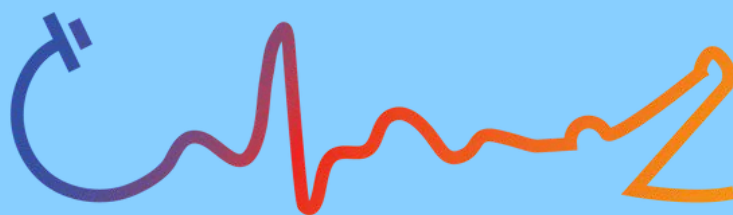
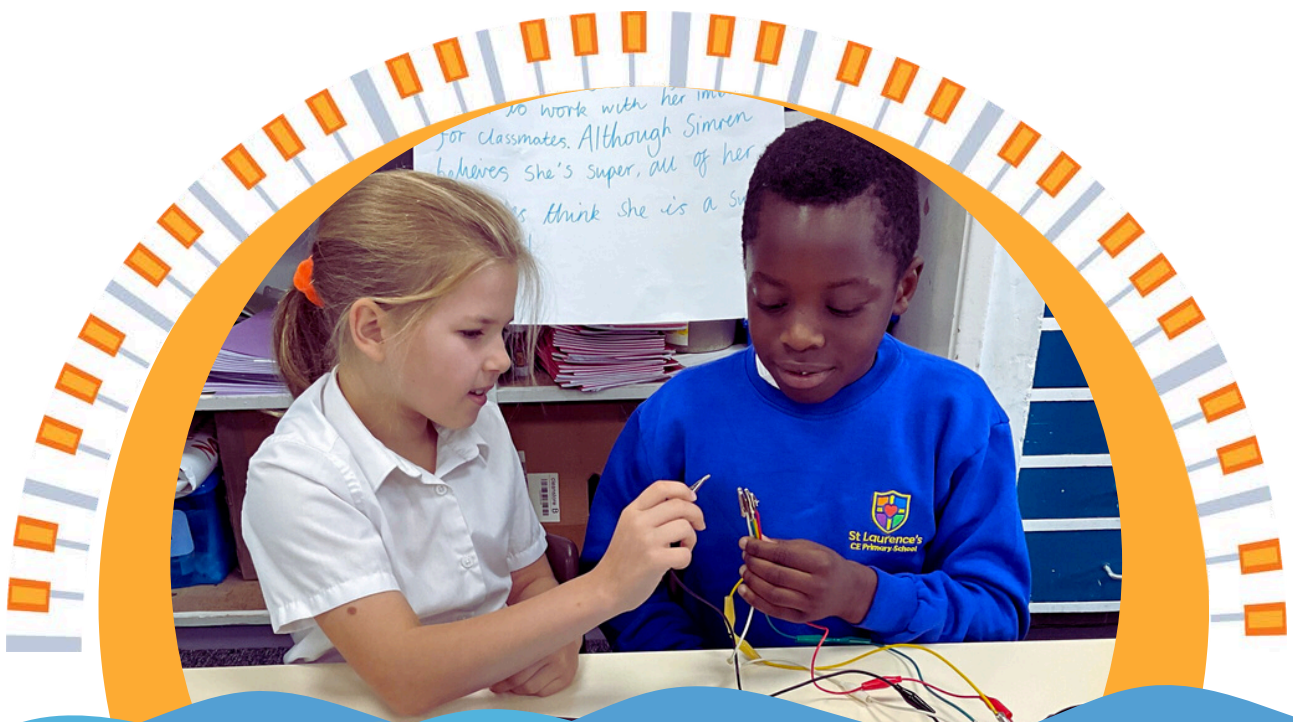


# Resonant Horizons

STEAM Workshops

2024/25



conductive music

*"Exemplar Resource for Music Technology in Education"  
National Plan for Music Education, July 2022*



# Introduction

Hello, and welcome to our STEAM world!

Prepare to embark on a musical adventure that will ignite your students' imaginations and creativity.

