



# Implementation Guide

Grades PK–8

**SAVVAS**  
LEARNING COMPANY

# Authors

**Lynn M. Brinckmeyer** Texas State University, San Marcos, Texas

**Amy M. Burns** Far Hills Country Day School, Far Hills, New Jersey

**Patricia Shehan Campbell** University of Washington, Seattle, Washington

**Audrey Cardany** University of Rhode Island, Kingston, Rhode Island

**Shelly Cooper** University of Nebraska at Omaha, Omaha, Nebraska

**Anne M. Fennell** Vista Unified School District, Vista, California

**Sanna Longden** Clinician/Consultant, Evanston, Illinois

**Rochelle G. Mann** Fort Lewis College, Durango, Colorado

**Nan L. McDonald** San Diego State University, San Diego, California

**Martina Miranda** University of Colorado, Boulder, Colorado

**Sandra L. Stauffer** Arizona State University, Tempe, Arizona

**Charles Tighe** Cobb County School District, Atlanta, Georgia

**Phyllis Thomas** Lewisville Independent School District, Lewisville, Texas

**Maribeth Yoder-White** Clinician/Consultant, Banner Elk, North Carolina

---

**interactive MUSIC powered by Silver Burdett™ with Alfred Music Publishing Co., Inc.** Copyright © 2020 Savvas Learning Company LLC All Rights Reserved. **Savvas™** and **Savvas Learning Company™** are the exclusive trademarks of Savvas Learning Company LLC in the US and in other countries. Pearson and Pearson logo are registered trademarks of Pearson Education, Inc.

Savvas™, Savvas Realize™ and Silver Burdett™ are trademarks of Savvas Learning Company, Inc., or its affiliates. Adobe®, Flash® and Acrobat® are trademarks of Adobe, Inc. Microsoft® and PowerPoint®, are trademarks of Microsoft, Inc. Safari®, iTunes®, Quicktime® and iPad® are trademarks of Apple, Inc. Sibelius® is a trademark of Avid Technology, Inc. or its subsidiaries. Finale® is a trademark of MakeMusic, Inc.



# Table of Contents

<b>Welcome to <i>interactive MUSIC</i> .....</b>	<b>4</b>
What Do I Need? .....	4
Creating Your Account .....	4
Signing In .....	4
<b>Introducing the Interactive Player.....</b>	<b>5</b>
Requirements for Using the Interactive Player.....	5
Features of the Interactive Player .....	5
Interactive Player Controls.....	6
Playback and Volume.....	6
Key and Tempo.....	6
Digital Mixer (Songs).....	7
Digital Mixer (Play-Alongs and Orff Arrangements).....	7
Navigate .....	7
Print.....	7
It's All About the Activities .....	8
Interactive Activities.....	8
Song Resources .....	8
Instructional Activities.....	9
Enrichment Activities .....	9
Play-Along Activities.....	10
Orff Arrangements and Activities .....	10
Movement Activities .....	10
Music Reading Activities .....	11
Listening Activities.....	11
Teacher Notes.....	11
<b>Files and Formats in <i>interactive MUSIC</i>.....</b>	<b>12</b>
<b>Discovering Activities in <i>interactive MUSIC</i>.....</b>	<b>13</b>
Home Page.....	13
Table of Contents.....	13
Lesson Sequence .....	13
Lessons .....	14
Activity Packets: Song-Based Lessons .....	14
Activity Types .....	15
File Types.....	15
Activities Based on Topics.....	16
Searching for Content .....	16
Using Your iPad® .....	16



# Welcome to *interactive MUSIC*

Welcome to *interactive MUSIC* powered by Silver Burdett™ with Alfred, an online curriculum featuring exciting new digital content for PK–8 general music. The wide variety of musical content will enliven your music classroom with interactive instructional activities, projectable and interactive notation, audio, video, and animated instruction, printable downloads, and more. Accessible with an Internet-ready computer, projection system or whiteboard, or an iPad®, *interactive MUSIC* activities will inspire active music learning for today's tech-savvy students.

## What Do I Need?

To use *interactive MUSIC* in the classroom, you will need a License Card (see Creating Your Account). You will also need equipment, devices, and software that are compatible with the *Savvas Realize™* platform.

