
Cross-Curricular Teaching with Music Technology

Shawna Longo – shawnalongo@gmail.com

Arts Integration Specialist - STEAM Consultant - Music Educator

BENEFITS:

- Increase your reach within your school – ADVOCACY!
 - Collaboration & conversations with other teachers
 - Expand your students' learning – Make more connections between content & standards.
 - Show your kids the application of what they are studying in real life
 - Can align you with district STEAM and Arts Integration initiatives
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Project Example #1 – *Invent an Instrument* (Math + Science + Engineering + Music)

- Discuss instrument families. Discuss & analyze instrument tone colors & sound production. Invent an instrument using the principles of sound production. Compose & record a melody/rhythm played on the invented instrument and enhance with loops.

Project Example #2 – *Scene from a Play* (Language Arts + Theater + Music)

- Discuss diction, enunciation, inflection, and emotion.
- Recite and record a scene from a play. Use effect plug-ins to alter the voice. Add background music & sound effects.

Project Example #3 – *Scoring a Children's Book* (Language Arts + Theater + Music)

- Using at least 4 tracks, the score should include: spoken word, tonal elements, sound effects, DSP effects.

Project Example #4 – *Creating Podcasts* (Language Arts + Communications + Society & Culture + History + Current Events + Popular Culture + Music)

- Research 10-15 facts, write a script, record script, add background music, balance track volumes, import images

Project Example #5 – *Artwork that Sings!* (Visual Art + Music)

- Determine an inspiration. Create a song in pop song form that depicts that inspiration. Export the song as an mp3, upload to a Google Drive, create a QR code.
- Find 4 or 5 pictures that represent your inspiration and turn them into a piece of art.
- Mount the artwork and attach a print out of the QR code.

Project Example #6 – *Music Composition & Coding* (Mathematics + Music)

- What is Chiptune Music? Music created with or inspired by the onboard sound capabilities of old video game systems or computers.
 - Little Sound Dj & Gambatte QT (the emulator)
 - FREE Soundfly Courses by Chipocrite (www.soundfly.com)
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RESOURCES:

- MusicFirst Classroom
- Google Classroom
- Ti:ME
- Various Books
- Just Google it!!

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Shawna E. Longo is the General Music (Music Technology) teacher and Arts Integration Specialist at Durban Avenue School, Hopatcong, NJ. She is also a published author with her book, "Integrating STEM with Music," with Oxford University Press. Additionally, she serves as a Practice Advisory Board Member for The Center for Arts Education & Social Emotional Learning, K-12 Educational Technology & Innovation Through Music Chair for the NJMEA Board of Directors, Coach for The Institute for Arts Integration & STEAM; the Arts Integration & STEAM Specialist for TMI Education; Lead Consultant for Essential Elements Music Class (Hal Leonard); and an Ambassador/Consultant for The Rock and Roll Forever Foundation, Music First and Jamstik. She is an internationally recognized clinician and consultant for music education, music technology, social emotional learning, arts integration, and STEAM. She is also a recipient of the 2021-2022 Sussex County Teacher of the Year, 2021 New Jersey Arts Educator of the Year, 2021 Governor's Educator of the Year for Durban Avenue School, 2019 Mike Kovins Ti:ME Music Technology Teacher of the Year, 2019 New Jersey Governor's Award in Arts Education, 2019 Teach Rock Star Teacher Award from The Rock and Roll Forever Foundation, 2018 NJMEA Master Music Teacher Award, and 2016 Governor's Educator of the Year for Hopatcong Middle School. Mrs. Longo also serves as the Vice President for the Morris Plains Board of Education.