At Conductive Music, we harness the power of music to advance STEAM education. Our innovative programs are transforming the learning experience in primary, secondary, and special schools nationwide since 2012. Our dedicated team, with expertise in the arts, technology, education, and research, works together to deliver unparalleled educational experiences. Recently, 10,850 participants rated us 9.7/10 for enjoyment and 9.8 for staff competence.

Last year, we engaged 20,370 students and 1,850 teachers in 210 schools throughout England and 25 other countries. We are recognised as the top resource in the National Plan for Music Education for integrating music technology into the classroom.

Our commitment to inclusion drives us to focus on marginalised communities, ensuring every student receives a high-quality music education, regardless of learning differences, location, language, or economic situation. Our cross-disciplinary approach sparks curiosity and fosters creativity, making it appealing to all children.

We offer in-person and remote sessions, complemented by our comprehensive on-demand learning platform, which includes videos, lesson plans, teaching slides, and printable homework sets. Additionally, we provide extensive Continuous Professional Development opportunities to make each day unique.

Experience the unique fusion of music and STEAM education with Conductive Music. We are excited to collaborate with you and your students on this transformative journey!

Stay Curious,

*Enrico Bertelli*

**Prof Enrico Bertelli**

*CEO of Conductive Music*





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# Year 1 and 2



## Mindful Soundscapes

Join us for an immersive musical journey where mindfulness meets music. We start with playful exploration, touching the instrument, creating melodies, and learning to control breathing and posture to create unique sounds. Soon after, we control the instrument, challenging each other with engaging musical games. We then create simple graphic scores, learn to sign our songs, play along with backing tracks, and combine our voices with a touch of choreography. The spirit of this workshop makes it the perfect solution for your students to embrace their creativity, explore musicality, and collaborate to create something unique.

## National Curriculum links

Participants will engage in music composition, singing, rhythm, body percussion, and graphic notation. They will explore scientific concepts related to everyday materials and electricity. Mathematics will be integrated to compare durations, understand equivalences, and solve two-step problems, including time conversions like reading clocks. The computing element of the workshop will encompass troubleshooting, logical reasoning, and safe technology usage.

## Tech specs

- 1 laptop between 2
- Chrome browser up-to-date
- Headphones, if available
- Pencils (2B or softer)

## Structure

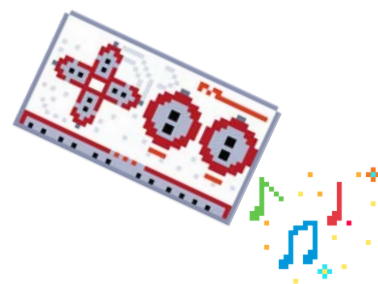
- 9-11 am: Session 1 (with break)
- 11-2 pm: Session 2 (with lunch break)
- Max 30 students per session



**"The children really enjoyed themselves. I haven't seen them smile so much playing music together."**

**Yr1-2 Teacher, Central Bedfordshire.**

# Year 3 and 4



## Tech Tunes

Prepare for an exciting journey into gamification and new technologies as we create custom-built musical instruments! We start with free play, encouraging students to explore. Gradually, we guide them to create melodies using call-and-response techniques. We then connect crocodile clips and explore graphic notation with chords and backing tracks, teaching students to count, sing, and play together. Next, we explore body conductivity, making music by touching fingers, ears, and noses—a mesmerising experience! Finally, students build a more advanced instrument with rulers and tin foil, playing a song guitar-hero style. We combine gamification and technology to inspire and engage your students uniquely.

## National Curriculum links

Students will delve into songwriting, singing, pentatonic scales, call and response, and chord structures in music. The science component will explore conductors, insulators, electricity, and sound. Mathematics will be incorporated through duration, equivalences, two-step problems, and conversions. Additionally, the computing segment will cover design, debugging, logical reasoning, search technology, and the safe use of digital tools.