### Computer and Classroom Setup

- Mac or Windows PC computer (for minimum system requirements, go to <http://pearsonrealize.com>)
- A CD-ROM drive or MP3-ready CD player to play the audio discs (multi-year subscriptions only)
- Speakers or audio system connected to your computer
- Broadband Internet connection

### Projection System or Whiteboard

- Computer projector for displaying projectable and interactive content
- or-
- Interactive whiteboard (optional)

### Software

- Internet browser (to view a list of supported browsers, go to <http://pearsonrealize.com>)
- iTunes® (recommended) or other MP3 player
- iTunes (recommended) or other MP4 video player
- Adobe® Flash® to use the Interactive Player
- Adobe Acrobat® Reader or compatible PDF reader

- Microsoft® Word or compatible word processor
- Microsoft PowerPoint® or compatible slide presentation viewer
- Sibelius® or Finale® music notation software (optional)
- MIDI and other MIDI-compatible software (optional)

### Creating Your Account

After purchasing your grade level *interactive MUSIC* courses, use the instructions on your License Card to create an account. See the License Card attached on the inside front cover of this guide.

#### NEED HELP?

Call the Realize Support Crew  
at 800-234-5832.

### Signing In

After you have set up your account, sign in to access your course content.

- Go to [www.pearsonrealize.com](http://www.pearsonrealize.com).
- On the Home Page, click Sign In.
- On the Sign In page, enter your Username and Password.
- Click Sign In.

# Introducing the Interactive Player

Read on to explore *interactive MUSIC* in more detail. One exciting new resource is the Interactive Player.

The Interactive Player allows you to

- View and playback music notation.
- View and track highlighted notation and lyrics (if present) as the music plays.
- Change the key and/or tempo of the music notation.
- Play/Pause and Stop.
- Control tracking, vocals and the volume levels of instruments, using the Digital Mixer.

- Navigate among the sections of the music.
- Print the music in various keys.

It is important to note that the Interactive Player is only available through your Internet browser with the Flash plug-in installed. See the requirements below.

## Requirements for Using the Interactive Player

To use the Interactive Player, login to your *interactive MUSIC* account at <http://pearsonrealize.com>. Ensure that your browser is equipped with a plug-in for Adobe Flash Player (v10 or later).

## Features of the Interactive Player

The Interactive Player interface consists of a control panel and notation. When the player is active, the music notation and lyrics (if present) will highlight as the music plays. See example 1 **Interactive Player**.

1 **Interactive Player** Allows for flexible playback of onscreen notation

**CONTROLS**

MASTER VOLUME

Key  Tempo

**DIGITAL MIXER**

**NAVIGATE**

### Precipitation Day

Words and Music by Andy Beck and Brian Fisher

$\text{♩} = 86$  4 C Dm D7 G

1. Get out your um - brel - la, it's gon - na rain to - day.

C Dm G C

Your slick - er in yel - la, the rain is on the way.

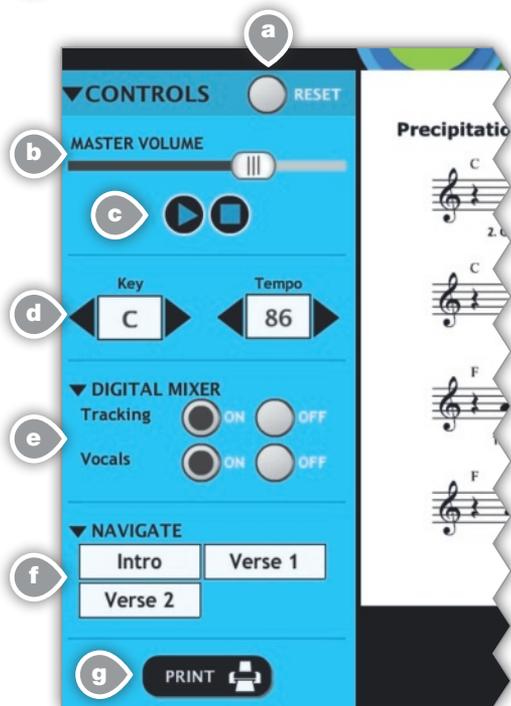
F C Dm7 G7 C

The clouds in the heav - ens are read - y to go.

F C D7 G7

The wa - ter in - side them is gon - na o - ver - flow.

- 2 Interactive Player Controls** Easy-to-use tools allow you to customize settings.

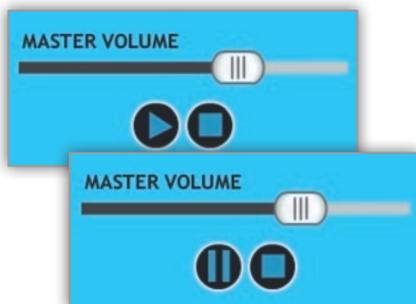


## Interactive Player Controls

The Interactive Player control panel contains the controls for playback of the interactive notation. See example **2 Interactive Player Controls**.

- (a) Reset (returns all settings to the original setting)
- (b) Master Volume
- (c) Play/Pause and Stop
- (d) Key and Tempo
- (e) Digital Mixer
- (f) Navigate
- (g) Print

- 3 Playback and Volume** Click the Play button to play a selection. The button converts to a Pause button.



