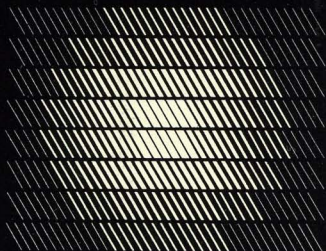


 **VideoBrain™**

Family Computer
Cartridge Program
Instructions



For adults and children
8 and over

Teaches how to
read and write music for
keyboard instruments

Education

MusicTeacher 1
ED01

For best results,
read this brochure before
using cartridge

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Music Teacher 1

Educational Cartridge

- Teaches how to read and write music for keyboard instruments
- For adults and children 8 and over

**FOR BEST RESULTS READ THIS BROCHURE
BEFORE USING CARTRIDGE**

Cartridge #ED01

Music Teacher 1 Instructions

Music Teacher 1 shows you how to turn your computer into a musical instrument! With practice, you will be able to play tunes on the VideoBrain. (The sound is like an electric organ, with a four octave range.)

Most important, you'll learn the basics of reading sheet music (music written on sheets of paper) to make you adept on any keyboard instrument. You'll learn to recognize the different notes by the sounds they make and their location on the musical staff. And once you've mastered the basic techniques, Music Teacher 1 helps you write your own songs up to eighty notes long.

This booklet teaches you everything you need to know about working with the Music Teacher 1 cartridge and includes a section on "Playing Sheet Music" that takes you beyond the basics in the further aspects of written music.

Do study this booklet once before you begin and keep it handy for extra help during practice sessions.

Inserting The Cartridge

1. Make sure your VideoBrain computer is attached to your TV as described in the Owner's Manual. Check that power is on.

2. Push the cartridge carrier release button above the VideoBrain keyboard in order to swing the cartridge carrier door up.
3. With the label facing up, slide the cartridge all the way into the tracks suspended from the cartridge carrier door.
4. Gently push the cartridge door down into the computer until it locks.
5. Push the *Master Control* button. The title of the cartridge should appear on your TV for two seconds.

Operating Instructions

Choosing Your Program

After two seconds, the title display on your TV screen will change, to look like this:



Simply press the numeric key on your keyboard that corresponds to the program you want to use and that program will begin. You should plan to get the idea of how Program 1 operates before



starting to learn songs in Program 2.

To interrupt a program (if you run into problems) press the *Master Control* button and the cartridge will begin again with the program select screen. Again, type in the number of your choice and that program will begin.

Program 1—Play/Record

When you press Key 1, the following display will appear on your TV screen:



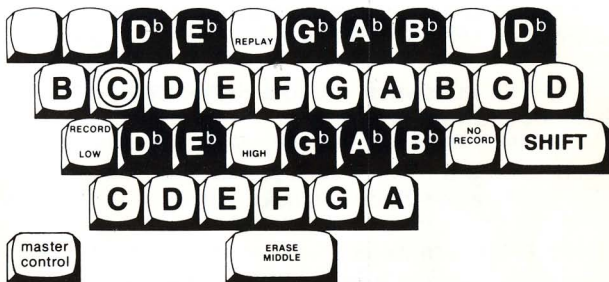
You'll see two sets of five-line staves. The top staff, with this mark  is a treble clef. The bottom staff, with this mark  is a bass clef. On the piano you'd play the treble clef with your right hand, the bass

clef with your left hand. When practicing with Music Teacher 1, however, you can use whichever hand and fingers are most comfortable for you.

The object of the *Play/Record* program is to give you practice associating the sound of a note with its name and its position on the staff. You can play in any song, record it, and play it back afterwards.

Since Music Teacher 1 transforms your computer into a musical instrument, it ignores the symbols that are on the computer keyboard and uses them more

like a piano keyboard. As shown in the chart below, the bottom keyboard row and the third keyboard row are like the white keys on a piano (no flats or sharps). The second and fourth row correspond to the black keys on a piano keyboard. In addition, for Music Teacher 1, there are some special function keys which are described below. You should put the chart in front of you while you are learning the keyboard.



To help you find the above keys on the VideoBrain keyboard, the regular keyboard is reproduced below:



Special Function Keys

Unshifted Function Keys

Replay—press this key after you've played in a song and the VideoBrain will play it back to you—both audibly and visually.

