Music Machine Set

(Adapted Music Kit 2 – EC COE)

Description:	Image:
The Music Machine Set includes cluster bells, a maraca, a tambourine, and a drumstick that may be useful for children with motor challenges who are not able to use typical instruments to engage in musical play. The music machine comes equipped with two holding arms and an external switch. One of these arms holds a small stationary instrument while the other moves up and down and can hold an instrument that makes sound when shaken, like the cluster bells. Connecting and pressing a switch activates the Music Machine to beat to a preset rhythm at any speed you choose. The Music Machine is 9"L x 6½" W x 4 1/8" H and weighs 1¾ lbs. Eight AA Alkaline batteries are required.	 Purchasing Information Demo Video User's Manual

Who Might Benefit?

Those who…

- Have motor limitations and may find it difficult to engage in typical musical instrument play.
- Need multi-sensory opportunities to engage in play due to limited attending or engagement skills.

Why Use?

Provides an opportunity to…

- Develop music appreciation.
- Engage in sensory exploration.
- Enhance the development of auditory skills.
- Engage in multi-sensory cause & effect activities.

Instructions for Use:	Adaptation Ideas:
Environmental Considerations • The Music Machine is noisy and has flashing lights (although the lights can be turned off), so it may not be suitable for quiet classroom environments. Positioning • The Music Machine needs to be placed on a flat surface while the child is seated either at a table, on the floor. The Music Machine could also be placed on a wheelchair tray. Alternate Positioning • The child may be able to use the Music Machine in a variety of other positions such as lying on their belly (prone), side lying, kneeling, standing, etc. However, the Music Machine would need to be placed on a level surface and within visual range of the child. Basic Play/Use • The Lighted Music Machine requires 8 AA Alkaline batteries. Do not use rechargeable batteries or any other type of batteries because they supply lower voltage, and the unit will not perform properly. The battery compartment is located under the unit's base. Remove the small screws from the battery compartment cover using a Phillips head screwdriver and then slide the battery compartment cover off. Install batteries. Replace battery cover and screws. • Plug a switch into the 1/8" jack. The striking arm will only move during switch activation. Make sure the connection between the switch and The Music Machine is tight. There should be no gaps. • The speed or tempo at which the striking arm moves can be adjusted. Turning the black adjusting knob clockwise increases the speed, counterclockwise decreases speed. Please note: The speed adjustment is not linear on this product. There is only about a	Optional Additional Materials/Supplies • Velcro • Dycem • C-clamp Stabilize It • The Music Machine could be stabilized by adding Velcro to the bottom of the device and to the table surface or using non-skid matting such as Dycem, so it doesn't scoot away from the user. Contain it • The Music Machine could be positioned in a box or tray to help contain it from moving. Add Sensory Cues • No additional sensory cues are suggested for this toy. However, the switch attached to the device could be enhanced with different textures, color caps, or picture symbols/words to indicate the function of the device. Communication Support • A communication board could be developed to support the function of the Music Machine play. Vocabulary may include play, more, music, help, stop, too loud, louder, too soft, quiet, etc.

1/8th inch range of movement from the maximum speed setting to make any speed adjustments.

- To attach the instrument, loosen the black knob of the clamp that is connected to the black gooseneck. Do this only enough to accommodate the instrument. Tighten the knob just enough to hold the instrument securely. Please Note: overtightening of the knob will cause damage to this unit. The second knob on the clamp is used to adjust the angle of the instrument. Clockwise tightens the and counterclockwise loosens the silver knob.
- At times, it may be necessary to adjust the instrument gooseneck-mounting arm to accommodate the instrument. With one hand hold the base of the gooseneck, with the other hand bend the gooseneck to adjust the instrument's placement.

Extended Play/Use

- Can be used in a music class as a part of a percussion section or as an additional instrument in a band.
- Can be used as a sound effect for a story in a book or a play.

Play/Use with Others

- The Music Machine is intended to be used by one student however; it could be used in a turn-taking activity among 2 or more students.
- The Music Machine could also be used as one of several musical instruments played by children in a small band.

Additional Considerations:

- Only use Alkaline batteries. Do not use rechargeable batteries or any other type of batteries, because they supply lower voltage and the unit will not perform properly.
- Do not submerge the device in water as it will damage the electrical components.
- Do not use abrasive cleaners on the device.

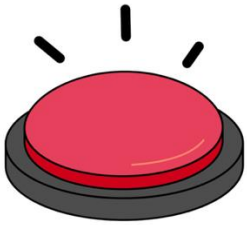
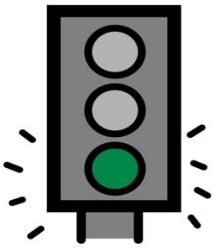
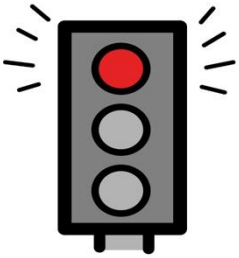
Additional Resources

- Special Education Resources: Adapting Musical Instruments for Access to All - YouTube video highlighting how to adapt standard classroom musical instruments for all children. It also contains ideas for how musical instruments can be used for various purposes other than creating music (e.g., gross motor and fine motor skill development).

Ohio Early Learning Standards

- CD: Artistic Engagement and Expression: Expresses self creatively through music and dance. (1.b.).
- SC: Science Inquiry and Application: Develops the ability to reason about cause and effect. (1.b.).

Words to Encourage Play/Use

Push 	Pull 	Lights 
Music 	Song/s 	Go 
Stop 	Play 	On 
Off 		

Adapted from: Haugen's Modes for Adapting Toys based on materials from the "Let's Play" Project at the University of Buffalo

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