While music is playing, click Pause to stop playback. Button converts back to Play icon.

## Playback and Volume

The Interactive Player playback controls are shown in example

- 3 Playback and Volume**. More specifically, you can

- Click the Play button to begin playback and again to pause the music.
- Click the Stop button (square) to stop the playback (music will return to the beginning).
- Click any measure in the notation to begin playback at that location.
- Click and drag the Master Volume slider to adjust the volume.

### TIP

It is a good idea to always click Stop before changing key or tempo.

## Key and Tempo

The Interactive Player allows you to change both the key and tempo of the music you are presenting (see example **2 d** above). You can also print the music in a new key! Please allow the Player a few seconds to load performance files between tempo and key changes. Click the Play button to activate the music in the new key and tempo.

## Digital Mixer (Songs)

The Digital Mixer allows you to control the balance among voices and instruments. Click the toggle triangle to display the settings.

- Tracking ON allows notation to highlight as the music plays. Tracking OFF omits the highlighting.
- The Interactive Practice mixer displays volume sliders for the voice/ vocal parts and accompaniment.
- The Interactive Performance mixer displays ON and OFF buttons for the voice/vocal parts and accompaniment (see example 2 e on page 6).
- Mixer controls can be used at any time while the music plays.

## Digital Mixer (Play-Alongs and Orff Arrangements)

The Digital Mixer may be used to control instrument volumes in Play-Alongs and Orff Arrangements. See example 4 Digital Mixer.

- Change the balance among the instruments using volume sliders.
- Click Reset at the top of the control window to set the Digital Mixer settings to the default: all ON.

### 4 Digital Mixer



## Navigate

Buttons (or Bookmarks) linked to specific sections of the music, such as Intro, Verse 1, Interlude, and so on, can be found in the Navigate control panel (see example 2 f on page 6).

- Click the Navigate toggle triangle to open the control panel.
- Click the buttons to jump to various sections of the music.
- To return to the beginning of the music, use the navigation controls instead of the Reset button in order to maintain your digital mixer settings.

### TIP

Use the Navigate buttons to click through the music while maintaining the mixer settings.

## Print

The Interactive Player notation may be printed in the original key or in a new key you select. Click the Print button to bring up your computer's print dialog box (see example 2 g on page 6). Then select the preferred Interactive Player print settings and print. Below are general guidelines:

- Print at 100% landscape orientation with page margins set to 0".
- Most Interactive Performance and Practice notation should be printed in landscape orientation.
- Keyboard Accompaniments and Orff Arrangements should be printed in portrait orientation.

### TIP

Set up a custom printer setting on your computer called Interactive Player that is set to letter size paper with 0" margins.

# It's All About the Activities!

## TIP

An easy way to locate interactive activities is to search on the word *interactive*.

## Interactive Activities

*interactive MUSIC* features online interactive activities that provide lively and engaging learning experiences for students. The activities may be projected or used with interactive whiteboards, and may have either an “instructional” or an “enrichment” focus. Types of interactive activities available are

- Hotspot (images, notation, text, and audio)
- Drag and Drop (images, notation, text)
- Multiple Choice (text, images, notation, and audio)
- Hidden Spot (images, notation, text, and audio)

For examples, see **5 Drag and Drop** and **6 Hotspot**. Instructions and Teacher Notes are provided with each activity.

**INSTRUCTIONAL ACTIVITY**

**Ostinato**

**Precipitation Day Ostinati**

5

**5 Drag and Drop** In this example, students drag “tiles” from the left to the “target area” on the right to compose patterns.

**ENRICHMENT ACTIVITY**

**The Chinese Moon Festival**

6

**Hotspot** Students move the cursor over hotspots to display engaging, informational popup windows.

6

## Song Resources

All Instructional and Enrichment Activities in *interactive MUSIC* begin with song-based resources. These include

- Interactive Song Notation for performance and practice (see *Introducing the Interactive Player*, page 5 of this Guide)
- Song Notation Projectable (see example **7 Song Notation Projectable**, page 9)
- Song Notation Printable
- Song Notation Animated
- Song Vocal Tracks, Accompaniment Tracks, Pronunciation Practice Tracks (all song tracks are downloadable)
- Song Keyboard Accompaniments (Interactive and Printable)
- Song Teacher Notes

**7 Song Notation Projectable** Song and notation projectable resources are compatible with interactive whiteboards, iPads, and other tablets.

**b Instructional Activity** Enhance music instruction using colorful PowerPoint presentations with a whiteboard or projection system.

