COMPLETE CONTENT (version 12-11-2019)

PLEASE NOTE: This manual will not be updated!
For the most recent, please visit our help pages

Earz consists of 'modules'. The content of these modules can be used and combined as desired within a game to be made by the teacher. The app then 'plays' in random order from the selected material.
(By default there are dozens of games in Earz that can be used by teachers and students).

The modules are:
- tones (recognising the basic musical principles high/low, long/short and hard/soft by ear)
- instruments (recognising by ear)
- note reading (recognize notes on staff)
- rhythm (rhythmic dictation; putting rhythm elements in the right place)
- Intervals (recognise by ear)
- chords (recognize by ear)
- scales (recognize by ear)
- melody (melodic dictation; placing notes on the right pitch)
- quiz (teacher's own questions, possibly with image and sound/YouTube movies)
- styles (recognize by ear)
- theory (answer question)

Below you will find an overview of the operation of each module, the content that can be selected and what can be set by the teacher.
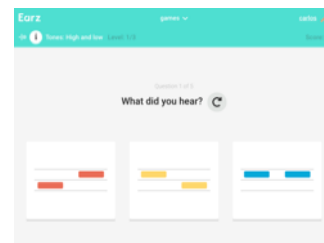
Tones

Game:
The student hears a series of 'tones' and then sees 3 (different coloured) series from which he has to choose the right one by clicking on it.

To be set by the teacher:
- display: graphic or notation
- number of elements: minimum 2, maximum 6

Content to be selected by the teacher:
- soft and hard
- short and long
- low and high

Instruments

Game:
The student hears a fragment played by an instrument (or group) and then sees 3 names of instruments from which he has to choose the right one by clicking on it.

Content to be selected by the teacher:
- stringed instruments:
acoustic guitar, bass guitar, double bass, electric guitar, harp, lute, mandolin
- woodwind instruments:
bass clarinet, recorder, flute, bassoon, oboe, clarinet, piccolo, saxophone
- brass instruments: bugle, horn, trombone, trumpet, tuba - string instruments:
viola, cello, double bass, violin
- keyboard instruments:
accordion, electric piano, electronic organ, church organ, keyboard, harpsichord, piano
- percussion: cymbal(s), bongos, tubular bells, castanets, celesta, claves, congas, cowbell, darboeka, djembé, drums, gong, big drum, güiro, kabassa, chimes, maracas, timpani, snare drum, tambourine, tom-toms, triangle, vibraphone, woodblock, xylophone
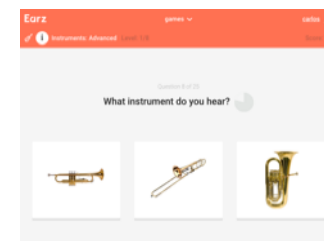
- world musical instruments:
banjo, koto, harmonica, pan flute, saz, sitar
- singing:
 mixed choir, male choir, male voice, female choir, female voice
- ensembles:
big band, woodwinds, jazz band, brass, pop band, strings, symphony orchestra

Note reading

Game:
The student sees a note and has to click on the correct 'letter' within a certain time.

To be set by the teacher:
- notation: 'c,d,e' or 'do,re,mi'
- time to answer (speed): very slow, slow, average or fast
- score: yes/no depending on time
- instrument
- key: G-, F-, alto-, or tenor-key
- set overrule key in the app: yes/no
- 'split point' (lowest note in Gkey)
- signs: minimum 0, maximum 7 sharps and/or flats
- mode of accidentals: fixed or 'coincidental'

Content to be selected by the teacher:
All notes from C1 to C7 *
(* on the teacher's page, the central C (C4) is displayed with a C).

Rhythm

Game:
The student hears a rhythmic fragment. By putting rhythm elements in the right place, the right musical picture must be achieved (Note: the last note of one beat is always fixed).

