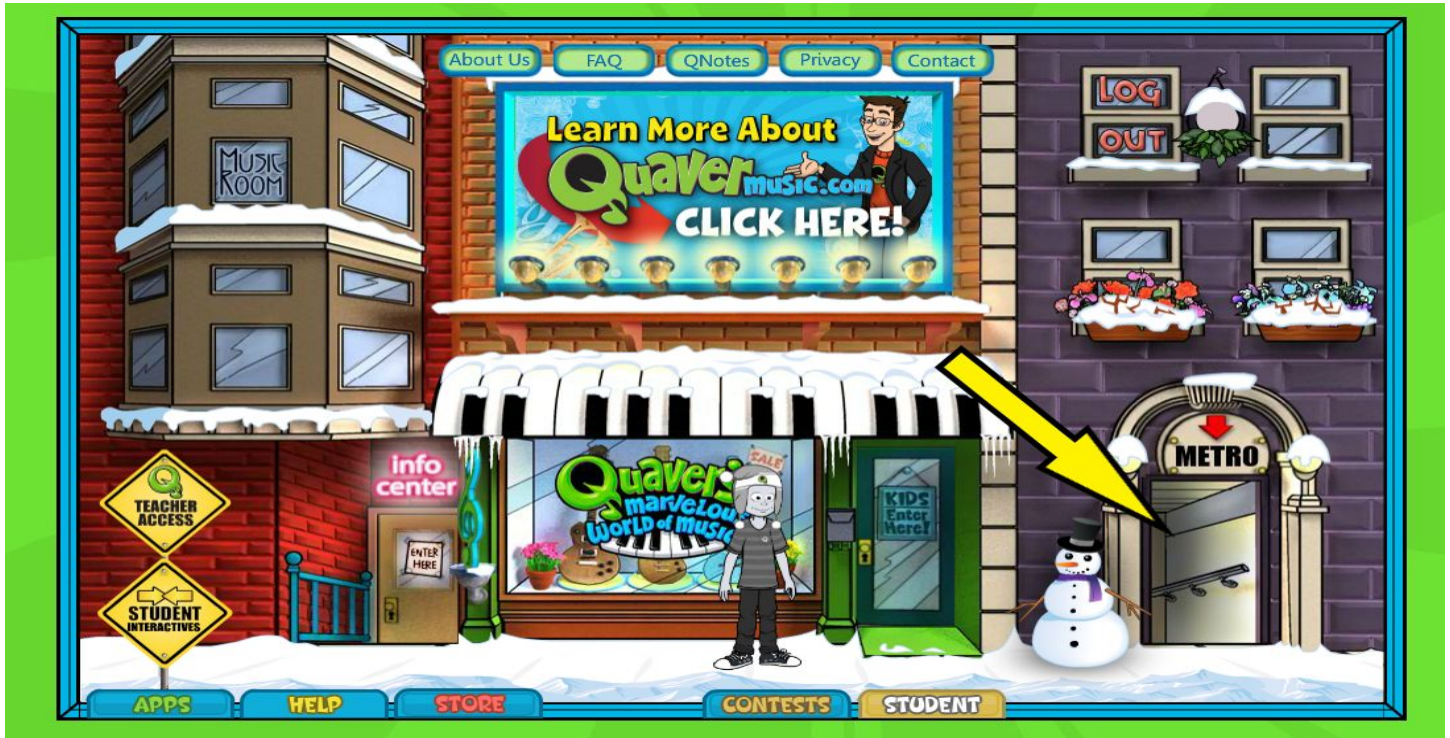
Each section of the site holds endless possibility and inspiration for young musicians. Click the **APPS** tab at the bottom of Quaver Street to explore these areas:

- **Studio:** Composition apps for piano, drums, guitar, dance, and audio loops
- **Music Room:** Musical arcade games, avatar customization tools, and site-wide contests
- **Metro:** Virtual field trips to explore musical styles around the world
- **Lab:** Ear training drills, apps to dissect sound waves, and add sound effects to silent movies
- **Shop:** A phone box that travels through history, talking composers, and much more!

Tutorial on the Different Features of Quaver

1. Quaver Metro

Click on the red arrow above the Metro sign at the right side of the Quaver Street and it will lead you down to the Metro Station:



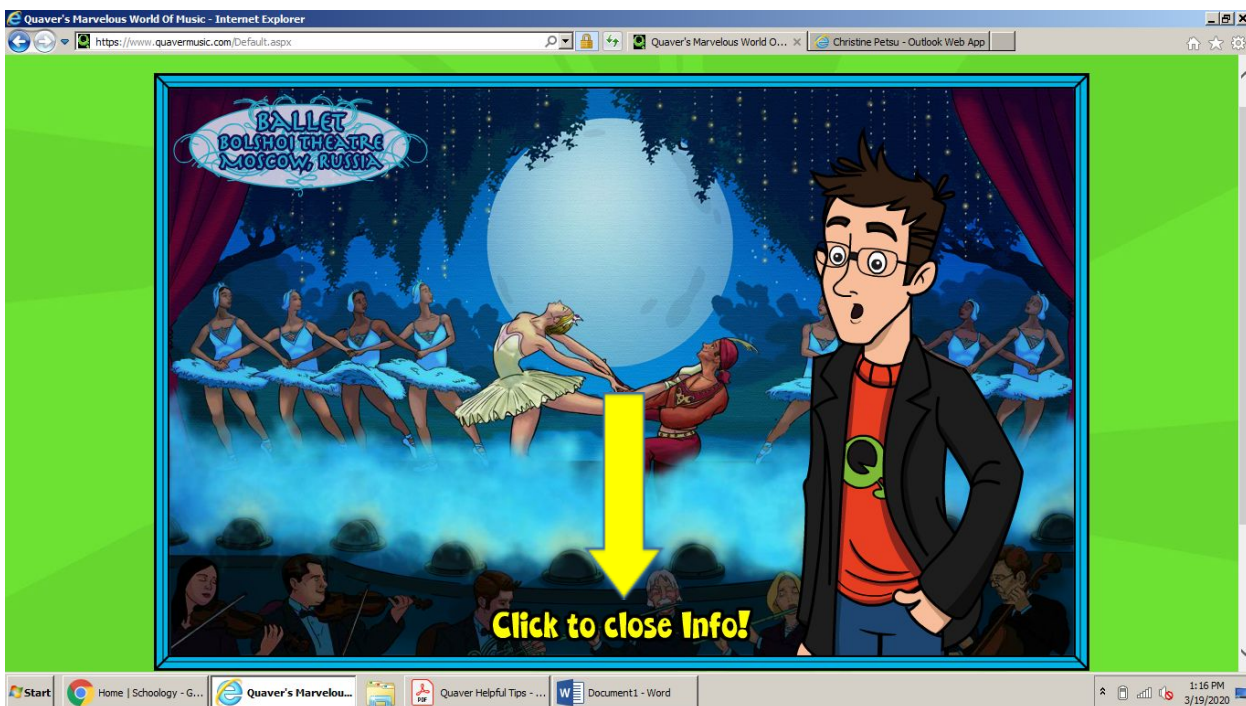
There you will see a "Departures" sign on the upper left side with 14 different destinations to choose from:



Once you click on a destination the screen will change to your avatar in a metro car travelling before ending at the destination that you choose, i.e 'Ballet Theater, Blues Street," etc.



- In each of the destinations Mr. Quaver will pop up and give you a brief explanation of your destination before disappearing.
 - You can also choose 'Click to close info' if you would prefer to get right to the 'Menu' on the bottom without the explanation
 - (Please note that the 'Menu' at the bottom will not appear until after the cartoon Mr. Quaver is done talking)



After Mr. Quaver is done talking and/or you are done watching the cartoon clip you can click on the below 'Menu' for more options.



Once in the 'Menu' there are many options to choose:

- Click '**Info**' to see Mr. Quaver speak again.
- Click '**Book**' to read either a 'Basic' or 'Advanced' version of the history of the destination (i.e. Ballet Theater, Blues, etc.)
- Click '**Map**' to see map locations.
- Click '**Music**' to hear more music from the destination.
- Click '**Puzzle**' for puzzles to complete.
- Click '**Matching Game**' to do a matching game.
- Click '**Exit**' to get back to the Metro Station with the other Destinations.



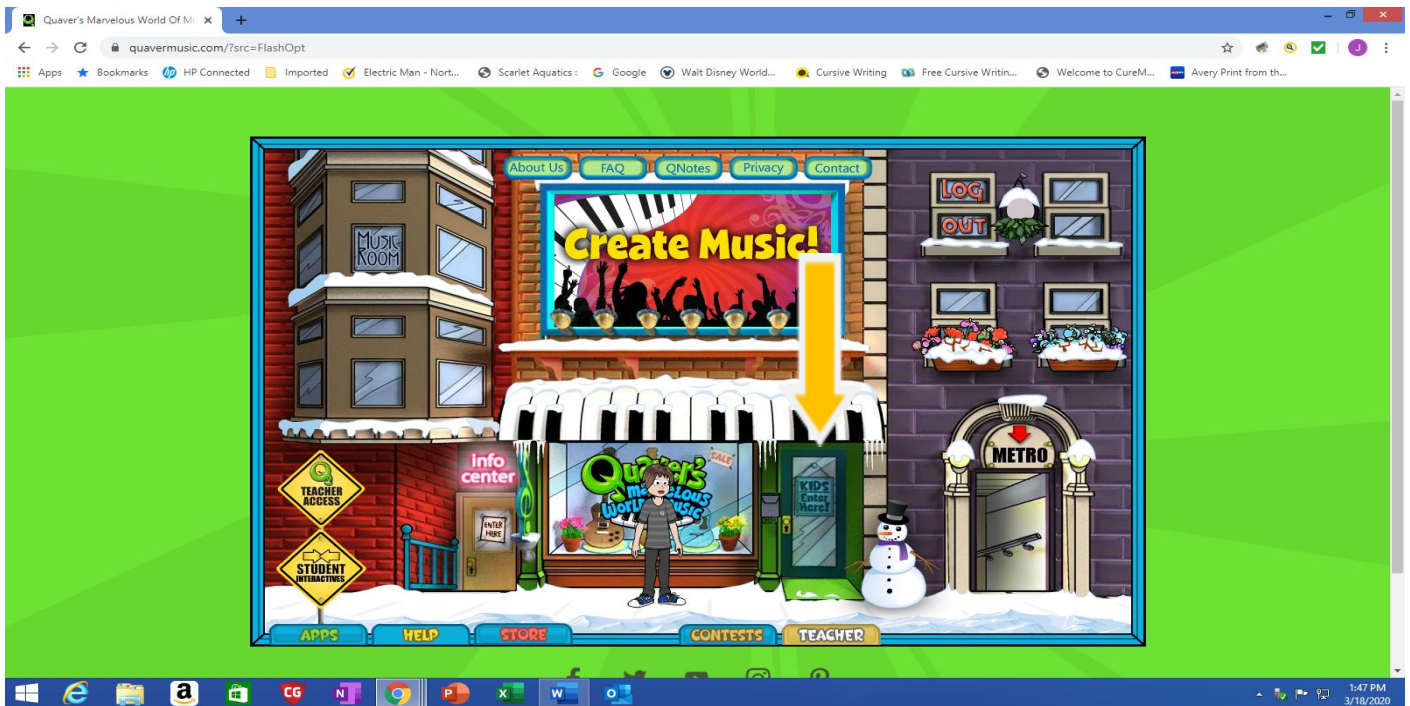
To get back to the Quaver Street click on the Quaver Street Sign on the right side of the Metro Station.



Enjoy!