Low—hit this key to switch down to a lower octave. The background will turn beige. Every note you play will sound and be written one octave (8 notes) lower than when played before you switched.

High—this will switch you to a higher octave. The background will turn purple.

Middle—and this will return you to a regular octave. The background color is black.

Shifted Function Keys

These keys require that you: (1) Hit the *Shift* key. A square will appear in the lower right hand corner of the screen. (2) Hit the Special Function Key (Be sure to use the chart on page 5). (3) Hit the *Shift* key again.

Erase—Find the erase key on the chart (same key as *Middle*). Use it before starting every new song to erase the song you played before.

No-Record—hit this key between notes if you need time to search for the next note or if you want to experiment without erasing what you have previously recorded. (It will keep that “blank” time from showing up when the computer plays the song back later.)

Record—Once you have keyed *No-Record*, you'll need to key *Record* when you're ready to record again.

If you have trouble working with the chart, try copying it onto small square pieces of masking tape and placing them temporarily on the keys.

Practice Scale

Let's practice Program 1 with a simple "C" scale, starting with *Middle C*—the C with the circle around it in the chart on page 5.

1. Press the key for *Middle C* in the third row. Notice where the note appears, between the two staves. This is the correct position for *Middle C* in written music. The letter C will also appear in the bottom of the screen, and a line will extend from the T--- showing how long you held the note pressed down.
2. Now press each of the notes that follow C in sequence across the keyboard: D E F G A B C. Notice where each note appears on the staff.
3. Press the *Replay* key and the VideoBrain will play back the *Middle C* scale, exactly as you played it in, so that you can see and hear it again. If you paused while you were playing in the scale, a rest sign (■) will appear in the staff to show that there was no note played during that time.

Once you become adept at finding your way around the keyboard you can use the *Play/Record* program to write your own music.

1. Play in the notes of your original composition.
2. Press the *Replay* button.
3. If you like what you hear, copy the notes on to blank sheet music (available in most music stores) to play again and again.

Program 2—Learn A Song

When you press Key 2, the same screen will appear on your TV as it did in Program 1. Rather than playing notes right away, however, this program gives you a choice between two old favorites.

Press key 4 for one easy to play old song or else key 5 to hear "Row, Row, Row Your Boat." VideoBrain will help you learn these songs with a play-along exercise. You might call Program 2 "Name that Note" because that's exactly what you'll have to do.

VideoBrain will display the first note of the song in musical notation. From your new knowledge of written music, you can now push the correct key for the note. As soon as you do, VideoBrain will play the note and go on to display the next note. If you push the wrong key, it will wait until you guess correctly. After a while you won't be guessing anymore. You'll learn the correct time for playing them too.

Playing Sheet Music

Once you've mastered the two songs in Program 2, you're ready to move on to learning how to play sheet music. Now you can use Program 1 as a real musical instrument! Some parts of music theory which will be useful to you in playing written music are as follows:

Sharps And Flats—These are the black keys on a piano, the keys marked with a "b" after the note on the music Teacher 1 keyboard chart. The sharp of one note is the same note as the flat of the note above it. For example F^\sharp (F sharp) is just another way of writing G^b (G flat). Two notes (E and B) don't have sharps and two notes (C and F) don't have flats.













Key—At the beginning of every written song there may be from zero to five signs for flats (b) or sharps (#) on various lines and spaces on the staff. These signs indicate what key the song is played in. For practical purposes each sign means that any note on the same line or space should always be played as the sharp (or flat) of that note.

Time Signature—This direction also appears at the beginning of a staff. Common time signatures are $\frac{4}{4}$, $\frac{2}{4}$, $\frac{6}{8}$, and $\frac{3}{4}$. $\frac{3}{4}$, for example, indicates that a song will be played in three quarter time. What it means is that a quarter note should get one beat and there are 3 quarter notes (or beats) per measure. "Happy Birthday" is written in $\frac{3}{4}$ time.

Measure—a section of the staff, divided by vertical lines. The first beat in each measure is usually played with more emphasis than the others.

