



JAM STUDIO VR EDUCATION & HEALTH CARE EDITION

Education & Life Skill Lesson Plans

OVERVIEW

The following lesson plans outline fully immersive VR experiences that have been developed for use with Jam Studio VR's Education & Health Care Edition. They include detailed instructions which are provided below and by video, voice over, and/or 3D ICONS in the Education & Health Care songs. The lessons are targeted for a wide variety of individuals, including children of various ages, individuals with a broad range of special needs and disabilities (such as down syndrome, autism, muscular dystrophy, cerebral palsy, spinal cord injuries, intellectual impairment, physical impairment, traumatic brain injury, and much more), individuals undergoing physical rehab, memory, and other health related therapies, and in some cases such as the "Introduction to Music Instrument Games" individuals at any age. This guide and the corresponding songs can be used by families, educators, therapists, professionals, and the like.

APP SETUP

There are a variety of setup choices for the App that can be tailored to the capabilities, goals, and individual circumstances of the user, as well as the planned interaction with a professional, family member, and/or friends. First, the audio can be linked to an external speaker so everyone can hear the music that is being played. Second, a mirror image of the App can be set up on the computer screen, allowing observers to watch what the user is seeing in the VR environment. Next, the App includes up to twelve 3D instrument ICON choices for each song. The number of 3D ICONS displayed can be reduced and their location in the VR environment can be reconfigured thus providing the opportunity to tailor the number of ICON choices and their location as deemed best for each individual user. There are a variety of background environment choices for playing the App – a simple black background, a Skydome, a Cityscape, a Music Studio, and a Stage Craft. Each has different sensory, cognitive, stimulation and other effects, so again, the background deemed best for each individual can be chosen. Finally, there is a wide variety of music, music genres, and lesson plans to choose from. After experimenting with the different options, one or more playlists can be created to work best for each individual user.

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MUSIC EDUCATION SERIES

The series of lessons include music instrument, music fundamentals, and music appreciation are interactive learning songs and games which help individuals work on skills while learning about various music instruments, genres, and principles. These skills include music education as well as a variety of cognitive (including cause & effect), memory, eye hand coordination, word association, and sensory (including audio & hand vibration) skills.

MUSIC INSTRUMENT TUTORIALS & GAMES

Objective: To learn and identify the sounds of various guitar, percussion, and string instruments.

Overview: There are separate lessons and games for guitar, percussion, and string instruments. In the tutorial portion of the lesson, a voice over and 3D object prompt takes the user through eight different guitar, percussion, or string instruments. The instructions interactively encourage the user to trigger each of the instrument sounds by instructing the user to touch each instrument ICON at select times. At the end of the tutorial an ICON will appear for the different types of instruments and the user will be able to play at will.

After completing the initial Guitar, Percussion, or string Tutorial for the various types of instruments, the user can proceed to the corresponding game. In the game, each guitar, percussion, or string sound is played, one at a time, and the user is asked to identify that instrument by choosing and playing it from a scramble of eight instrument types (i.e. multiple choice). Visible and audio feedback is provided noting the correct answers, and a “Buzzer” will sound for the wrong answer. At the end an ICON will appear for the various instruments and the user will be able to play at will.

Instructor Guidance

- Step 1 Assist the user with voice prompts to choose desired instrument Tutorial from the song playlist.
- Step 2 Prompt the user to touch the icons until they have proceeded through all instruments and have heard all of the sounds for that Tutorial.
- Step 3 Prompt the user to touch the Rhythm/Play button on the right side of the screen to start the tutorial, and then to follow the instructions.
- Step 4 After completing the tutorial, load the corresponding Game. Prompt the user to touch the Rhythm/Play button on the right side of the screen to start the game and testing, and then to follow the instructions.
- Step 5 Have the user touch the instrument icon on the instrument wall they believe the song is playing. Assist the user as necessary with deciding which sound goes with which corresponding instrument ICON.

Step 6 Mark how many the user got right on the first try. Repeat until the user can connect all eight instruments with their sounds, or as long as desired and their attention span will allow.

INSTRUMENTS OF THE WORLD TUTORIAL & GAME

Objective: To learn about various instruments of the world and independently identify them.

Overview: In the tutorial portion of the lesson, a voice over and 3D object prompt takes the user through eight different instruments of the world. The instructions interactively encourage the user to trigger each of the instrument sounds by instructing the user to touch each instrument ICON at selected times. At the end of the tutorial an ICON will appear for the different types of world instruments and the user will be able to play at will.