## Instructional Activities

Instructional Activities form the core of concept-based instruction in *interactive MUSIC*. These activities have a musical objective and purpose that help students develop musical skills through performing, creating, and understanding the elements of music (see **7 b Instructional Activity**). Examples of Instructional Activities include

- Projectable PowerPoint presentations
- Instructional Videos and Animated Instruction
- Instructional Activity Teacher Notes

## Enrichment Activities

Enrichment Activities include the same resources and media types described under Interactive and Instructional Activities above, providing Integrated Curriculum opportunities to other disciplines such as language arts, social studies, math, and science. See example

**8 Enrichment Activity.**

**8 Enrichment Activity** A song-related poem and its vivid imagery provide Integrated Curriculum learning in this projectable activity.

**Play-Along Activities** Performance Activities are available in Projectable and Printable formats.

9

10

### Interactive Fingering Chart

Students click a note to see recorder fingerings and click the Play button to hear the pitch.

## Play-Along Activities

Play-Along Activities allow students to play an instrument along with a class performance or the recording of a song. Play-Along resources include

- Arrangements for recorder, percussion, keyboard, guitar, and various ensembles (see example 9 **Play-Along Activities**)
- Projectable Notation
- Interactive Fingering Charts (see example 10 **Interactive Fingering Chart**)
- Play-Along Teacher Notes

## Orff Arrangements and Activities

*interactive MUSIC* includes Orff Activities and accessible pitched/nonpitched instrumental arrangements in a variety of formats. Orff resources include

- Printable parts and arrangements
- Orff-centered Projectable Instructional Activities
- Orff Arrangement Teacher Notes

11

**Movement Videos & Animations** These activities offer step-by-step dance or patterned movement instruction through animation or by video demonstration.

## Movement Activities

Movement Activities in *interactive MUSIC* reinforce music concepts, develop students' creative expression, and foster an appreciation of world cultures. Offered in a variety of formats, movement resources include

- Movement Activity Instructions (see example 11 **Movement Videos & Animations**)
- Instructions for creative/interpretive movement, folk and patterned dances, game songs, play parties, popular dances, and choreography
- Movement Activity Performance and Practice Tracks
- Movement Activity MIDI files for dance practice
- Movement Activity Videos for folk/traditional dances and choreography

## Music Reading Activities

*interactive MUSIC* includes Music Reading Activities with iconic and traditional notation. (See **12 Music Reading Notation (Projectable)**.)

Offered in a variety of formats including:

- Music Reading Projectable Notation
- Music Reading Printable Notation
- Music Reading Practice Tracks
- Music Reading Notation (Sibelius and Finale Files)
- Music Reading Teacher Notes



## Listening Activities

Listening Activities in *interactive MUSIC* give students opportunities to build and demonstrate critical, analytical, and perceptual aural skills. Selections represent and demonstrate a variety of genres, historical periods, and prominent composers and performers. Resources include

- MP3 files
- Projectable Activities
- Animated Listening Maps (see example **13 Listening Activities**)
- Interactive Listening Activities
- Music Makers
- Listening Activity Teacher Notes

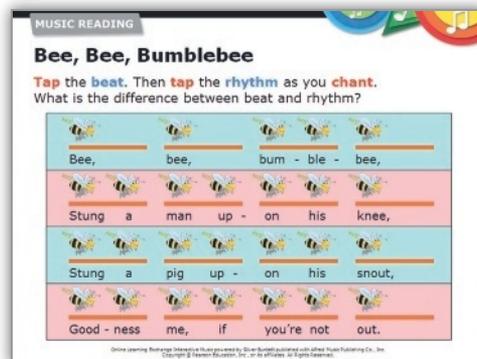
## Teacher Notes

In *interactive MUSIC*, lesson planning and instructional support is provided in Teacher Notes that offer sequenced and step-by-step instruction for delivering the content of the given classroom activity. (See example **14 Teacher Notes**.) Features include

- List of Interactive Learning and Presentation Options
- List of Audio Options
- Clearly stated conceptual or thematic focus
- Tips for using Interactive Practice and Performance options, as well as other relevant Instructional and Enrichment Activities

## 12 Music Reading Notation (Projectable)

Visually appealing content for students.

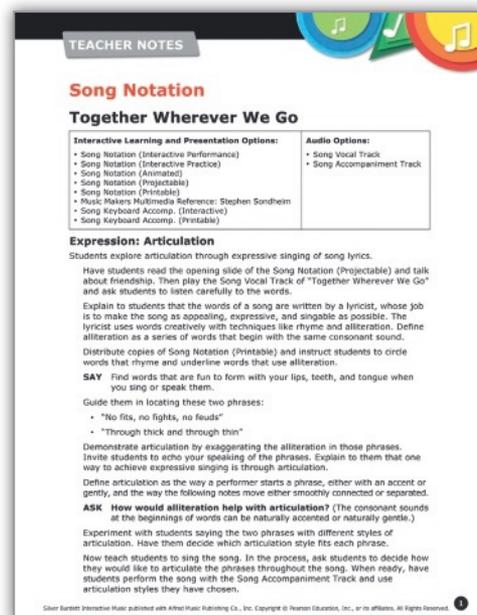


## 13 Listening Activities

Build students' listening skills with MP3s and Animated Maps.