## Tech specs

- 1 laptop between 2
- Chrome browser up-to-date
- Headphones, if available
- Pencils (2B or softer)

## Structure

- 9-11 am: Session 1 (with break)
- 11-2 pm: Session 2 (with lunch break)
- Max 30 students per session



**"This was brilliant. The children's faces when they discovered each step... from playing each other to the paper pianos—were a joy. It fitted perfectly with our current science topic but would have been excellent retrieval practice at any other time."**

**Yr3-4 Teacher, Peterborough**

# Year 5 and 6



## Micro:Melodies

Welcome to an exciting workshop where music, coding, and science, unite! We touch, connect, and explore the musical capabilities of the Micro:Bit, a small device coded via blocks, like Scratch. We assign a few notes, create a collaborative song using graphic notation, and play it while singing, moving, and following the drum beat. We delve into rhythmic elements, coding crotchets, quavers, and semiquavers into a catchy tune. Finally, we explore our environment by measuring classroom light, creating a theremin-like instrument, playing a choreographed song, and casting shadows over our instrument. Unleash your students' musical potential, and let's compose together!

## National Curriculum links

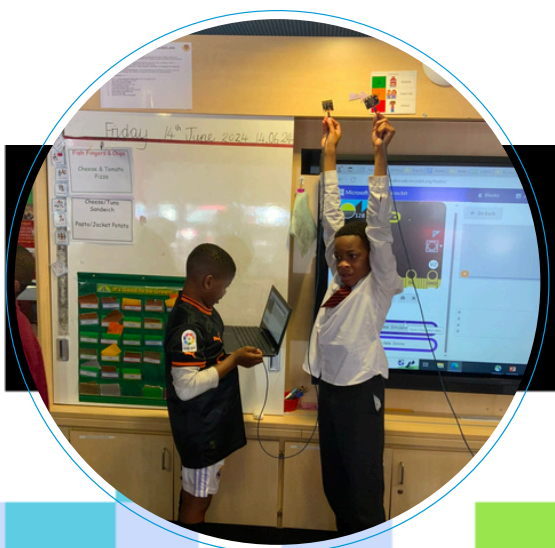
Our workshops delve into syncopated rhythms, playing by ear, graphic notation, and chord structures. Our STEAM activities incorporate using Micro:Bit to measure and analyse light, gravity, electricity, and sound. We focus on measurements, equivalences, angles, and number interpretation for mathematics. In computing, we emphasise designing and debugging code, practising logical reasoning, and understanding search technology and safe usage.

## Tech specs

- 1 laptop between 2
- Chrome browser up-to-date
- Headphones, if available
- Pencils (2B or softer)

## Structure

- 9-11 am: Session 1 (with break)
- 11-2 pm: Session 2 (with lunch break)
- Max 30 students per session



“Really amazing. The children learned a lot and so did I.. We have a set of Microbits that I now feel really confident using more in school. Thank you very much!”

Yr5-6 Teacher, Tower Hamlets

# Year 7 and 8



## Music Quests

Embark on a unique journey where game design meets music creation! Start from an empty canvas or a lovely template and connect movement to sound, letting the computer improvise on a pentatonic scale every time you move. Create your mini-world—whether in space, underwater, or in a dungeon, it's your choice! Design sound effects for each object you encounter. Then, compose the title music using a built-in synthesiser and staff notation to reinforce concepts from other music lessons. Once the game is completed, set point challenges and share games across the classroom for an engaging and inclusive experience.

## National Curriculum links

In this workshop, we will cover topics such as chords, bass lines, melodies, improvisation, and performance in music. Mathematics concepts will include equations, algebra, and probability. For science, we will delve into gravity, speed, frequencies, and sound waves. Additionally, we will introduce Boolean logic, variables, and other gamified algorithms in computing. Staff notation and basic synthesiser controls will also be incorporated to enhance the learning experience.