After completing the initial Tutorial for the various world instruments, the user can proceed to the Instruments of the World Game. In the game, each world instrument sound is played, one at a time, and the user is asked to identify that instrument by choosing and playing it from a scramble of eight different instrument types (i.e. multiple choice). Visible and audio feedback is provided noting the correct answers, and a “buzzer” will sound for the wrong answer. At the end an ICON will appear for all of the world instruments and the user will be able to play at will.

Instructor Guidance

- Step 1 Assist the user with voice prompts to choose “Instruments of the World Tutorial” from the song playlist.
- Step 2 Prompt the user to press the icons until they have proceeded through all instruments and have heard all of the sounds.
- Step 3 Prompt the user to press the Rhythm/Play button on the right side of the screen to start the tutorial, and then to follow the instructions.
- Step 4 After completing the tutorial, load the Instruments of the World Game. Prompt the user to touch the Rhythm/Play button on the right side of the screen to start the game and testing, and then to follow the instructions.
- Step 5 Have the user touch the ICON on the instrument wall they think the song is playing. Assist the user as necessary with deciding which sound goes with which corresponding world instrument ICON.
- Step 6 Mark how many the user got right on the first try. Repeat until the user can connect all eight instruments with their sounds, or as long as desired and their attention span will allow.

INSTRUMENT QUIZ GAME

Objective: To use what has been learned in the “Guitar & Instruments of the World Tutorials & Games” to independently identify the look and sounds of different instruments.

Overview: In this game, there will be twelve ICONS for 12 different instruments. The instructions will then play different instruments from the “Guitar Game” and “Instruments of the World Game”. The user needs to trigger the correct instrument ICON for each sound that is played. Visible/audio feedback will be provided noting the correct answers, and a “buzzer” will be sound for the wrong answer. The instrument ICONS presented will change to cover all the instruments presented in the previous games.

Instructor Guidance

- Step 1 Assist the user with voice prompts to choose “Instrument Quiz Game” from the song bank on the left side of the screen.
- Step 2 Prompt the user to touch the icons until they have proceeded through all instruments and have heard all of the sounds.
- Step 3 Prompt the user to touch the Rhythm/Play button on the right side of the screen to start the game.
- Step 4 The instructions will then play a series of audio samples, one at a time, and the User will must choose the correct instrument ICON for each audio sample. The user will have about six seconds to choose a correct answer, at which point the correct answer will appear.
- Step 6 Mark how many the user got right on the first try. Repeat until the user can connect all 12 instruments with their sounds, or as long as desired and their attention span will allow.

MUSIC FUNDAMENTALS SERIES

Objective: An interactive introduction to the principles of music theory.

Overview: The Music Fundamental Series includes 6 interactives lessons, including Notes, Major Scales, Minor Scales, Melody, Cords, and a Combo, as well as a Quiz.

Instructor Guidance

- Step 1 Assist the user with voice prompts to choose the desired Music Fundamentals lesson from the Playlist.
- Step 2 Prompt the user to press the Rhythm/Play button on the right side of the screen to start the lesson.

Step 3 Prompt the user to follow the lesson, interacting with and listening to all the learning items in the song.

Step 4 Discuss the items covered in the lesson.

Step 5 Repeat for each lesson and the Quiz as appropriate.

MUSIC APPRECIATION SERIES

Objective: An interactive introduction to a variety of key music genres.

Overview: The Music Appreciation Series includes 6 interactives lessons that introduce the user to the Rock, Classical, Jazz, Country, Hip Hop, and DJ music genres.

Instructor Guidance

Step 1 Assist the user with voice prompts to choose the desired Music Appreciation lesson from each the Playlist.

Step 2 Prompt the user to press the Rhythm/Play button on the right side of the screen to start the lesson.

Step 3 Prompt the user to follow the lesson, interacting with and listening to all the learning items in the song.

Step 4 Discuss the items covered in the lesson.

Step 5 Repeat for each lesson as appropriate.

BASIC MATH & ENGLISH LESSONS

The next five lessons will focus on learning the phonetic alphabet and basic multiplication skills. They also provide cognitive (including cause & effect), memory, eye-hand coordination, word association, and sensory (including audio & hand vibration) skills, as well as language and math skills.