To be set by the teacher:
- measure type + number of bars
- tempo (40-120 bpm)
- max. number of possible binding bows (max. 1 per beat; not to last note)

Content to be selected by the teacher:

• rhythm elements x/4 measure:

• rhythm elements x/8 measure:
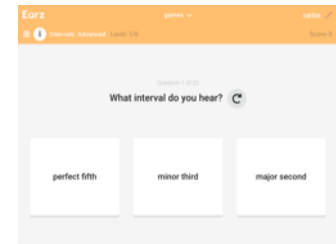
Intervals

Game:
The student hears an interval and must choose from (2 or) 3 possible answers the right one

To be set by the teacher:
- root note: variable or fixed
- mode of playback: one after the other or at the same time
- mode of playback if one after the other: ascending, descending or random
- playback speed: very slow / slow / medium / fast
- display: text or notes

Content to be selected by the teacher:
perfect prime, minor second, major second, minor third, major third, perfect fourth, augmented fourth, perfect fifth, minor sixth, major sixth, minor seventh, major seventh, perfect octave, augmented octave, major ninth, minor decime, major decime, perfect undecime, augmented undecime, perfect duodecime

Chords

Game:
The student hears a chord and has to choose the right answer from (2 or) 3 possible answers.

To be set by the teacher:
- position: ground position, 1st, 2nd, or 3rd inversion
- root note: variable or fixed
- mode of playback: broken or simultaneous
- playback speed: very slow / slow / medium / fast
- display: text, notes or chord symbols

Content to be selected by the teacher:
major triad, minor triad, augmented triad, diminished triad, major triad with flat-fifth, sus two chord, sus four, major seventh, dominant seventh, minor seventh, minor-major seventh, diminished seventh, dominant seventh flat fifth, minor seventh flat fifth, augmented seventh, augmented dominant seventh, sixth major, sixth minor, power chord
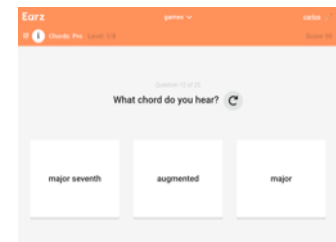
Scales

Game:
The student hears a scale and has to choose the right one from (2 or) 3 possible answers.

To be set by the teacher:
- root note: variable or fixed
- mode of playback: ascending, descending or random
- playback speed: very slow / slow / medium / fast
- display: text or notes

Content to be selected by the teacher:
major, (natural) minor, harmonic minor, melodic minor, chromatic, whole-tone, pentatonic major, pentatonic minor, blues, gypsy major, gypsy minor, doric, phrygian, lydian, mixolydian, locrian
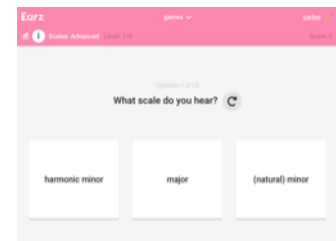
Melody

Game:
The student hears a melody. By placing the notes in the right place (and if necessary with signs) by using arrows , the right notes of the melody must be achieved.

To be set by the teacher:
- tempo (40-120 bpm)
- instrument
- key
- key signature
- accidentals
- measure (1 2/4 bar to 2 4/4 bars)
- maximum distance between the tones
- first note is/is not root note
- final note is/is not root note

Content to be selected by the teacher:
- all notes within the range of the selected instrument
- half, quarter and/or eighth notes (minim, crotchet, or quaver)
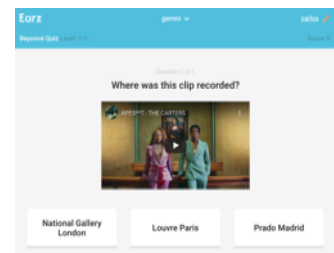

Quiz

Game:
The student sees questions that have been thought up by the teacher (possibly provided with audio and video material) and has to choose the right answer from (2 or) 3 possible answers (or answer 'open' question).

