



Home and Family Play Guide

Family Play



“A family in harmony will prosper in everything.” Chinese proverb

Thank you for your interest in Home and Family Play Guide. We are excited about the potential of this innovative instrument that uses music to create shared experiences that leads to collaboration, communication, cooperation and foot-tapping family fun.

The Beamz technology and its interactive music library enable everyone to experience the satisfaction and enjoyment of making music. This guide extends the interactive element to the entire family allowing them to create a stage for creative expression and a chorus line of entertainment.

Creating music together forges family bonds as members band together to arrange their favorite songs, improvise new melodies, or synchronize their movements to a compelling beat. The language of music is cross-generational, multi-cultural and embraced by all.

In an era when human connections and social interactions are woefully few, Beamz lets music making lead the way to bringing the family together, creating cherished memories and allowing each member to play a role in getting their act together!

“Music can change the world because it can change people.” Bono

These activities have been designed to express musical enjoyment while encouraging family togetherness. We have discovered that connecting with the music while connecting with your family is a unique formula for fun, memories and collaboration.

Hear-N-Seek

Game 1

Physical, Cognitive & Sensory

Minimum Players 2

How to Play

The object of the game is to expeditiously find the iOS device connected to the Beamz Player. Before playing, test the iOS device to find the range. Alert players to the designated hiding areas for the game so that the iOS device is always “in range” during play. One player will hide the iOS device while the other players are not looking. After the device is hidden, that player will strum the Beamz Player to alert the other players to find the hidden device. The sound will play from the iOS device. The first person to find the device wins and then takes a turn strumming the Beamz Player in the next round.

Challenges

Challenge 1- Turn the volume down on the iOS device to make it more challenging to hear.

Challenge 2- Only play a specified amount of laser strums per game. For example, the person playing the Beamz Player will only strum 3 times total during the game.

Challenge 3- Combination challenge. Lower the volume on the iOS device and only cross the laser beams a specified amount of times during the game. For example, only play 3 sound clues at various times throughout the game.

Slapzees

Game 2

Physical & Cognitive

Maximum Players 2

Play Position- Both players place hands within the zones between the two laser beams on either side of the Beamz Player.

Players- Player 1 (Palms Up Player) places hands palms up in between the upright poles of the Beamz Player. Player 2 (Palms Down Player) places hands palms down hovering over player 1's palms.

How to Play

The object of the game for palms up is to slap palms down without crossing the lower laser beams prematurely. The object of the game for palms down is to pull hands back to prevent palms up from slapping his hands without crossing the beams and therefore making a sound. Both players' hands should hold steady in between the laser beams on either side of the Beamz Player. Play is initiated when palms up attempts to bring hands over to lightly swat the backsides of palms down's hands which will engage sound when crossing the laser beams. Strategy involves speed and "fake out" tactics as palms down's goal is to pull hands away. If palms up hits the hands of palms down during the slap, the roles switch. If the players move hands into the laser beam and make music, the players switch roles.

Regulations

Palms down can pull away at any time with no penalty as long as the laser beams are not crossed therefore making a sound.

Palms up cannot cross the laser beams unless attempting to make a slap.

Challenges

Challenge 1- Two sets of players on each side of the laser beams play with one hand each. Compete to see which player can slap his opponent the fastest.

Challenge 2- Palms up plays against two different players on each palm. Two different players hover one hand each palms down over palms up on either side of the Beamz Player.

Challenge 3- Create a tournament. Rotate players to challenge the "best" player.

Rock The Pattern

Game 3

Physical & Cognitive

Maximum Players 2

How to Play

The object of the game is to repeat the pattern generated by the players. Player 1 selects a song and instruments to play during Rock the Pattern. Player 1 plays one laser beam. The next player repeats player 1's selection and adds another laser beam sound. Each player continues to repeat the pattern and add on it with another laser beam sound. If a player cannot remember the pattern, he is out!

Challenges

Challenge 1- Add a physical variation to the pattern. For example, when selecting the laser beam, use a fist, elbow, foot, or pointer finger to play the pattern.

Challenge 2- Each player can add two or more patterns with the laser beams in one turn.

Challenge 3- Each player can add two or more sound patterns with a physical variation with the laser beams in one turn.

Challenge 4- Each player can choose to "swap" the sounds out to create a new challenge of patterns tripling the options during game play.

Social/Emotional, Communicative & Cognitive

Minimum Players 2

How to Play

The object of the game is to match a song to a list of moods. Players will each receive a list of songs and moods. One player is designated to be the “caller” and plays the music from the list of songs in any order for other players to hear. Once a song is played, players must match it with a mood. Once a song and a mood are matched, players cannot change the match. At the end of the game, family members can explain matches to begin conversations about interpreting feelings inherent within music.

Challenges

Challenge 1- Players must compare their answers. Players get points for moods and song matches that are not the same as the other players.

Challenge 2- Players only get a specified amount of time to match a mood with a song. For example, 3 seconds to match the mood.

Challenge 3- Double up! Play the game with twice as many moods as there are songs or twice as many songs as there are moods.

Family Bundle - Sample Activities

Thank you for your interest in the Beamz Family. The included activity guide is meant to initiate and inspire your family to connect while experiencing and creating music in exciting and innovative ways.

The four activities are a sample of the types of inclusive play that you can do in your home with the Beamz Interactive Music System. They are intended to help your family discover how to experience music in new ways.

At Beamz Interactive, Inc we describe our musical products as 'interactive' because they respond to the movements of the player. These play ideas were created as a way to make your family more 'interactive,' as well.

The Full Family Play Guide will be available for purchase online in January at www.thebeamz.com. Our wish for you is that your family enjoys the activities as much as we enjoyed creating them for you!

References/Resources

National Lekotek Center is a not-for profit and leading authority on toys and play for children of all abilities. Lekotek is dedicated to providing children of all abilities access to the benefits of play experiences. Lekotek believes that play is the way kids learn, develop and reach milestones. Play also empowers children to reach their potential and increases the opportunities for inclusion within the family and community.

AblePlay is an online toy resource guide sponsored by the National Lekotek Center at www.ableplay.org.