THE LEARNING STATION MEDLEY TUTORIAL & GAME

Objective: An introduction to the Phonetic Alphabet, Opposites, and Basic Counting.

Overview: In the tutorial, a video will play along with two sets of ICONS that change with the song information, as well as a number of other instrument 3D ICONS that go with the song. For example, the left 3D objects will display various letters of the alphabet, all in one color. The right 3D ICONS will be an example of an entire word or item that corresponds to the letter displayed – i.e. “A” (red) = “Apple” (blue). After the video finishes, the user should play the Learning Station Medley Game. In this game 12 ICONS will appear with the first letters of the Alphabet and the user will be asked to try the different letters. When the ICON is pushed the phonic sound will trigger. Similar displays will be provided for counting and opposites.

Instructor Guidance

- Step 1 Assist the user with voice prompts to choose “The Learning Station Medley” from the playlist.
- Step 2 Prompt the user to press the Rhythm/Play button on the right side of the screen to start the Song.
- Step 3 Prompt the user to follow the video and listen for all the learning items in the song. You can let the video play a couple of times if desired – it will loop automatically.
- Step 4 Choose the Learning Station Medley Game from the Playlist. Touch the green arrow to start the game, and then assist the user in choosing the correct alphabet letter or icon when the video indicates.
- Step 6 Assist the user as necessary with the Quiz where the user needs to identify a phonetic sound, number, or opposite and choose the correct answer.
- Step 7 Consider purchasing the complete Learning Station Song Bundle which includes the complete Phonics Alphabet, days of the week, counting, shapes, animal sounds, months of the year, and much more.

COUNTING TO 10

Objective: Learn to count to 10.

Overview: This song includes a more extensive video and interactive lesson teaching the user how to count to 10.

Instructor Guidance

- Step 1 Assist the user with voice prompts to choose the the Counting to 10 song from the Playlist.
- Step 2 Prompt the user to press the Rhythm/Play button on the right side of the screen to start the song.
- Step 3 Prompt the user to follow the counting lesson and in the song.
- Step 4 Follow the voice prompts and assist the user with learning to count.
- Step 5 Discuss the numbers and counting after the song is completed.

STORY BOOK SERIES

Objective: An introduction to fun Interactive classic Story Books with a musical twist.

Overview: These lessons provide creative stories for the Big Bad Jazz Wolf, Goldilocks & The Three Musical Bears, Hey Diddle Diddle, Hickory Dickory Dock, Little Boy Blue, and Old King Cole. They also support basic reading skills as the story is displayed in print on the video as well as with a voice over.

Instructor Guidance

- Step 1 Assist the user with voice prompts to choose the desired interactive story from the Playlist.
- Step 2 Prompt the user to press the Rhythm/Play button on the right side of the screen to start the song.
- Step 3 Prompt the user to follow the story and listen for all the learning items in the song, as well as to read along with the story.
- Step 4 Follow the voice prompts and assist the user with selecting the 3D icon which resembles the instrument of the sound heard. (Ex. Press the fiddle when the story talks about it)
- Step 5 Discuss the story and the items covered in the story.

3 TIMES TABLE

Objective: To learn the basics of the 3 times table.

Overview- In this exercise a series of multiplication problems pop up on 3D objects with four possible answers (3D ICONS), along with a voice over stating the problem and a number of answers to choose from below. The user must tap the correct answer. For Example:

$$\begin{array}{r} 3 \quad \times \quad 2 \quad = \\ 2 \quad \quad \quad 6 \\ 9 \quad \quad \quad 15 \end{array}$$

Visible/audio scoring will be provided noting the correct answers, and a “buzzer” will be sound for the wrong answer.

Instructor Guidance

- Step 1 Prompt the user to choose “3X Table” from the song bank on the left side of the screen.
- Step 2 Prompt the user to press the Rhythm/Play button on the right side of the screen to start the game.
- Step 3 Assist the user with following the voice prompts from the song, and when to press the icon to indicate their choice. (See example above)
- Step 4 Continue this activity until the user can score 100% on the basics of the 3 times tables.

12 TIMES TABLE

Objective: To learn the basics of the 12 times table.