To be set by the teacher:
- answering speed
- score depending on time: yes/no

Content to be determined by the teacher:
- self-conceived question: multiple-choice or open-ended question *)
- added video or audio material:
          - audio clip (mp3 format) and/or image (jpg or png format)
          - or: link to Youtube video (possibly including start and end point)
When as a multiple choice question:
- per question 1 correct answer
- per question 1 or 2 incorrect answers

*NOTE: Answers to open questions must first be graded by the teacher in the Sudent Tracking System before the game is awarded a final grade.


Styles

Game:
The student hears a piece of music and then sees (2 or) 3 names of music styles from which he has to choose the right one by clicking on it.

Content to be selected by the teacher:
- general:
jazz, classical music, pop music, world music
- pop music:
blues, funk, grunge, heavy metal, hip-hop, house, new wave, R&B(urban), reggae, rock 'n roll, singer-songwriter, soul, techno, trance
- classical music:
baroque, classicism, impressionism, modern classical, renaissance, romantic
- jazz:
bebop, big band, cool jazz, dixieland, swing
- world music:
country, flamenco, salsa, samba
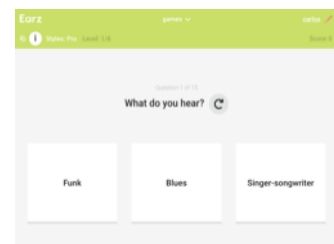
Game:
The student has to answer a question by choosing the right answer from (2 or) 3 possible answers.

To be set by the teacher:
- time to answer (speed): very slow, slow, medium or fast
- score depending on time: yes/no

Content to be selected by the teacher:
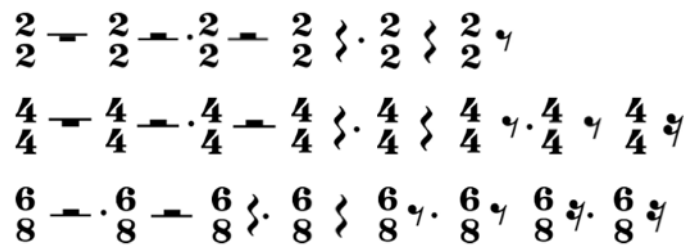
- Names of notes; what is the name of this note:

- Names of rests; what's the name of this rest:

- Length of notes; how long does this note last?
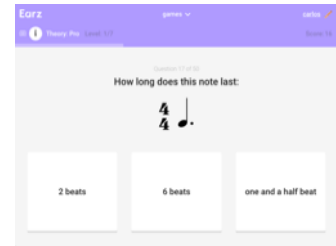
 - Length of rests; how long does this rest last?

• Measure: how many beats are in the bar:

• Measure: which note lasts 1 beat:

• Dynamics: what does this abbreviation mean:

ppp pp p mp mf f ff fff sfp sfz fp ◁◁◁ ▷▷▷

- Dynamics; this means:
crescendo, decrescendo, diminuendo, forte, fortissimo, fortissisimo, mezzo forte, mezzo piano, morendo, pianissimo, pianissisimo, rinf, rfz, sfz, smorzando

• Tempo markings; this means:
adagio, allegretto, allegro, allegro moderato, andante, andantino, fast, grave, larghetto, largo, lento, medium, moderato, presto, slow, vivace

• Chances in tempo; this means:
a tempo, acc., accellerando, ad lib., ad libitum, animando, calando, con moto, l'istesso tempo, meno mosso, piu mosso, rall., rallentando, rit., ritardando, ritenuto, rubato, string., stringendo, tempo primo

• Key signatures; what key signature you see here:
0 t.m. 7 sharps major
0 t.m. 7 flats major
0 t.m. 7 sharps minor
0 t.m. 7 flats minor

- Articulation/clues; this means:
arco, col legno, con sord., con sordino, du-wah, fortepiano, fp, gliss., glissando, legatissimo, legato, leggierissimo, leggiero, marcato, non legato, pizz., pizzicato, portato, s. sord., senza sordino, sf, sforzato, spiccato, staccatissimo, staccato

