

Discover your rhythm!

<p>Previous compulsory steps / Prior students' knowledge</p>	<p>Students and educators do not need any previous knowledge about the game, the genre or any other kind of knowledge other than basic digital skills. This activity is especially apt for non-formal educational spaces, though a teacher can adapt it for a music class in order to familiarise students with rhythm and other curricular concepts.</p>
<p>Learning objectives</p>	<ul style="list-style-type: none"> • To follow the rhythm of a song through movement on the screen. • To enjoy artistic experiences and creations as a source of personal and social enrichment. • To interpret music individually and collectively using the voice, instruments, body or technological tools. • To show habits of the reflexive and open perception of sound and visual reality in cultural and educational environments.
<p>Subjects</p>	<p>Music, Arts</p>
<p>Recommended Age</p>	<p>Any age</p>
<p>Material needed</p>	<p>The game Sayonara Wild Hearts and a video game console. Note that this activity may also be</p>

	done with most rhythmic video games available online and on the market, so you may easily change Sayonara Wild Hearts for another game.
Sequence duration	1 hour
Individual or group activity	Group. Rhythmic games usually have only single player options, but this activity requires the students who are not playing to watch as the game advances. Watching, in this case, also helps with understanding the rhythm.
Skills developed	Creativity, Critical thinking, Learning to learn
Price range of the game	< 20 €
Similar games to use with the approach of the sequence	Thumper, Taiko No Tatsujin, Aero (2018)
Inclusion best practices	Rhythmic games require sound and visuals, as well as a rapid response using the controller. However, most of them are apt for colour-blind students or students with some types of learning disabilities.

Step by step: how to implement the sequence

- **Step 1: Test the songs (20 minutes)**

To begin, participants will play the video game, one song each, and will try to improve their own scores. In this first step, try to make sure that all students have at least either

tried the game once or that they have watched their classmates playing so they understand what they are supposed to do and how to do it.

If you only have one copy of the game, let students take turns to play in front of the whole class. Try to have as many students as possible take a turn to play during the given time frame. Other students can “play along” at the same time by trying to tap out the rhythm as they watch their peers play.

- **Step 2: Improve your score! (40 minutes)**

Next, students should repeat the activity using the same song they chose in the first step. The goal is to make them aware of any improvements in their ability to follow the rhythm of the song. The game’s score system helps to measure this improvement as well.

You should take into account that normally scores can only be compared to those of songs from the same level, since each song normally has a different length and rhythm, and therefore, a different top score.

Most rhythmic video games have a very clear difficulty curve- the more you play a song, the better you are at understanding its rhythm. Thus, you can have students play the game using the same song a set number of times to improve their scores. If you want to make the lesson more challenging, you may ask students to move on to a new song after just one or two repetitions. This way you can show them the increasing complexity of rhythm in different songs. The same advice from Step 1 is also true here: If you only have one copy of the game, you may have one student play at a time, in front of their peers, and have other students try to tap along to the rhythm. However,

you should also keep in mind (and state unequivocally to the class) that the focus should be on individual learning and improvement, not competition with their peers.

You might also consider turning this into an in-person game by having different students tap out the rhythm at different sections of the song, thus recreating the song in real-life with different students.

Note: There are numerous videos on YouTube that explain ways to catch the rhythm of these games, as well as examples of gameplay for specific games, if you just search the game's name and the keywords "rhythm" or "gameplay" in YouTube. Watching them can also be helpful for this activity.

An optional third step for the sequence would be to show a few of the gameplay videos you consider most helpful to the class or have students search for these videos and watch them (alone or in groups), and then return to playing the game to test some of the tips they learned in the gameplay videos.

Getting the Game:

Sayonara Wild Hearts:

https://store.steampowered.com/app/1122720/Sayonara_Wild_Hearts/