Overview: This exercise is similar to the 3 times table in format, except it will include all the items in the 12 times table multiplication lesson plan. In this case, a series of multiplication problems pop up on 3D objects with four possible answers (3D ICONS), along with a voice over stating the problem and a number of answers to choose from below. The user must tap the correct answer. For Example:

$$\begin{array}{r} 12 \quad \times \quad 9 \quad = \\ 24 \quad \quad \quad 66 \\ 108 \quad \quad \quad 128 \end{array}$$

Visible/audio scoring will be provided noting the correct answers, and a “buzzer” will sound for the wrong answer.

Instructor Guidance

- Step 1 Prompt the user to choose “12 Times Table” from the song bank on the left side of the screen.
- Step 2 Prompt the user to press the Rhythm/Play button on the right side of the screen to start the game.
- Step 3 Assist the user with following the voice prompts from the song, and when to press the icon to indicate their choice. (See example above)
- Step 4 Continue this activity until the user can score 100% on the basics of the 12 times tables.

GENERAL LIFE SKILL LESSONS

The next three lessons will focus on learning different common sounds and items – such as signs, animals, railroads, buses, etc. This provides cognitive (including cause & effect), memory, eye-hand coordination, word association, and sensory (including audio & hand vibration) skills, as well as knowledge of the various topics such as signs, autos, animals, and the like.

SAFETY SIGNS TUTORIAL & GAME

Objective: To understand and acquire an awareness of a variety of safety signs.

Overview: In the tutorial, Safety sign pictures will be displayed on 3D ICONS. The user touches the icons to trigger the corresponding sound for each respective safety sign. A 3D ICON and a voice over will instruct the user about what each of the symbols represent (ex. stop sign, railroad crossing, etc.). Next, choose the Safety Sign game where the song will play various sounds and instruct the user to choose the appropriate sign by touching the 3D ICON for that sign. Visible/audio scoring will be provided noting the correct answers, and a “buzzer” will sound for the wrong answer. At the end of the game 12 3D ICONS with different signs will be displayed, and the user can try out the sounds themselves by touching the various 3D ICONS of the safety signs.

Instructor Guidance

- Step 1 Prompt the user to choose “Safety Signs Tutorial” from the song bank on the left side of the screen.
- Step 2 Prompt the user to press the Rhythm/Play button on the right side of the screen to start the game.
- Step 3 Follow the voice prompts and assist the user with selecting the 3D icon which resembles the sign of the sound heard. (Ex. Car breaks indicate stop sign icon)
- Step 4 Write down the score of how many sounds and icons the user was able to match.
- Step 5 As the game ends, the 12 3D icons will be displayed. At their own pace, assist the user practicing & remembering which sounds go with which icons.
- Step 6 Once the user feels comfortable, replay the game and see if their scores increase.

GIGGLEBELLIES MEDLEY TUTORIAL

Objective: An introduction to the Railroad, Animals, and a Bus.

Overview: In the tutorial, a video plays along with two sets of ICONS that change with the song information, as well as a number of other instrument 3D ICONS that go with the song. This

includes excerpts from the songs “I’ve Been Working on the Railroad”, “Old McDonald Had a Farm”, and “Wheels on the Bus” – providing a variety of learning opportunities.

Instructor Guidance

- Step 1 Assist the user with voice prompts to choose “Gigglebellies Song Medley” from the song bank on the left side of the screen.
- Step 2 Prompt the user to press the Rhythm/Play button on the right side of the screen to start the song.
- Step 3 Prompt the user to follow the video and listen for all the learning items in the song. You can let the video play a couple of times if desired – it will loop automatically.
- Step 4 Assist the user as necessary with the song where the user can identify various items associated with different sounds and trigger the appropriate icons.
- Step 6 Consider purchasing the complete Gigglebellies Song Bundle which include lessons about the Alphabet, the Ocean & Space, the complete Old MacDonald’s, Working on the Railroad, and Wheels on the Bus songs, as well as a variety of other fun video songs.

DAYS OF THE WEEK

Objective: Learn the days of the week.

Overview: This song includes a video and interactive song lesson teaching the days of the week.

Instructor Guidance

- Step 1 Assist the user with voice prompts to choose the Days of the Week song from the Playlist.
- Step 2 Prompt the user to press the Rhythm/Play button on the right side of the screen to start the song.
- Step 3 Prompt the user to follow the days of the week in the song.
- Step 4 Follow the voice prompts and assist the user with learning the days of the week..
- Step 5 Discuss the days of the week after the song is completed.