## 14 Teacher Notes

Microsoft Word documents with lesson activities that can be downloaded, edited, and printed.





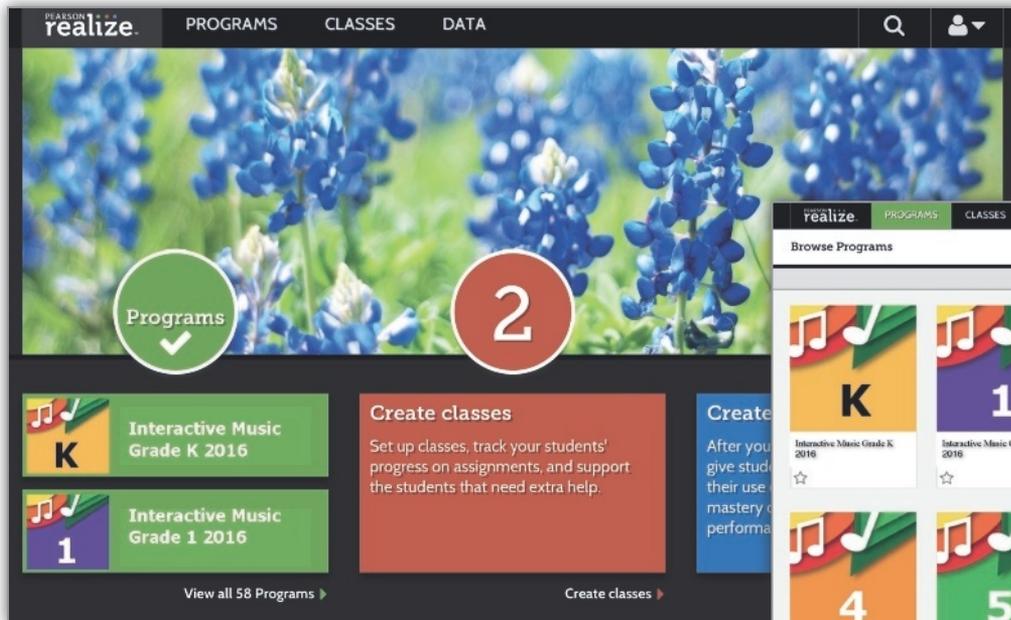
## Files and Formats in *interactive MUSIC*

Now that you've been introduced to the wide array of activities in *interactive MUSIC*, here is a summary and description of the variety of files and formats that are used to deliver these activities to your classroom.

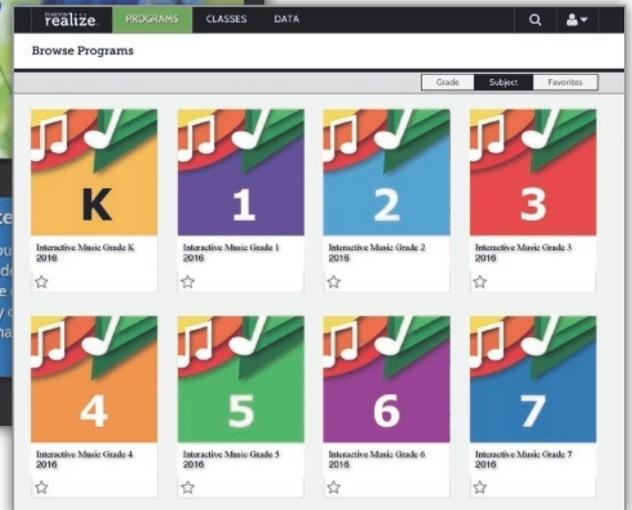
Understanding the purpose of the file types will help you to determine how you will use the files and activities. The table below describes the common file types in the program and the requirements for their use.

