

The Study on Flexible Music Teaching Method of Innovative Poker Design

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Abstract—From ancient times to the present, music allows people to listen to music from different periods, understand its structure and expressions, perceive which nationality, region, age, and type of music, and then express its thinking at that time. The unique feeling of music creation is purposeful and connotative, which implies the author's life experience and thoughts, and can bring people beautiful enjoyment and express people's emotions. From the growth of learning, music plays an important role and is an important part of primary education. It is an effective tool for cultivating children's artistic literacy. Generally, music education in kindergartens has begun around the world. In ancient China, music was regarded as one of the six artistic abilities that scholars and scholars should possess. As for the formal music education in China, it continues until the end of nine years of compulsory education, that is, graduation from junior high school. At present, music education is also offered in ordinary high schools. This study found that learners can sing, express emotions and have a happy time with music. Afterwards, the music melody gives the listener motivation, comfort and peace, but from beginning to end, learners often only envy and cannot play. The reason can be summarized as a bunch of musical pokers such as "sprouts", during the period of enlightenment, especially in elementary school. After the learner recognizes the musical poker, it cannot be connected with the Sheet music, resulting in a great sense of distance in the recognition of notes, beats, and melody. Therefore, this study introduces innovative thinking courses combined with music education, which mainly discusses the training of sound sense and beat, and uses cross-field teaching to make musical pokers no longer unfamiliar.

Index Terms—Innovative teaching, musical pokers, gaming experience

I. INTRODUCTION

Learning music doesn't have to start with musical instruments. The easiest and most direct is to learn from

listening and singing. In the beginning, I learned from imitation, heard a tone, scale or melody, and then imitated these sounds. The basic requirement is that you need to sing intonation and rhythm. The singing process can make you feel the feeling, shape and texture brought by this music language. Listening and singing is the most effective tool for learning music, because the process of receiving a sound from the ear to imitate singing needs to be processed and absorbed by the brain, so learning music is the most direct method [1]. Here, we argue that this experience- dependent plasticity occurs because of the multisensory nature of the brain and may be an important contributing factor to musical learning. Steven Brown and Joseph Jordania (2011) research pointed out that, the origin of music is based on the assumption of human "invention". [2] Music creation is considered to be spread to other cultures through communication. Today, it is becoming more and more obvious that music has very far-reaching evolutionary roots [3], and at least some of the most important similarities found in music are the fusion of musical elements around the world [4]. Research by Jian Zixin and others pointed out that music training based on vocal practice and tone awareness can help children with hearing impairment to achieve the effect of tone clarity in Mandarin [5]. The results of the comprehensive study found that: (1) data analysis based on the auditory perception score of the human ear, vocal practice and tone awareness-based music training have an immediate effect on the performance of Mandarin tone intelligibility in children with hearing impairment; (2) Through computer voice acoustic analysis, after the intervention of music training for the three-bit hearing-impaired children, the tone length, fundamental pitch and curve mode of the Mandarin language have all improved significantly; (3) After the end of the experimental teaching intervention, the two-week

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follow-up was continued during the retention phase. The performance of the Mandarin tone intelligibility of the three hearing-impaired children all had significant retention results.

Therefore, first of all, from the interaction of learners and educators, we will introduce innovative instructional design (Fig. 1). Introduce innovative elements into design thinking, and effectively guide learning "pokers" through the process of thought, design, implementation, and presentation, and introduce the core of learning quality through innovative education [6]. This is a simple supplement to the core literacy of various disciplines, but also the accumulation and enrichment of cross-disciplinary literacy in various disciplines [7]. Secondly, teachers are required to establish an educational idea of "knowledge education" instead of "knowledge education", and pay attention to the process of transforming knowledge into subject quality and ability. Furthermore, from "teacher center" to "student center", that is to improve students' learning enthusiasm is to change the teaching center from "teaching" to "learning". Teachers should stimulate students' interest in learning and guide students to learn independently, forming the ability to think independently, practice and lifelong learning [8], [9].

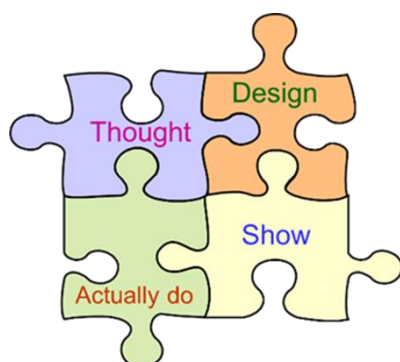


Figure 1. Four steps of innovative thinking [9].