2. Quaver Lab

Now **Click** on the kids enter here door



- If the students click on the **Kids Enter Here Door** they will see this
- Once you enter you will see various places you can go



- Click on the "Lab" to the left of the screen



- There are three (3) activities in the Lab: **QSoundFX**, **EarIQ**, **QSynth**

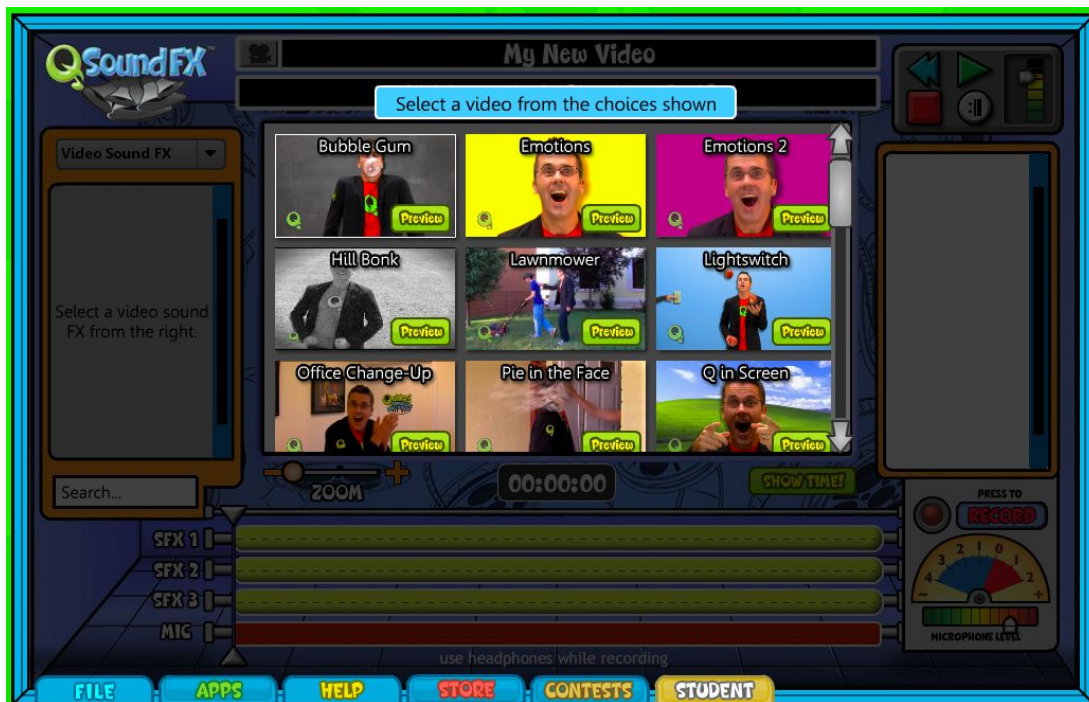
If you do not enable Flash then your screen will look like this



Click on **Creatives** and then you can access **QSound FX** and **QSynth** here (then follow the below directions)



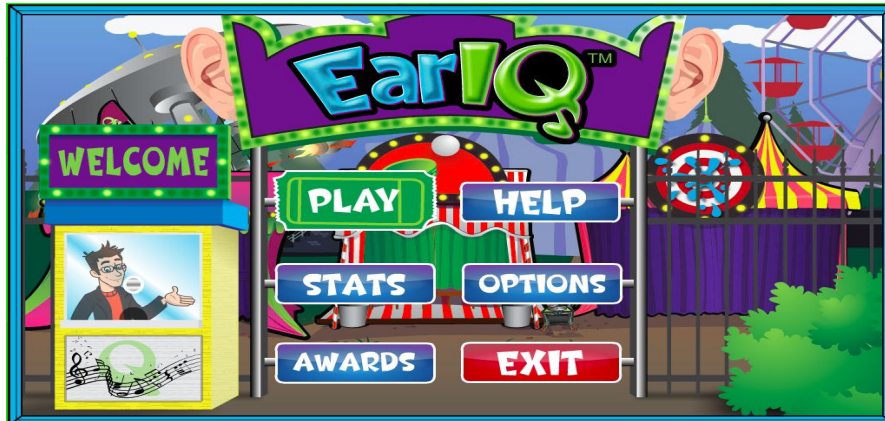
QSoundFX



- In QSoundFX you have the chance to add your own sound effects to a variety of clips!
- This is similar to how a film composer, sound editor, and sound designer would work on a movie.
- You can record your own voice-overs as well if you have a microphone on the device that you are using
- It is **HIGHLY** recommended that you watch the tutorial video before getting started

EarQ

- Click on EarQ and then “Play” (the green button)

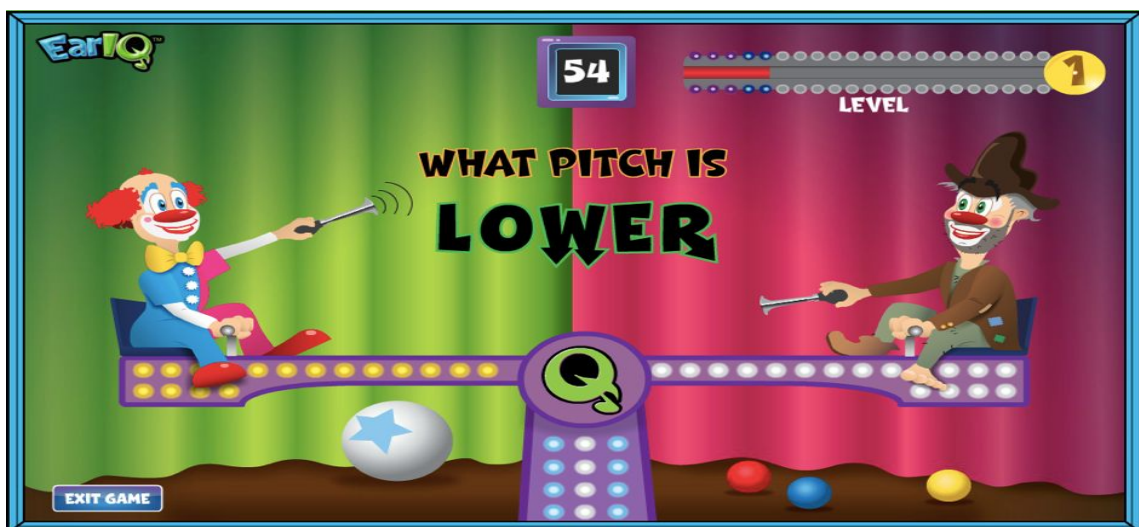


- There are three games: Pitch, Intervals, and Chords



Pitch (game)

- In this game you will hear two sounds from each clown. Answer the question in the middle- it will either ask you to click on the lower one or the higher one. Try to get your own personal high score!