Purpose	Activities/Content	File Type	Notes
Interactive Performance and Practice (Interactive Player)	<ul style="list-style-type: none"> <li>• Song Notation</li> <li>• Keyboard Accompaniments</li> <li>• Orff Arrangements</li> <li>• Music Reading</li> <li>• Play-Alongs</li> </ul>	<ul style="list-style-type: none"> <li>• .swf (Flash)</li> <li>• .html (browser)</li> </ul>	<ul style="list-style-type: none"> <li>• Online only</li> <li>• Interactive Player</li> <li>• Flash (.swf)</li> <li>• Internet browser</li> </ul>
Interactive Activities	<ul style="list-style-type: none"> <li>• Drag and Drop, Hotspot, Hidden Spot, Multiple Choice</li> <li>• Play-Along Fingering Charts</li> </ul>	<ul style="list-style-type: none"> <li>• .html</li> </ul>	<ul style="list-style-type: none"> <li>• Online only</li> <li>• Internet browser</li> </ul>
Audio	<ul style="list-style-type: none"> <li>• Song Vocal Tracks</li> <li>• Song Accompaniment Tracks</li> <li>• Movement Activity Practice and Performance Tracks</li> <li>• Pronunciation Practice Tracks</li> <li>• Listening Tracks</li> </ul>	<ul style="list-style-type: none"> <li>• .mp3 (audio)</li> </ul>	<ul style="list-style-type: none"> <li>• Songs may be played online using the Interactive Player.</li> <li>• Songs and listening selections are MP3 downloads and are also available on disc.</li> <li>• Listening selections cannot be streamed online.</li> </ul>
Animations and Video	<ul style="list-style-type: none"> <li>• Song Notation Animated Videos</li> <li>• Movement Activity Videos</li> <li>• Instructional and Enrichment Activity Videos</li> <li>• Animated Listening Maps</li> <li>• Interactive Listening Activities</li> </ul>	<ul style="list-style-type: none"> <li>• .mp4 (video)</li> <li>• .mp4 (animations)</li> <li>• .swf (Flash)</li> </ul>	<ul style="list-style-type: none"> <li>• Songs, animations, and video may be played online using the Interactive Player.</li> <li>• .mp4 files can be played in iTunes or Quicktime™.</li> <li>• Animated Listening Maps and Interactive Listening Activities require Flash.</li> </ul>
Projectable (for projection)	<ul style="list-style-type: none"> <li>• Song Notation</li> <li>• Instructional and Enrichment Activities</li> <li>• Projectable Music Reading Notation</li> <li>• Projectable Play-Along Notation and activities</li> </ul>	<ul style="list-style-type: none"> <li>• .ppt</li> </ul>	<ul style="list-style-type: none"> <li>• .ppt requires Microsoft PowerPoint or other compatible slide presentation software. PPT files are downloadable and may be edited.</li> <li>• Many other types of activities may also be projected, such as videos, interactive activities, and all files that use the Interactive Player.</li> </ul>
Printable (for printing)	<ul style="list-style-type: none"> <li>• Interactive Player printing</li> <li>• Song and Snippet notation</li> <li>• Keyboard Accompaniments</li> <li>• Orff Arrangements</li> <li>• Music Reading Notation</li> <li>• Play-Along Notation and activities</li> <li>• Teacher Notes</li> </ul>	<ul style="list-style-type: none"> <li>• .doc</li> <li>• .pdf</li> </ul>	<ul style="list-style-type: none"> <li>• .doc files require Microsoft Office or other compatible word processing software. Downloadable files can be edited.</li> <li>• .pdf files require Adobe Acrobat Reader or other PDF viewer. Download or view through a browser. Files cannot be edited.</li> </ul>
Special purpose	<ul style="list-style-type: none"> <li>• Sibelius Music Reading Notation</li> <li>• Finale Music Reading Notation</li> <li>• Music Reading, Movement Activity, and Technology Connection MIDI files</li> </ul>	<ul style="list-style-type: none"> <li>• .sib (Sibelius)</li> <li>• .mus (Finale)</li> <li>• .mid (MIDI)</li> </ul>	<ul style="list-style-type: none"> <li>• .sib files require Sibelius notation software</li> <li>• .mus files require Finale notation software</li> <li>• .mid files require iTunes, Quicktime, Garageband, or other MIDI compatible application.</li> <li>• Downloadable</li> </ul>

# Discovering Activities in *interactive MUSIC*



**15 Home Page** After signing in, click Programs to access your *interactive MUSIC* grade-level courses.



## Home Page

After signing in to your account following the procedure on page 4 of this guide, you will see the Realize Home page. Click Programs to browse your *interactive MUSIC* courses. “Favorite” the programs you use most often by clicking the star. See example **15 Home Page**.

## Table of Contents

After selecting a grade level, you will see the Table of Contents giving you easy access to the Units in the Lesson Sequence, Activity Packets, and special music topics. Browse a program’s table of contents in list or thumbnail view.