II. TEACHING DESIGN

A. Learning of Musical Notes



Figure 2. Piano keys, sheet music and metronome.

In the traditional note teaching as shown in Fig. 2, it is

composed of keys, scores, and metronome; the metronome swings to learn the beat, and the beat learns the characteristics of the notes and other related learning. When the three items are carried out at the same time, the changes of ear-listening metronome sound, eye reading spectrum and keys, and eye and brain response piano spectrum often make learners easily flinch. In general, in order to make notes and beats have more experience, we will beat the beats by hand, etc. for slow training.

B. Course Design

The method we use is to promote happy learning, so that everyone has an equal educational space, so that students from different classes and different families can enjoy the fun of learning. Therefore, we propose a teaching method of "playing fun notes, playing music, and playing with creativity", as shown in Fig. 3 [9].

A man of imagination ?

Sharing and expression ?

A dreamer ?



Treat work as a person of interest ?

A man with a dream in his dream ?

Figure 3. Get ready [9].

Traditional teaching methods, beat teaching, usually clap hands, beat the board and use the metronome to increase students' understanding of music and learn the changes in notes. In this multi-learning process, we have added activity designs, such as: iPad media interaction, line-line grid jumping, learning expression, and board-shaped learning notes and chess, to allow music to add different interactive modes. It is very important to guide beginners and slow learners.

C. Experiential Interaction

First of all, we will use the four ideas shown in Fig. 1 to understand the difficulties and problems of learning notes in different age groups; Entering the first stage of thinking and summarizing, we chose 1 to design the interactive mode. In this report, the study of slow learners is used as a case design discussion. The second stage design of the musical poker is shown in Fig. 4. The poker (board game) design allows learners to experience situations such as notes, symbols, and beats.

The third stage consists of Fig. 4. The Poker allows learners to experience different activities, such as: Use poker to learn to listen to the rhythm of sound, note solitaire learning observation, math game of note beat plus music, note heart disease learning response A variety of situational games, the fourth stage is to allow learners to experience.

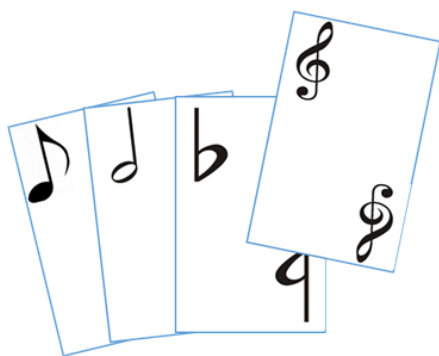


Figure 4. Musical poker. (Developing Teaching Aid)

III. EXPERIENTIAL TEACHING

After actually letting the learner experience the musical poker, not only can the learner be allowed to train after school, but also one of the teaching aids that is helpful for the teacher to guide the beginner. Taking piano learners as an example, students increase the fun of piano learning after game interaction, as shown in Fig. 5-Fig. 6.

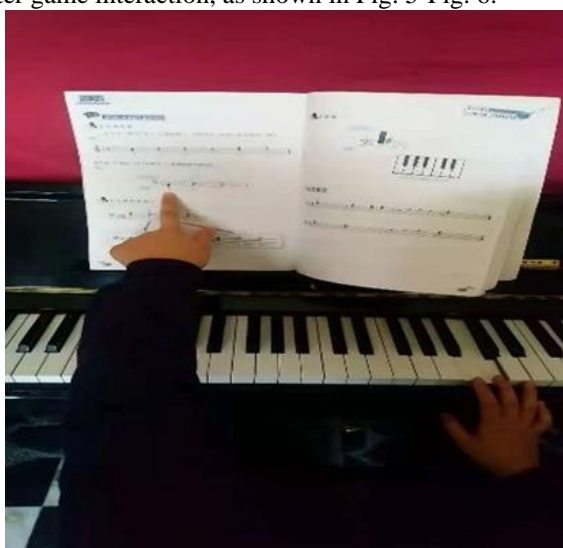


Figure 5. Experience learning results.



Figure 6. Actual learning diagram.

In this teaching, not only see the learner's learning motivation, but also see the interactive discussion between the learner and their parents. Although traditional learners have active, passive, passive plus forced, etc., which often cause the haze of music, this note-book interaction not only changes the teaching method, but also increases the fun of learning. Therefore, in addition to the musical note book, we also designed many interactive textbooks, so that we can perform various advanced changes such as piano, spin, and percussion.