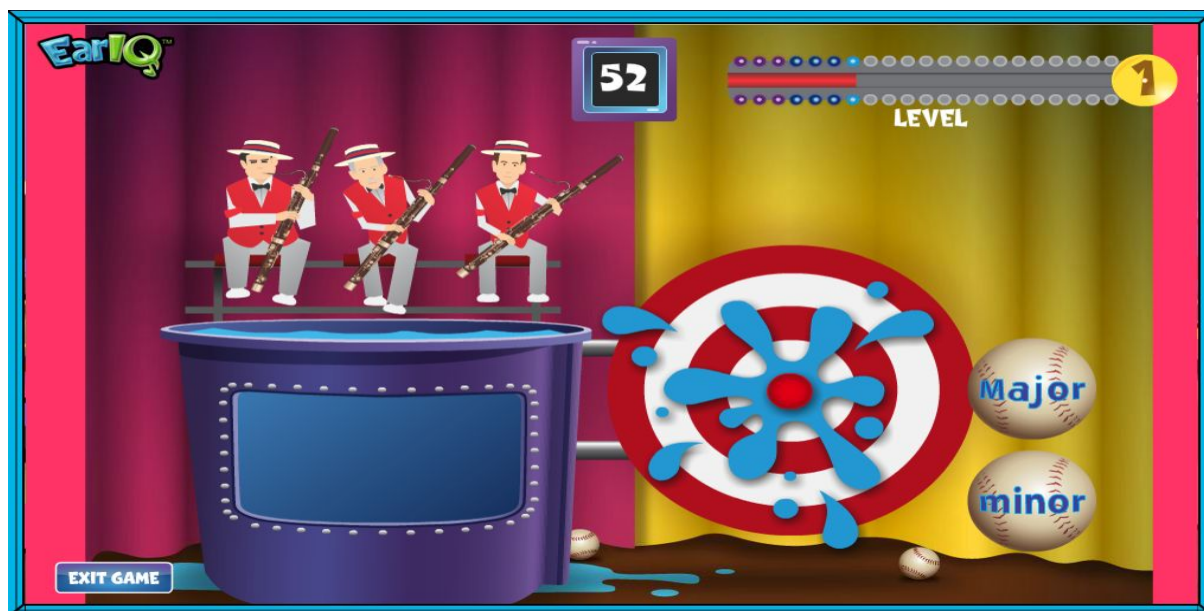
Intervals (game)

- This game asks you to identify the interval between the first and second note. This can be a little tricky at first, but in time you will get it! (Recommended for grades 2+)



Chords (game)

- This game tests your ability to hear chords (more than one note played at a time). It can be a bit tricky. To start: Major chords sound "happy" and minor chords sound "sad"



QSynth



- This activity is great for students interested in the science of sound
- QSynth allows you to see what sound waves look like for each note and how you can change the sound waves to make different sounds
- This is similar to what an audio engineer or sound designer would do.
- It is HIGHLY recommended that you watch the tutorial video before getting started

Enjoy!!

Quaver's Telephone Box - A Helpful Guide

After logging in and accessing Quaver Street, you will click on the **Kids Enter Here Door** and be greeted with a new page that looks like this:

Telephone Box?



Do you see the red telephone box? Click it and it will bring you to this page:

Inside the Telephone Box:



- Use the arrows on the side to find a composer that you want to learn about. Once you find the composer...**click his/her name!**
 - As of right now there are only European, American, and no women composers you can learn about 😞😞😞😞
 - You may send them a letter to encourage more inclusivity:
 - Mailing Address: QuaverEd, Inc., 65 Music Square West, Nashville, TN 37203

Composer Info Page



- Once you are here, Quaver himself will teach you a little bit about the time period, composer, and music! I picked Madrigal Singers.
 - If you need help click the “Help” icon down below
- After learning, click the **menu at the bottom left corner** for some activities!

Composer Info Page: Menu



- Here you can use what you have learned and click the icons for more activities
 - **Info:** Hear what Quaver taught again if you need a reminder
 - **Book:** Read more details about the composer/music taught *highly recommend*
 - **Map:** Learn where in the world what you are learning is from
 - **Music:** Listen to some examples or make your own playlist
 - **Puzzle:** Do a timed puzzle and earn a prize
 - **Matching Game:** Play a matching game, get a score, play again to beat your high score!
 - **Exit:** Click this to pick a different composer

Help!

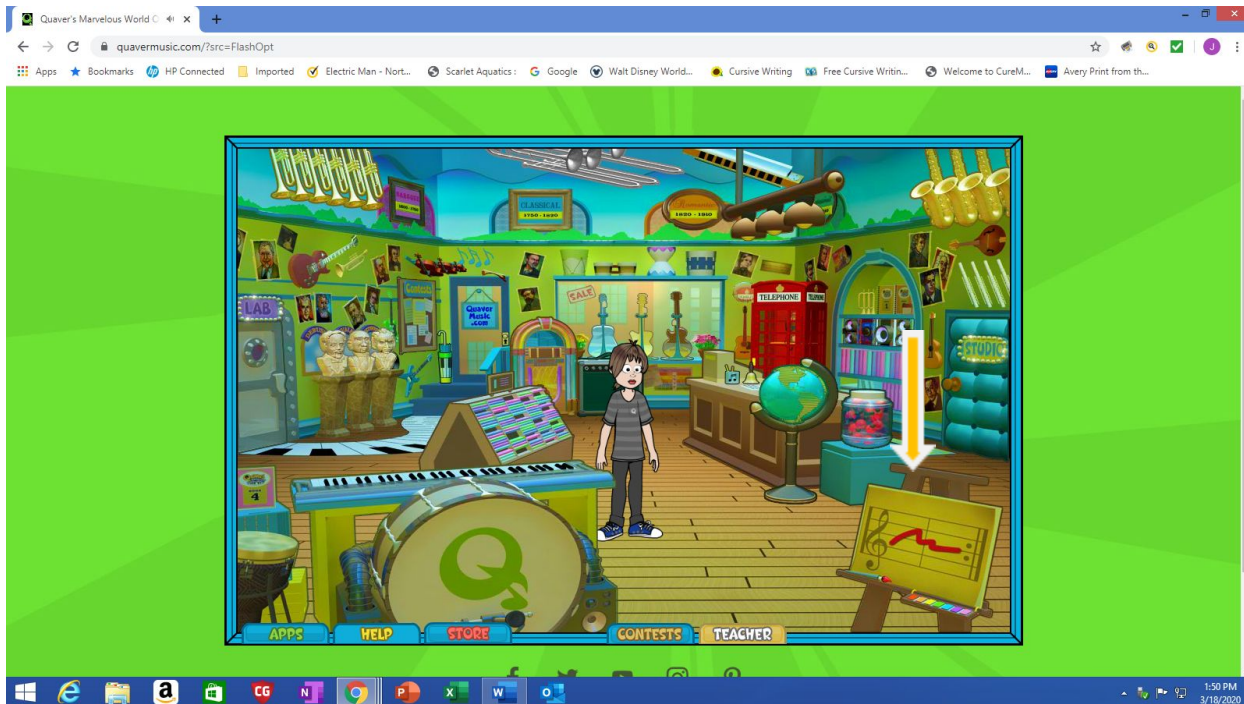
Are you confused? Sometimes a page will have the icon below. Once clicked, there will be some guidance as to what you should be clicking and what everything means.