- Character (Italian words); this means:
affabile, affettuoso, agile, agitato, animato, appassionato, cantabile, comodo, deciso, dolce, energico, espressivo, feroce, grandioso, grazioso, lacrimoso, lamentoso, lirico, maestoso, pastorale, rapido, scherzando, tenuto, tranquillo, vigoroso

- Words and abbreviations; this means:
8va, 8va bassa, a due, a2, accel., accelerando, allargando, div., divisi, fermate, ottava, ottava bassa, sim., simile, sub., subito, v.s., volte subito

- Italian terms; this means:
alla breve, assai, attacca, coda, consenza, da capo, dal segno, fine, meno, mezzo, molto, mosso, moto, non, non troppo, piu, poco, poco a poco, secco segno, sempre, solo, sul tasto, tacet, tranquillo, tremolo, troppo, tutti

- English terms; this means:
afterbeat, beat, beats per minute, blue note, bpm, break, bridge, chord, chorus, cover, downbeat, fade in, fade out, fast, fill, ghost-note, interlude intro, leadzanger, medium, mute, optional, outro, powerchord, riff, scoop, sample, slow, slow off, song, swing, verse
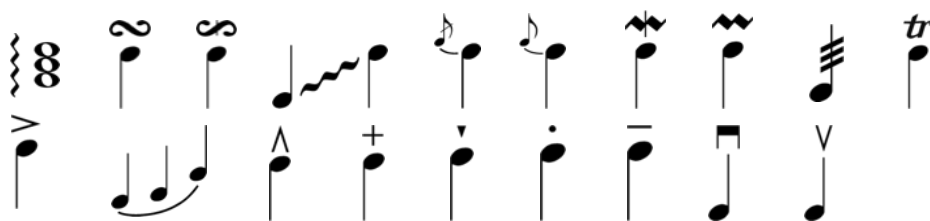
- Terminology; this means:
a capella, basso continuo, consonant, dissonant, intermezzo, ostinato, unisono
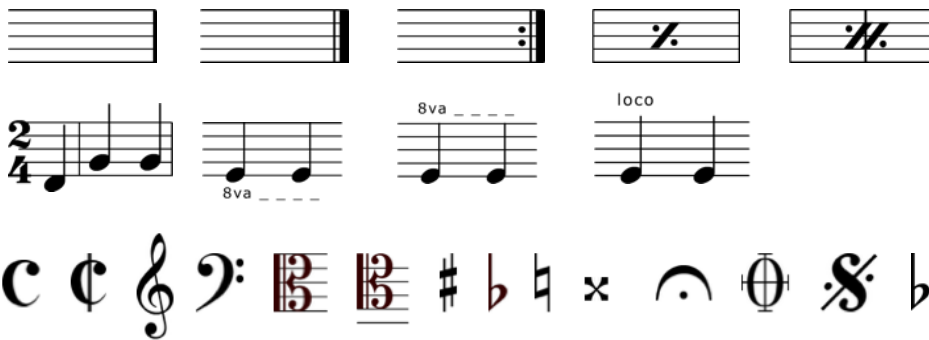
- Tuplets; what is shown here:

- Ornaments/articulation/clues; what is shown here

- Notation; what is shown here or what does it mean:

- Meters; this time signature is:
 (duple/triple time, simple/compound, regular/irregular)

- Chords; what chord do you see here:
        - displayed as notes
        - content: see module 'chords'
        - keys signatures: all up to 5 sharps and flats

- Chords; which notes make up this chord:
        - displayed as chord symboles
        - displayed as notes
        - content: see module 'chords'
        - keys signatures: all up to 5 sharps and flats

- Intervals; what interval do you see here:
        - content: see module 'intervals'
        - keys signatures: all up to 5 sharps and flats

- Scales; what scale do you see here:
        - content: see module 'scales'
        - keys signatures: all up to 5 sharps and flats