Figure 7. Musical poker.

The experimental musical poker test results shown in Fig. 6 allow children to have a new experience of cognition. This time, the primary school first and second grades are used as the learning-oriented design. As shown in Fig. 7, learning cognition includes: symbols, beats, colors, let children Combining the mathematical addition and subtraction of the course, from Fig. 7 musical poker, to Fig. 8 musical poker note solitaire game, using the traditional poker game principle, adapted to the note solitaire math mode, with notes, beats, colors, let the children combine the course comprehensive learning In order to achieve one of the objectives of the course, students will be able to exclude problem solving and digital obstacles in the symbol, and the game experience will allow children to break through the new knowledge learning obstacles and self-confidence problems, and the preliminary children's learning results will reach expectations. Music can cultivate the mind; the purpose of music education is to cultivate a good personality by improving people's musical literacy. Some people say that music is language, music is mathematics, and music is art.

Others say that the essence of music is science, the purpose of music is education, the performance of music is art, and the content of music is philosophy. The proportion of music in human culture, history, and life is unquestionable. Music is the art of time, and teaching itself is an art. The teaching of music can be very diverse, without being very boring or out of reach. With the innovative teaching method of musical poker in this research, we are not just leading students into The great music hall also let them see the music that has not declined for hundreds of years. In the future, more courses and

games will be designed, with the goal of multi-learning, arousing the students' desire to learn, so that children can become a short time Recognize the master.



Figure 8. Musical poker note solitaire game.



Figure 9. Teaching situation



Figure 10. Happy learning for students

In the actual teaching, the first trial teaching in the 1st and 2nd grades of "Jiadong Elementary School", the classroom situation of the innovative music card is shown in Fig. 9 and Fig. 10, see the interactive experience of students. In the future, the teaching and testing will be carried out with children in the same class. In order to achieve the learning effect, more follow-up discussions will be possible in the future.

IV. CONCLUSION

Introducing music teaching in innovative thinking, the musical poker not only increases the liveliness, but also aims at the distance of students in the learning process. In this method of innovative thinking, you can write many practical processes according to actual needs. Any element related to it, such as: learning notes, scale changes, sound distance, etc., are oriented to change. Although music can make people happy and happy, most people want to understand in depth, but because of the recognition of notes, there is a great distance. Therefore, this study learns music with pleasure, and can also simply explain the innovative note elements and original intentions in the corresponding ideas. From the development of innovation, invention and guidance to the cultivation of musical cultural characteristics, the tutor must have a broad mind to guide students to gradually realize more innovation and creativity and move towards the future.

The derivation of this music cognition research includes: the building of children's self-confidence, the breakthrough of new knowledge, and the exploration of new knowledge. The curriculum is also combined with other courses. It is also a change in the new syllabus of Taiwan. Therefore, it will be tracked and improved in the future, so that education has new conformity to the present the diversity of society is also an important item for future research.

CONFLICT OF INTEREST

This paper is a cross-disciplinary teamwork and was published in this rigorous academic, so this paper "The author declares no conflict of interest".

AUTHOR CONTRIBUTIONS

The contribution of each author to this research work is described as follows:

Teng-Chiao Lin, Hsing-Hui Chen, Wei-Chang Yang, Shao-Shiun Chang, And Shinn-Dar Wu jointly discussed innovative teaching research methods and implementation of teaching method design.

Hsing-Hui Chen, Yu-Lin Yang, Shinn-Dar Wu, and Yen-Chin Chang, for the design of music cards.

Doctoral candidate Hsing-Hui Chen and Wei-Chang Yang drafted the first edition of the article, which was discussed and the future development of teaching by Professors Teng-Chiao Lin, Shao-Shiun Chang and And Shinn-Dar Wu. The actual teaching Hsing-Hui Chen,

Yu-Lin Yang, Shinn-Dar Wu and discussion and revision, all authors approved the final version.

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1. Energy Storage Technology: Lithium Battery, Fuel Cell, Lead Battery
2. Reuse Technology: Agricultural Waste, Building and Ceramic Waste, Plant Carbonization Technology
3. Science and Technology Integration: Ecological and Circulatory agriculture, Green Energy Integration System, Circular Economy, Carbon Rights Trading, Patent Layout, Innovation and Invention and Education, Imitation ecological agriculture and fishery system
4. Industrial Support: Industrial Technology Upgrading and Technological Transition



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