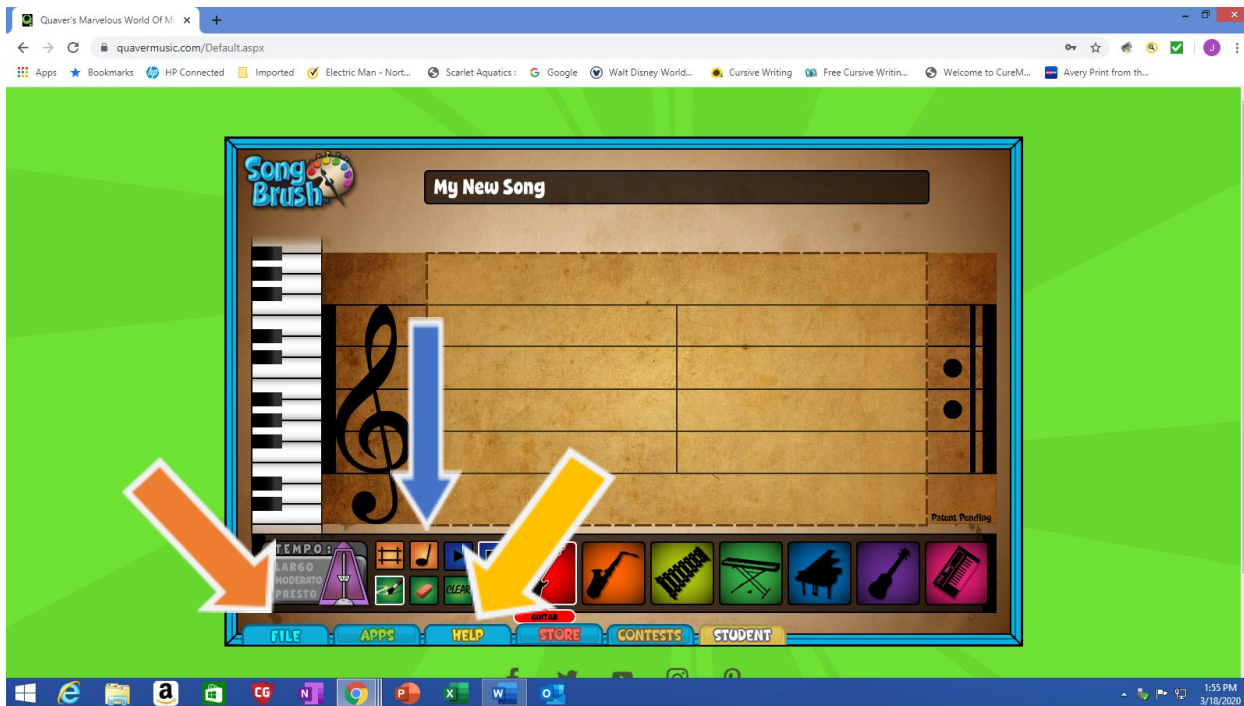
That's how you use the Telephone Box...enjoy!!