Time Significance Of Notes And Rests

The way a note or line appears in written music tells you how long it should be played, relative to the other notes or rests in the song. The appearances and meanings of the most common notes and rests are as follows:

- Eighth rest () or eighth note ( or ) is half as long as a quarter note. The notes for “Hap-py” in Happy Birthday are eighth notes.
- Quarter rest () or quarter note ( or ) is twice as long as an eighth note. The notes for “birth-day to” in Happy Birthday are quarter notes.
- Half Rest () or half note ( or ) is twice as long as a quarter note. The note for “you” in Happy Birthday is a half note.
- Whole rest () or whole note () is twice as long as a half note.
- A note with a dot after it (e.g.,  —a dotted half note) means that the note should be played 50% longer than it would be played if it had no dot. The first note of Daisy Bell is a dotted half note.

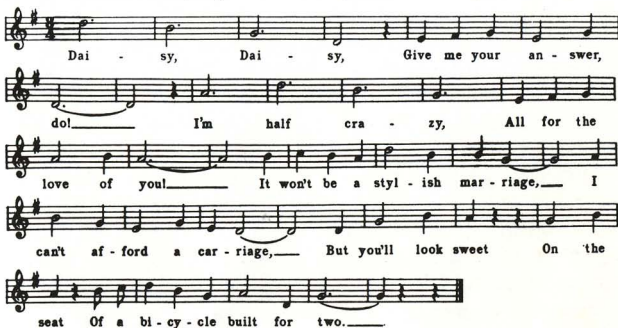
For simplicity Music Teacher 1 writes only whole notes and whole rests.

Sheet Music For Practice

Daisy Bell

Words and Music by
HARRY DACRE

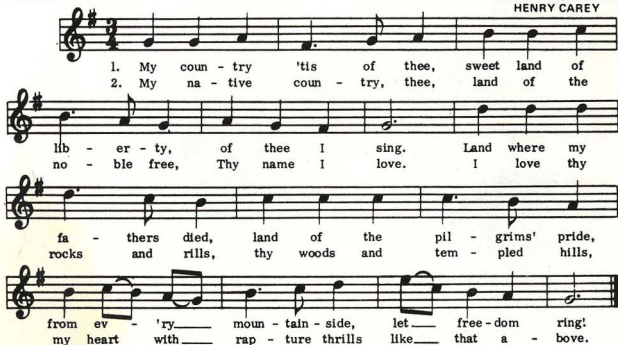
All F's must be played as F[#] (same as G^b)



Dai - sy, Dai - sy, Give me your an - swer,
dol. I'm half cra - zy, All for the
love of you! It won't be a styl - ish mar - riage, I
can't af - ford a car - riage, But you'll look sweet On the
seat Of a bi - cy - cle built for two.

America

Words and Music by
SAMUEL F. SMITH and
HENRY CAREY



1. My coun - try 'tis of thee, sweet land of
2. My na - tive coun - try, thee, land of the
lib - er - ty, of thee I sing. Land where my
no - ble free, Thy name I love. I love thy
fa - thers died, land of the pil - grims' pride,
rocks and rills, thy woods and tem - pled hills,
from ev - 'ry moun - tain - side, let free - dom ring!
my heart with rap - ture thrills like that a - bove.

For more sheet music and for books on how music is written, see a music store in your area.

Music Teacher 1 is just one of many exciting cartridges brought to you by the VideoBrain Computer Company. We suggest that you try these others to entertain you, educate you, or help you around the home:

Entertainment

EN01 Gladiator

EN02 Pinball

EN04 Checkers

EN05 Blackjack

Education

ED02 Math Tutor 1

ED03 Wordwise 1

ED04 Wordwise 2

Home Management

HM01 Finance

Limited 90-Day Warranty On Music Teacher 1 Cartridge:

For 90 days from the date of purchase, VideoBrain Computer Co. will repair any defect in material or workmanship in this Cartridge free of charge.

To obtain warranty service, return the Cartridge post-paid, with sales receipt showing date of purchase, to the VideoBrain Service Center with address shown below.

Under no circumstances will VideoBrain Computer Co. be liable for any special, incidental, or consequential damages resulting from use or possession of the VideoBrain or its accessories. However, some states do not allow the exclusion or limitation of incidental or consequential damages, so that the above limitations or exclusions may not apply to you.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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