

WHAT ON EARTH IS A BLAM GAME?



BLAM stands for:



BIG LESSON ABOUT MUSIC

1. RHYTHM

2. MELODY

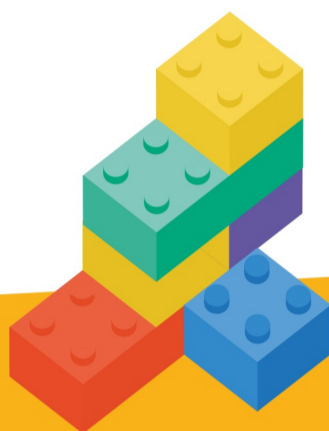
3. HARMONY

4. LYRICS/SONGFORM

BLAM games strengthen these 4 main areas of musical fluency.

KIDS LOVE LEVELING UP

There are 15 levels for each game in every category, 5 each for beginner, intermediate, and advanced. This makes for 100s of games!



BMF focuses on building musicians who are skilled on and off their instruments. We do this through BLAM games that have them moving around the room, training their ears and their voices, as well as strengthening knowledge of their instrument.



LEARNING MUSIC AS A LANGUAGE

Students learn music theory and songwriting from a young age, so they not only can play music but also understand what they're playing.



RHYTHM

Groove is paramount to any musician's success. Students study hearing and reading rhythmic notation (in all its divisions, sub-divisions & combinations), as well as how to actually apply them to Rock and Pop music.



MELODY

Students learn to hear and analyze the contour and logic behind melodies. They study intervals (the distance between two notes) and how a melody is a combination of steps, skips and leaps within a major or minor scale.



HARMONY

Students build a working knowledge of chords and how they are combined to create progressions. Beginning BMFers start by working with chords start as three notes known as triads and over the next ten years grow a working knowledge of extended pop & jazz chords.

LYRICS/SONG FORM

Composition and improvisation are a HUGE part of what we do at Brooklyn Music Factory. Students work from the very first lesson on growing confident expressing themselves in the language of music. As well, students learn that songs are made up of a clear structure with lyrics driving the melodic and harmonic rhythm.

Complete a BLAM GAME level in your Private Lesson?



Get a BLAM BADGE to put on your HomeRock binder!



Thanks for learning about BLAM games with us!



We inspire musicians & build community.