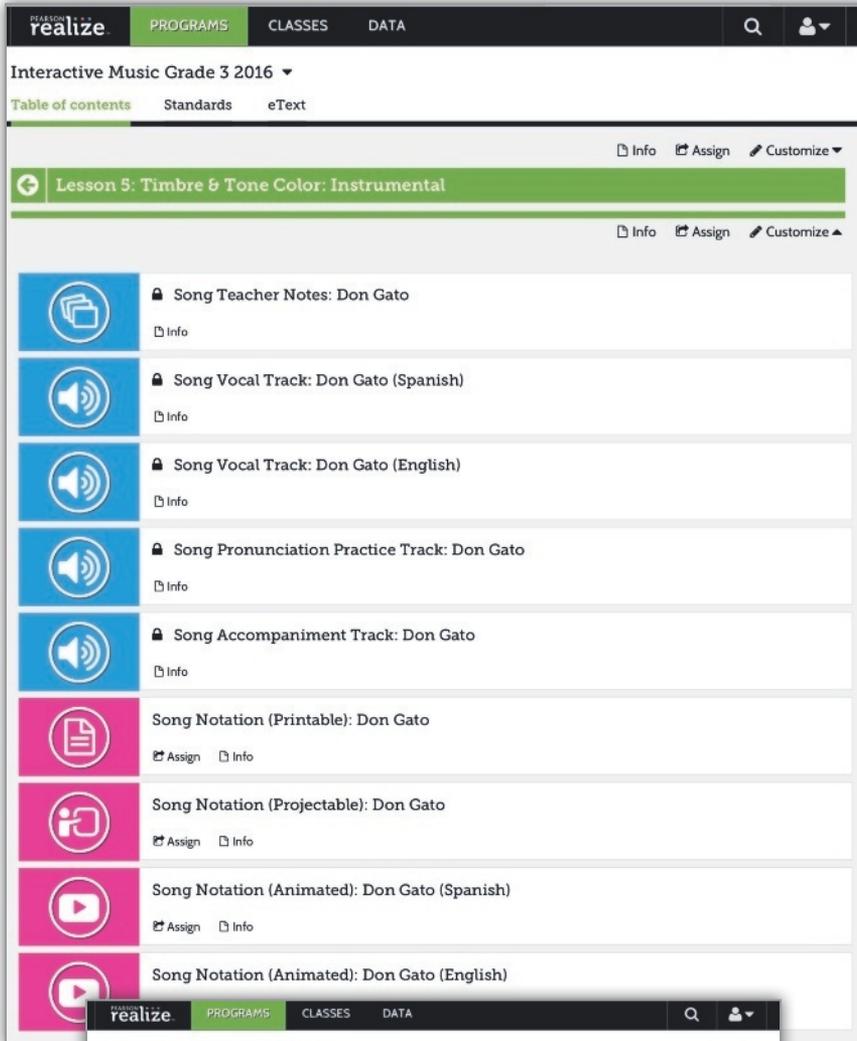
## Lesson Sequence

*interactive MUSIC* includes ready-to-teach lessons organized within units by the elements of music: Expression, Rhythm, Form, Melody, Timbre & Tone Color, Texture & Harmony. Click on a lesson to access the Teacher Notes and everything you need to present and assign the lesson to your students. See example **16 Lesson Sequence**.

**16 Lesson Sequence** Each grade level includes ready-to-teach lessons organized within units by the elements of music.

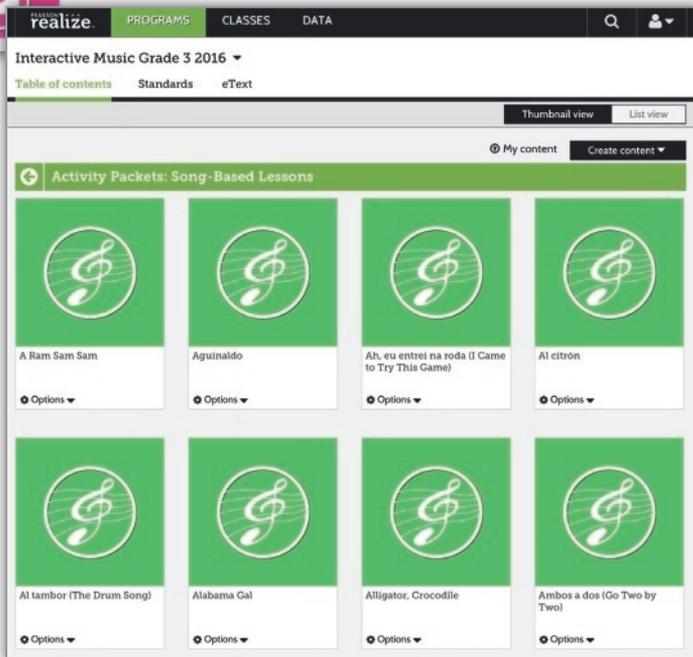


**17 Lessons** Ready-to-teach lessons include everything you need to provide sequenced instruction.



## Lessons

Pre-built units in *interactive MUSIC* provide teachers with a sequence of 36 ready-to-teach lessons. Each lesson starts with instruction (Song Teacher Notes) followed by student-facing content. Teacher Notes can be previewed or downloaded to your local computer and include step-by-step instruction. See example **17 Lessons**.



