

Circolare N° 35

Bergamo, 16 novembre 2020

**Ai genitori degli alunni iscritti alle classi 3^A e 3^B
Scuola Secondaria di I grado "Leonardo da Vinci"**

Oggetto: attività complementare "Making Music: EDIT IT THE WAY YOU LIKE IT!"

Cari Genitori,
con la presente vi inviamo il programma della terza attività complementare proposta dalla Prof.ssa Viviana Carlessi in collaborazione con la Prof.ssa Anouch Guzalian.
Il workshop si svolgerà in lingua inglese secondo il seguente programma:

Course name	Making Music: EDIT IT THE WAY YOU LIKE IT!
Course description	<p>It is a music workshop in CLIL. With the support of computer music software, the students will learn different ways of editing and making repertoire music both instrumental and vocal. Pupils will have at their disposal new operational tools to achieve musical design objectives and European key competences. They will also be able to understand how to represent musical information in both analogue and digital domain. Specifically, they will use software and public domain sites to make music such as: Audacity, Musescore, IMSLP, Chrome Music Lab e VanBasco's Karaoke player. This activity will be offered to both remote and in-person students in a mixed learning modality.</p>
Workshop timetable 3A	<p>Wednesday, 18 November (14.20-16.00) Wednesday, 25 November (14.20-16.00) Wednesday, 2 December (14.20-16.00) Wednesday, 9 December (14.20-16.00) Wednesday, 16 December (14.20-16.00)</p>
Workshop timetable 3B	<p>Monday, 16 November (14.30-16.10) Monday, 23 November (14.30-16.10) Monday, 30 November (14.30-16.10) Monday, 14 December (14.30-16.10)</p>

	Monday, 21 December (14.30-16.10)
Teacher(s) and expert(s) responsible for the project	Prof.ssa Carlessi Viviana Prof.ssa Guzalian Anouch
Learning objectives	<ul style="list-style-type: none"> • To be able to design and create musical and multimedia messages using computer software programs. • Integrate the student's musical experiences with other artistic knowledge and practices. • Acquire new English language skills useful for team-work activity and for creating musical arrangements and songs. • To be able to use software and public domain sites to create music.
Key Competences for Lifelong Learning defined by the European Parliament and by the European Union Council	<ul style="list-style-type: none"> • Learning to learn • Basic competences in technology • Sense of initiative and entrepreneurship • Communication in the mother tongue • Communication in foreign languages • Social and Civic competences • Digital skills • Cultural awareness and expression

È gradita occasione per porgere cordiali saluti.
La Direzione Didattica