

Apps for the Art & Music Classroom

Apps:

NGA Kids: The National Gallery of Art's app for kids includes eight interactive activities inspired by the museum's collection. Each activity provides various levels of complexity. Students can also create, save, and display artwork in a virtual exhibition. The app also allows students to visit a virtual museum with works by a wide range of artists.

Sound Uncovered: This app features articles, videos, sounds, and experiments. Incredibly interactive in nature, students will be engaged in challenges, questioning, and experiments, organized by chapter, that also provide some great fundamental information about how sound and science intersect.

iPastels: Students create digital works of art with this app. Using a digital palette of tools, including brushes, pencils, and even a smudging tool, students can explore elements of creating pastel art in a digital medium.

Paper53: When inspiration happens, put it on Paper. Paper is the best way to capture and connect your notes, photos, and sketches. Create checklists, spotlight details in photos, and sketch diagrams with unbeatable speed and ease — Paper is like a wall of sticky notes for everything that inspires you.

Groove Pizza: This app is a project that came out of the NYU MusEd lab, and it is fabulous. There are so many ways that you could use this to integrate music into intermediate and advanced math, but it is simple enough for even preschoolers to play with. Groove Pizza is a playful tool for creating grooves using math concepts like shapes, angles, and patterns. Start working with one of the "specials" pizza presets and add/remove "toppings" to adjust the groove, or click on the "Shape Pizza" tab and drag various shapes onto the big circle to play and explore math-inspired grooves.

MoMA Art Lab: Developed by the Museum of Modern Art, this app allows children to create and save their own artwork, explore elements of shape, line, and color, and engage in activities inspired by works of art. Students can create a sound composition, draw from instructions, create a mobile, make a shape poem, and more. Additionally, they can learn about MoMA artists.

Musyc: Musyc is a fun and innovative music application where touch turns into music. Draw shapes and listen to your piece of music while viewing sounds bouncing on the screen.

Mozart Interactive: [This](#) is a children's interactive music app for the iPad. As a movement from a piece of classical music plays, an animated sequence accompanies it. At various points throughout the movement, characters on the screen prompt the user to make a decision: Which instrument should take the melody at the upcoming phrase? Violin? French horn? Flute? A timer ticks down as the child makes his or her decision, and a large number of overall combinations are possible.

And more here: <http://musicwithmrsdennis.blogspot.com/2013/01/110-free-music-education-apps.html>

Singing Fingers is a simple app, and it's a great one to use when you're introducing students to graphic notation. Make a sound and run your finger over the blank white screen to draw a picture. The beauty of this "drawing" app is that nothing will appear on the screen unless you are making sound.

Explain Everything is a "whiteboard" or "screenrecording" app which allows you to draw on a blank screen and record your movements. Students can select a drawing tool, press record and sing/draw at the same time. Explain Everything will record the creation of the drawing and also record the audio – their voice – at the same time. When they've finished, students can play the recording back and see their graphic notation magically appear on the screen.

Pitch Painter allows students to draw a shape made up of small blocks of sound on an empty canvas. They can then play back their canvas. It's a good way to introduce the concept of time being represented by the horizontal axis and pitch being represented vertically. Students can use the Reverse or Flip buttons to change the direction of their drawing and hear it play back in backwards or upside-down. There are 3 instrument sounds to choose from (from a total of 4 different world regions) and they can create multiple parts by drawing subsequent patterns with new instruments.

Websites:

Incredibox: a free Garageband style interactive Flash website which allows you to make a cappella music with an animated group of beatbox singers. It's very easy to use and the results are surprisingly good. <http://www.incredibox.com/>

Noteflight: <https://www.noteflight.com/login> This website allows teachers and students to edit, display, and play back music notation in a web browser.

Soundtrap: A digital audio workstation accessible directly in your browser from a variety of devices. Use **Soundtrap** by yourself to create your next hit

or collaborate in the music making with people from all over the world.

<https://www.soundtrap.com/>

Artsonia: <http://www.artsonia.com/parents/> : This is a kids' art museum where young artists and students display their art for other kids worldwide to view.

Art Safari - Museum of Modern Art, New York: Explore the theme of animals in art through the work in the Museum of Modern Art. Take a “journey”—and adventure in looking at art.

http://www.moma.org/interactives/artsafari/safari_menu.html

Draw a Stickman: Draw a custom stickman and watch him come to life in this interactive stickman adventure. <http://www.drawastickman.com/>

Bomomo: A fun interactive website where you can create pictures using patterns that you create with buttons, pointing and clicking. <http://bomomo.com/>

Metropolitan Museum of Art - Aaron's Awesome Adventure: A college friend wrote this story about a boy who visits the Metropolitan Museum to tell kids that looking at art can be fun.

<http://www.metmuseum.org/metmedia/interactives/start-with-art/aarons-awesome-adventure>