# Musical Journeys

Session plan for an online musical activity



This is a great icebreaker activity and framework for creating a stimulating listening experience. It can be used to facilitate music appreciation discussions, prompting interesting conversation and introducing people to a wide variety of sounds and musical culture.

Created as part of *The Bridge Project*.

A collaboration between *This New Ground* and *Lifesize*.





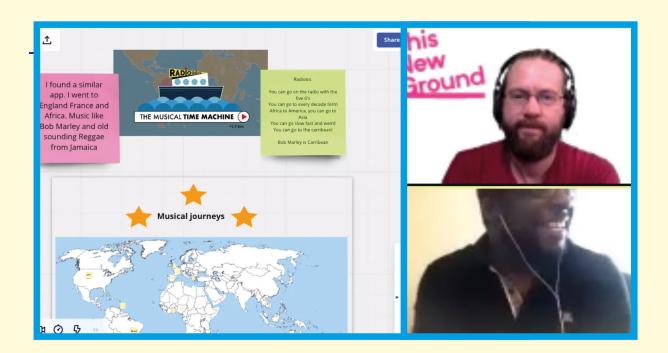


## Musical Journeys activity Using the Radiooooo website: radiooooo.com

"Radiooooo, it's a good App. You go to Radio website with 5 O's, you go to a country, go to a decade, 1900 until now, Africa to America and Asia too. Many decades. You choose slow, fast or weird.

I'd like to go to the Caribbean. To Trinidad and Tobago in the 1970's - it sounds like a carnival. I hear tunes like this first thing in the morning and that's how I know it's carnival time!"

#### - TNG member Richie



TNG member Richie taking part in the Musical Journeys activity with Music Facilitator Sam from Lifesize.

## How to play Musical Journeys

### **Activity purpose**

Encourages active listening. Promotes discussion around musical styles, geography and history, and how these are interrelated.

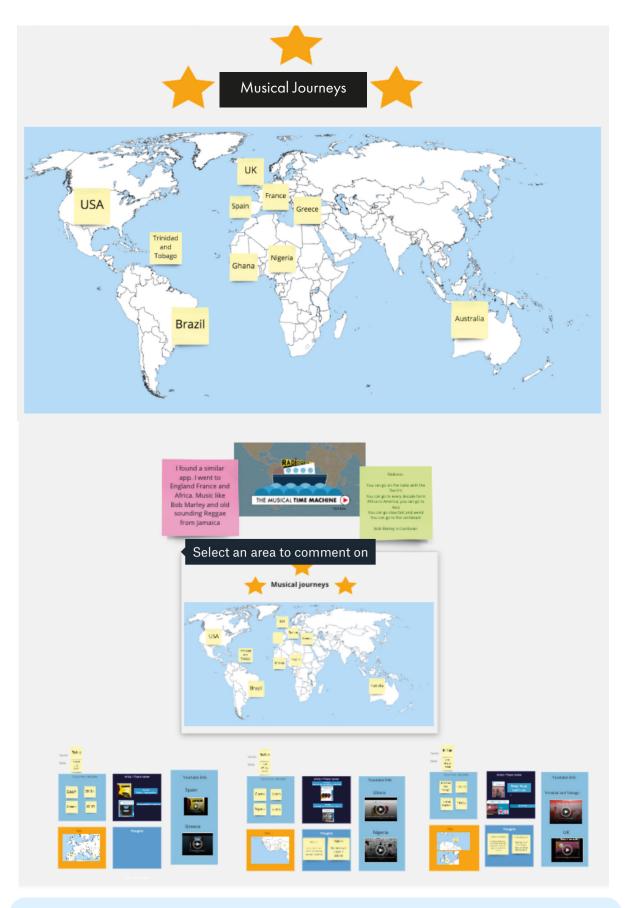
- 1) Tell participants: "We are going on a musical journey to explore sounds from around the world. Would you like to choose a country or region to hear some music from?"
  - Facilitator notes: As an optional extra to this activity you can begin with a geography game by screen sharing a blank map of the world. Then, you can work with participants to locate the countries and regions they have suggested. You could also add a pin or note on your map to record where you have visited using a memo app such as Miro.
- 2) Open the Radiooooo website and share your screen and sound. Work with participants to find your country and click on it. For example, you could ask: "Can you remember where we found Australia on the map?"
  - Facilitator notes: You can use the website in 'basic mode' without the need to create an account.
- 3) Tell participants: "Now you can choose which decade you would like to hear music from. You can also choose if you would like to hear slow music (for chilling) fast music (for dancing) or weird music (for bugging out)."

4) You can then select the participants choices and play music from their selected decade and music style preference.

Facilitator notes: Some decades, particularly the earlier part of the century may have fewer contributions so you may need to switch decades.

The music on this website is curated from a collection of music shared by website community members. Radiooooo welcomes contributions from all over the world so all areas are represented.

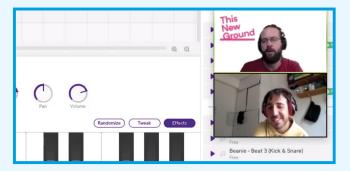
- 5) You can create a discussion around music styles, similarities and memories. You could ask participants:
  - "Does this music remind you of anything?"
  - "Does the music make you feel a certain emotion?"
  - "What do you like about the music or notice about the sounds?"
  - "Do you think the sound of the music is related to the climate of the country?"
  - "Do you think the neighbouring countries will have similar or different sounds?"
  - "Where would you like to visit next?"
- 6) You can write down the names of the music participants have enjoyed and create a timeline of music you have listened to together. This is helpful if you are doing a series of sessions using this activity.



Examples of how the Musical Journeys activity can be built up as a timeline over several sessions, using a memo app such as Miro, with comments about the music and countries visited.

### The Bridge Project May 2020 - October 2020





"I'm excited to make music, something new, I didn't think we could make music online, I thought it was impossible."

Richie, TNG Member

The Bridge Project was created in response to the social restrictions caused by the COVID - 19 pandemic. Working with our community of learning disabled artists we have developed new, inclusive collaborative methods of digital music-making via online platforms.

Members of the TNG collective collaborated with community musician Sam Dook from Lifesize. Together, we explored and developed new digital tool-kits. We have shared new music created as part of this research and designed a selection of resources to serve as blueprints, supporting the digital and remote creative engagement of others.

Our research findings will determine the future design and delivery of TNG and Lifesize projects, acting as a catalyst for introducing new digital tools and models to our methodology.

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www.thisnewground.com www.lifesize.org.uk