4. Song Brush



- If the students click on the art project it will **Open Song Brush**

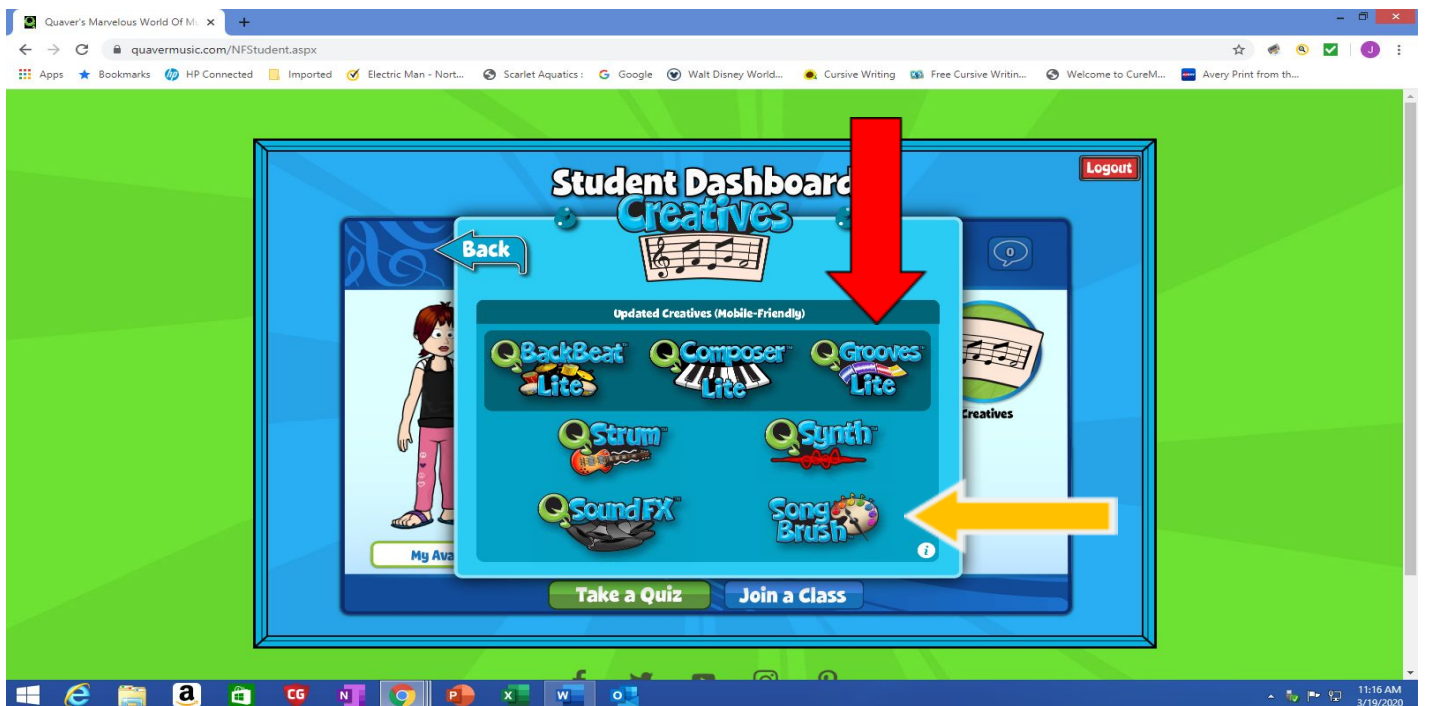


- If the students click on the **Help** button (yellow arrow) you can then click **step by step** for directions.
- If the students click on the **Quarter Note** button (Blue arrow) you can turn your color song into real music.
- If the students click on the **File** button (orange arrow) you can save, print and create new songs.

If you do not enable Flash then your screen will look like this



- Click on **Creatives** and then click on **Song Brush** (then follow the above directions)
- You can also click on **QGrooves** (red arrow) **QGrooves** is much easier to use when Flash is **not** enabled.



5. QGrooves Lite



- If you **click** on the help button (Green arrow) a video will pop up explaining how QGrooves works
- You can choose your style of music (red arrow) and I would focus on using C Major (1st white key) then F major (4th white key) and then G major (5th white key). Just click on the white key and the letter will change.
- You can click on keyboard, synth, drums, etc. (Blue arrow) to add more music. Just make sure all of column 1 has the same chord. For example C Major (purple arrow on next page) and column 5 has all F major (yellow arrow). See example below to see all the chords are the same in the columns
- When you are ready to listen to your creation press **play** (green arrow)
- If you want to **Save, Open**, or create a **New** click **Menu** (red arrow)

QGrooves Lite

Drag and drop tiles to make groovy accompaniments.

Menu Help
New Open Save Make Mp3 Download

	1	2	3	4	5	6	7	8
Keyboards	Hip Hop C Major Piano 1	Hip Hop C Major Piano 1	Hip Hop C Major Piano 1	Hip Hop C Major Piano 1	Hip Hop F Major Piano 1	Hip Hop F Major Piano 1	Hip Hop G Major Piano 1	Hip Hop C Major Piano 1
Synth	Hip Hop C Major Synth 1	Hip Hop C Major Synth 1	Hip Hop C Major Synth 2	Hip Hop C Major Synth 2	Hip Hop F Major Synth 3	Hip Hop F Major Synth 3	Hip Hop G Major Synth 1	Hip Hop C Major Synth 1
Drums	Hip Hop Drums 1	Hip Hop Drums 1	Hip Hop Drums 1	Hip Hop Drums 2				
Percussion								
Bass	Hip Hop C Major Bass 1	Hip Hop C Major Bass 1	Hip Hop C Major Bass 3	Hip Hop C Major Bass 4				

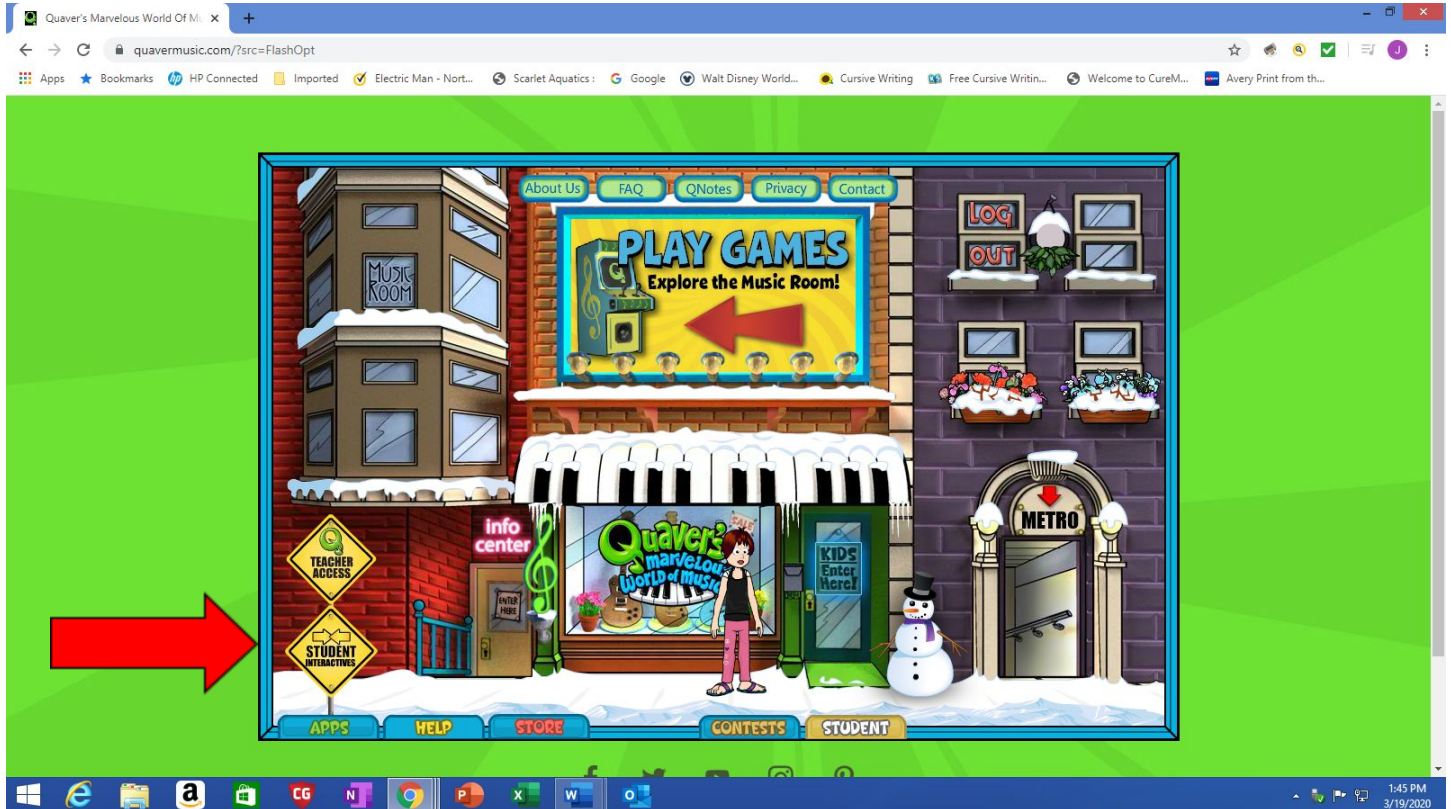
Moderato **C Major** Hip Hop Clear Measures 1 - 8