## Tech specs

- 1 laptop between 2
- Chrome browser up-to-date
- Headphones, if available
- Pencils (2B or softer)

## Structure

- 9-11 am: Session 1 (with break)
- 11-2 pm: Session 2 (with lunch break)
- Max 30 students per session



**"Excellent experience that was totally interactive and so interesting! Broken down into tiny steps that were achievable for our young people and gave them a true sense of success."**

**Yr7-8 Teacher, Coventry**



# Special Schools



## Musical Magic

At Conductive Music, we believe everyone should have the opportunity to make music, regardless of their abilities. Our new workshop for Special Schools starts with a conversation to understand your students' unique needs, lesson structure, and school day. Once we have a plan, we bring a variety of interactive digital musical instruments tailored to those with limited mobility, learning differences, and behavioural challenges. Students will learn to play these instruments and collaborate on a musical performance that boosts self-esteem, nurtures creativity, and fosters passion. Our customised solutions ensure the best experience for every student.

## National Curriculum links

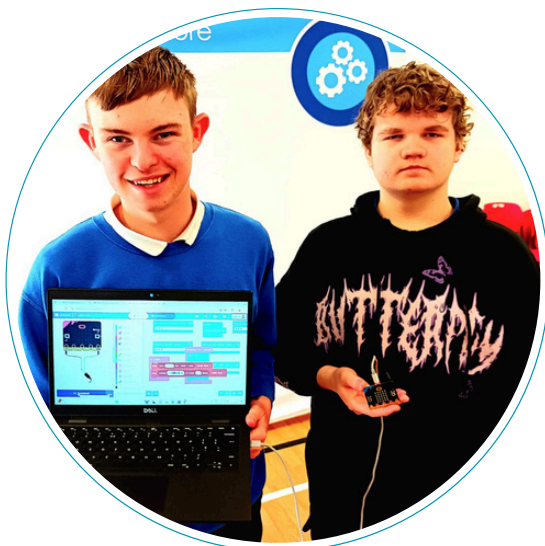
Our projects align with the Model Music Curriculum and connect with the National Curriculum. We are honoured to be recognised in the National Plan for Music Education 2 as a 'Best Practice for Music Technology in Education'. Our workshops cater to your students' needs and cover various topics, including movement, breathing, rhythm, relative pitch, video game music creation, singing, composition, improvisation, performance, and coding when appropriate.

## Tech specs

- 1 laptop/desktop/tablet between 2
- Chrome browser up-to-date
- Headphones, if available

## Structure

- 2hr sessions (9-11 and 11-2 with lunch 12-1)
- 1hr sessions (students return on day 2)

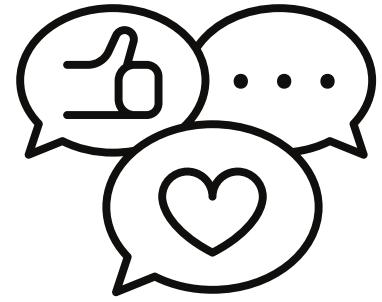


**"It was great. I was accessible for a range of abilities and even engaged students that initially didn't think it sounded 'cool'. Instructor (Jack) was lovely - worked very well with the the students."**

**Yr7-8 Special School Teacher, Coventry**



# They say about us



## Students

*This was a VERY good experience! Not only was it a normal ICT, but we also learned how to sing!*

*Year 3/4 in Havering*

*It was great I found out so much stuff with one little micro bit. The light thing was so cool we even made music. It was great I enjoyed it so much.*

*Year 5/6 in Milton Keynes*

*I think it was quite interesting and I enjoyed it because we made our game and the music with it which was fun to make.*

*Year 7/8 in Coventry*

## Teachers

*It was an incredible experience. A new learning opportunity for both pupils and staff. Very informative and we have now ordered our very own set of microbits to carry on the learning with the children as they have enjoyed this so much. It has got them thinking about music and technology in a new and interactive way.*

*Year 5/6 Class teacher in Sandwell*

*Very positive. There are excellent links between music, science, and ICT. These are new resources to me and a great alternative way to teach music. The children enjoyed it. It's interesting and fun.*

*Year 7/8 Class teacher in Warrington*

*The experience was very educational and fun for the children. The children were engaged at all times and enjoyed understanding how music works with science.*

*Special School Class Teacher, Enfield*



# FAQs



## How is this funded?

Conductive Music CIC is funded by Arts Council England and usually contracted by your Local Music Education Hub (or Hub Lead Organisation). The sessions are partially or fully subsidised.

