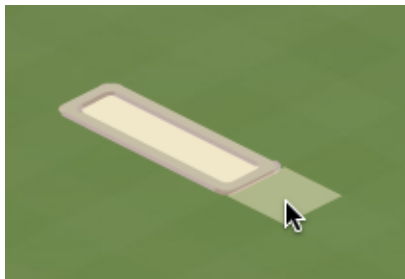


How to use Isle of Tune

Briefly...



1. Lay down some road



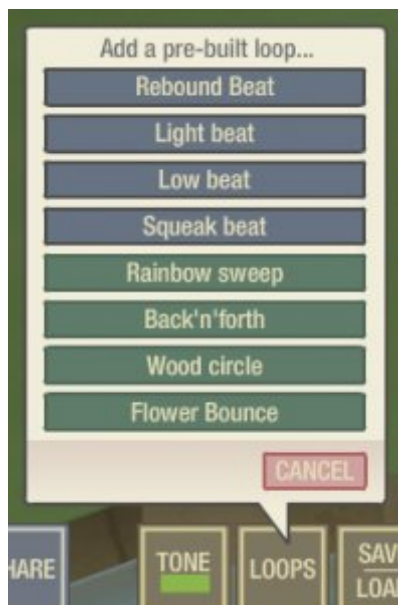
2. Add houses, plants or lamp posts along the road (or a combination)

3. Place a car on the road



4. Press Go. As the car drives past each element on the road it will make a rhythmic or melodic sound. At the end of the road, it turns around and plays your creation in retrograde 😊

Tips



1. For a quick start, use the ready-made patterns. Click on the **Loops** button and select one of the options. Hover your mouse over the island so you can see the “footprint” required by the loop. Click in a space and add a car to the road. Click on Go to hear the pattern.

2. If you have access to iPads, explore the possibility of using the app version – it’s much more fully-featured (and less frustrating!). You can use more cars (the web version is limited to 3 only), there’s a “reset cars” button which allows you to reset all cars to their starting position and other extras like the ability to create “pauses” (pieces of road that cause a car to pause for a

certain number of beats)

3. Consider town-planning! Have students plan their composition on a printed or digital grid first to avoid creating a melody or rhythm that’s going to run out of space on the island. Once you lay down road and set up all your trees and houses, you can’t move them en masse – you must erase them and start again in a different location



4. Change from pentatonic scale (the default setting) to chromatic by clicking on the **Tone** button and selecting **Keyboard Mode**

5. Experiment and play a lot – it’s a very unique way of creating musical compositions and will do your head in at times, especially if you “think” in notation like I do.



6. Change a sound played by the house/tree/bush/lamp – click on it and select another option from the on-screen keyboard that appears



7. Explore the rhythmic options – on a single beat you can have one crochet, two quavers or a quaver on the second half of the beat.