Instructions 1. QGrooves Lite TOOLS EXIT

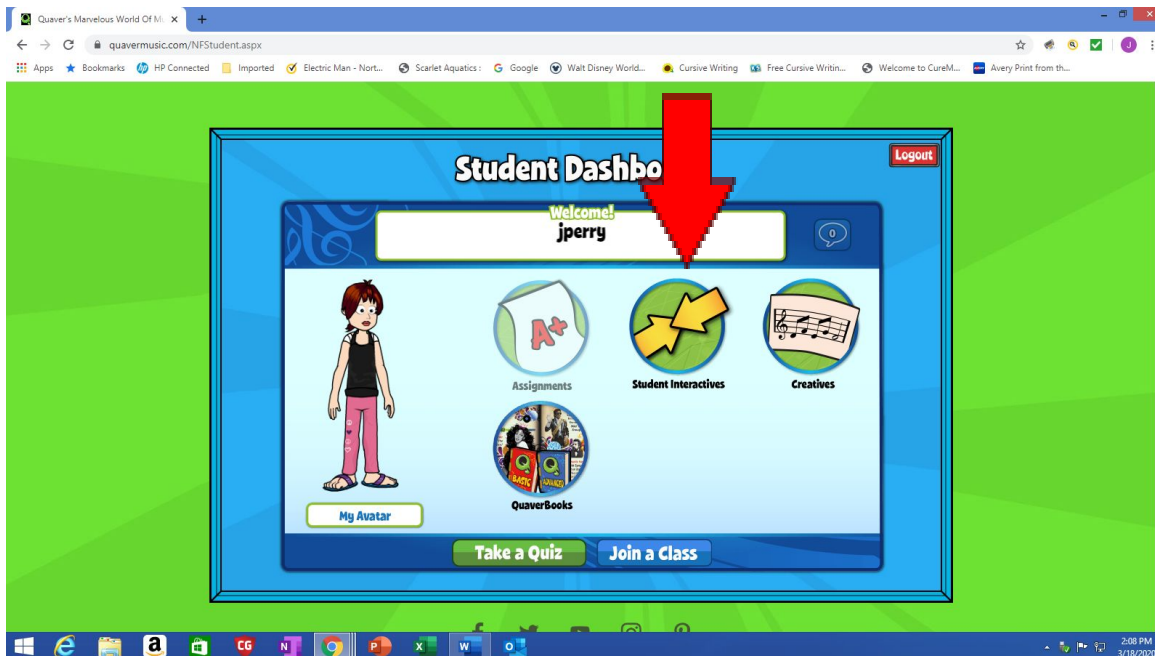
6. Student Interactive Section

This can be accessed with or without flash enabled.