## Typical structure of the day?

Our sessions last 2 hours (Session 1: 9 am - 11 am; Session 2: 11 am - 2 pm; lunch 12 pm - 1 pm or later in secondary schools) Key-Stage 1 sessions usually have a break halfway through. In Special Schools, we can deliver 1-hour sessions or maintain a flexible schedule upon request. **Our tutors must leave the school by 2:20 pm.**

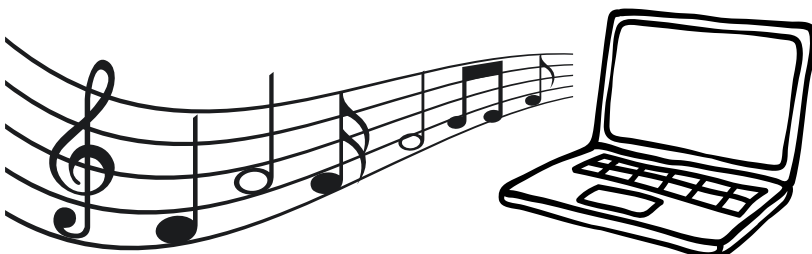
## Location?

We teach at your school, in class. We require an internet connection, access to your teaching computer, a smartboard/projector, and speakers. We do not teach from canteens, gyms, or outside. Remote sessions are available upon request.



## Technology?

Students work in pairs, sharing a tablet/laptop/desktop depending on the Key Stage. Some workshops are available for iPads; please specify on the booking form.



## How many days?

We usually dedicate two days to each school, with a tutor available from 8:30 am to 2:20 pm both days. If possible, we'd like to send two tutors to teach multiple classes simultaneously, saving fuel and reducing our environmental impact. Details are in the Booking Form.

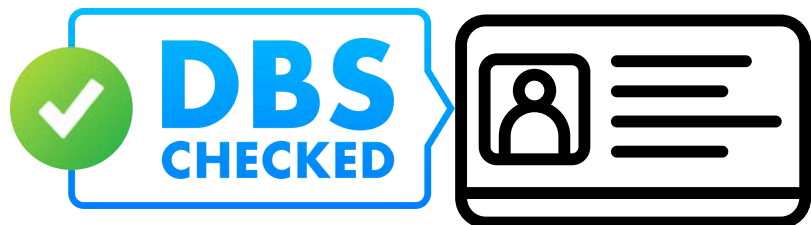


## Which students and how many?

Our funding prioritises marginalised students: PP, FSM, SEN, EAL, and PRU. Sessions are designed to run with full classes of a maximum of 30 students in mainstream and 10 in Special Schools.

## DBS

Our staff are DBS-checked and will bring their DBS alongside their Photo ID on the day. You'll receive DBS, letter of assurance, insurance, and disqualification certifications, two weeks, one week, and one day before the session, alongside all the web links we'd like you to check and unblock if necessary.



## After the session?

Students receive a certificate with links to continue the experience for free. Teachers receive 9-month free access to our on-demand online learning platform, STEAM Corner.



# Risk assessment

We continuously monitor the latest safeguarding and health and safety policies, collaborating with our Music Hub partners to ensure compliance with local procedures. We also adhere to guidance from industry bodies such as Music Mark, The Musician's Union, and the Incorporated Society of Musicians. Our staff will reach out to you before and during our visit to talk about regulations and best practices, adapting as necessary to meet any changing requirements.

For further details: [GDPR](#), [Online Learning Policy](#), [Child Protection Policy](#), [Risk Assessment](#)

## Our partners





# Contacts

[info@conductivemusic.uk](mailto:info@conductivemusic.uk)



-  [conductivemusic.uk](http://conductivemusic.uk)
-   [Conductive Music](#)
-  [@conductivemusic](#)
-  [@conductivemusic.uk](#)