**18 Activity Packets** Organized alphabetically by song title, these lessons provide easy access to song-based activities.

## Activity Packets: Song-Based Lessons

To organize your lessons around songs, choose Activity Packets and preview a complete list of grade-level songs. Choose a song title to access all of the activities and teaching strategies available for that particular song. See example **18 Activity Packets**.

## Activity Types

When you open a lesson, icons help you identify the various types of content. See example **19 Activity Types** and example **20 File Types**.

The screenshot shows the Pearson Realize interface for 'Interactive Music Grade 3 2016'. The content list includes:

- Song Vocal Track: Knock No More (Audio icon)
- Song Accompaniment Track: Knock No More (Audio icon)
- Song Notation (Printable): Knock No More (Printable icon)
- Song Notation (Projectable): Knock No More (Projectable icon)
- Song Notation (Animated): Knock No More (Video icon)
- Song Notation (Interactive Performance): Knock No More (Interactive Notation icon)
- Song Keyboard Accomp. (Printable): Knock No More (Printable icon)
- Song Keyboard Accomp. (Interactive): Knock No More (Interactive Notation icon)
- Song Teacher Notes: Knock No More (Teacher Notes icon)
- Instructional Activity (Interactive): Knock No More (Interactive Activities icon)

**19 Activity Types** Icon colors can be used to quickly identify teacher and student content.

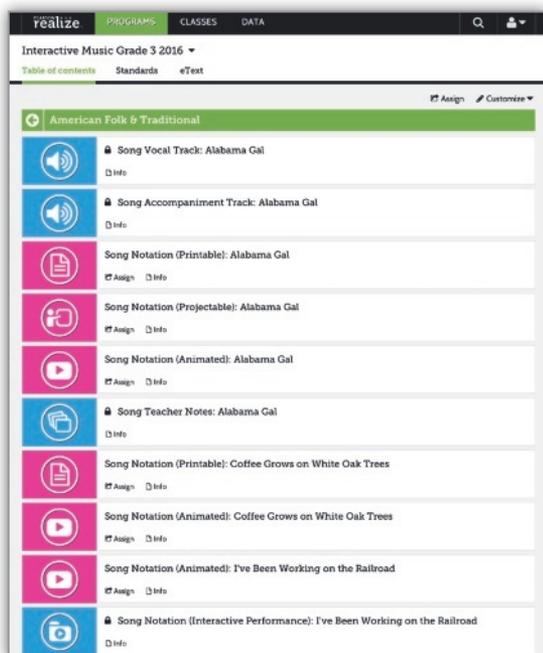
**TIP**  
Hot pink icons indicate content that can be assigned to and accessed by students.

**20 File Types** Simple graphics help you identify the file format and types of content.

The icons are arranged in two rows of four:

- Interactive Notation (Blue square with camera icon)
- Projectable (.PPT) (Hot pink square with projectable icon)
- Interactive Activities (Hot pink square with group icon)
- Teacher Notes (.doc) (Blue square with document icon)
- Video (.mp4) (Blue square with play button icon)
- Audio (.mp3) (Hot pink square with speaker icon)
- Notation (.mus, .sib, MIDI) (Blue square with musical note icon)
- Printable (.pdf) (Hot pink square with document icon)

**21 Activities Based on Topics** A list of activities is generated based on the Topic and Subtopic selected.



**22 Searching for Content** Choose the Media Type, Content Category, and so on to filter your results.



## Activities Based on Topics

When you click a specific Topic followed by a Subtopic, *interactive MUSIC* opens a list of all relevant activities. Example **21 Activities Based on Topics** shows the result of browsing the Topic “Songs for Music Making” and the Subtopic “American Folk & Traditional.” Click on an activity to preview or click “Assign” to share with your students.

## Searching for Content

You can search all the grades you have purchased by clicking the magnifying glass in the upper RH corner from any page to enter a keyword, term, or unique song title. Example **22 Searching for Content** shows the result of searching by the song title “Alabama Gal.” Now you can choose the Media Type, Content Category, and so on to filter your results.

## Using Your iPad®

Many activities in *interactive MUSIC* are compatible with the Apple iPad®. See example **23 Interactive Activity as it appears on the iPad**. Accessing content with your iPad allows you to

- Study, preview, and project activities from your mobile web browser.
- Give students the opportunity to engage in activities.
- Participate in Interactive and Enrichment Activities with the easy-to-use touch screen.
- Download, import, and open Microsoft Word, PowerPoint, and Adobe PDF documents, using iPad compatible applications.
- Import MP3s from the interactive MUSIC CD-ROMs to your iTunes library on your computer and sync with your iPad.
- Play your MP3s and your MP4s from your iPad within Safari with a click of a button.

**23 Interactive Activity as it appears on the iPad**