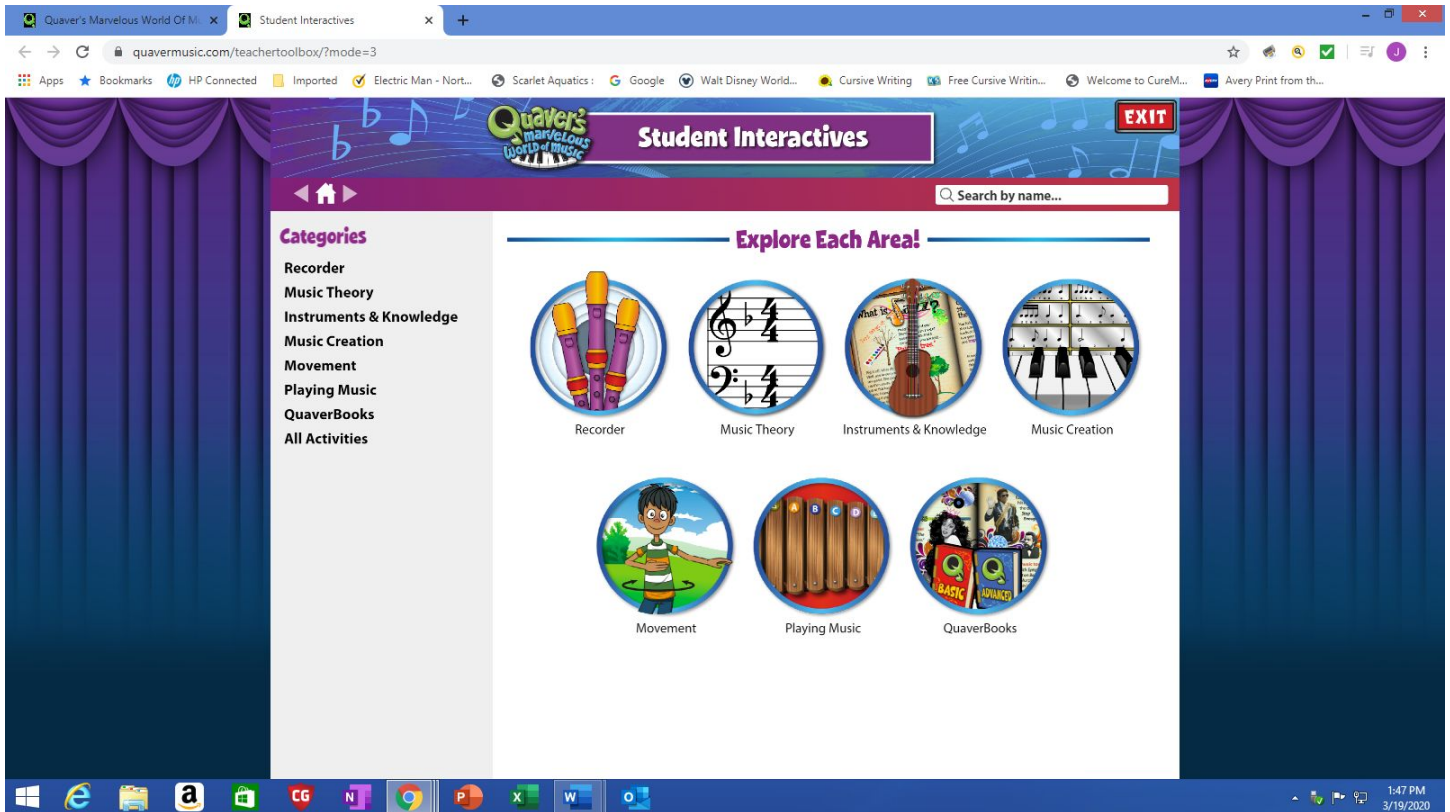
With Flash the screen looks like this



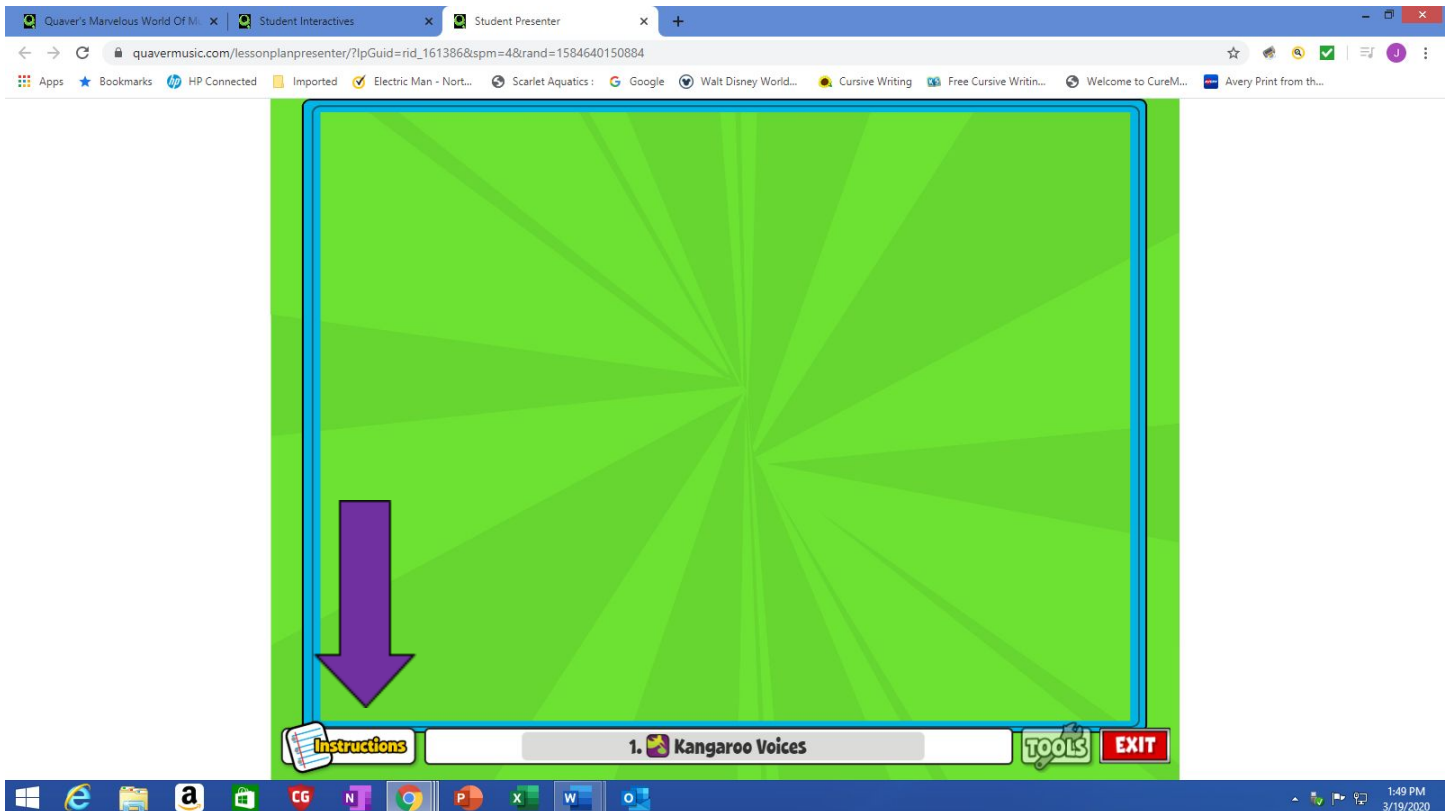
Without Flash the screen looks like this



Once you enter you can explore all of these areas too!



Once you click on an area you want to try always look for the **Instruction button** at the bottom



Have Fun Exploring!