Diamond Piano Teacher Guide

Welcome! The first thing you need to know as a Diamond Piano teacher is that Diamond Piano was created by a piano teacher over nearly three decades of teaching. The organization of the curriculum, the ability of the material to connect with students of all ages, and the array technological support tools have all proven themselves over time.

Before we begin, let's list the **materials** you and your students will need when using Diamond Piano:

- **A MIDI capable keyboard** and the proper cables to connect the keyboard to your computer

- A **computer** with **Google's Chrome browser** installed

- A **printer** to print Diamond Piano's text

Next, it's important to note that **there are 4 types of user accounts in Diamond Piano.** These are:

- **School Account –** This might be you. You might be the "school" owner, and the teacher. All you need to know about the "school" account is in the Diamond Piano School Guide. This guide is all about using Diamond Piano as a teacher.

- **Teacher Account –** This is definitely you. You are a music/piano teacher who will be giving assignments and checking student progress.

- **Admin ("Parent") Account –** This is the account that your adult students or the parents of your adult students will use to do grown-up things like making subscription payments or changing student passwords.

- **Student Account –** This is obviously the type of account all your students will have. This is the account that can access all the learning tools (games, tests, midi assessment, videos, etc….).

The Diamond Piano Home Page – Public Links Explained

- **Logo -** The Diamond Piano logo in the upper left corner is a link back to the main Diamond Piano page. Clicking it from the home page will just take you right back to where you are.

- **Getting Started –** This link in the header bar takes you to a page that has general information about how students, parents of students, teachers, and schools can enjoy Diamond Piano.

- **Curriculum –** This link in the header bar takes you to a page that explains why Diamond Piano was created and what music theory fundamentals it covers.

- **Free Trial –** This link in the header bar takes you to a page where you have a chance to explore Diamond Piano as a student for no charge.

- **Join Our Online Academy –** This link in the header bar takes you to a form you complete to create a "parent" or administrative account in our online academy. After creating this account, you can create a student account (or multiple student accounts).

- **Sign Up With School Code –** This is the link in the header bar to follow if your piano teacher or school provided you with a code to enter when creating your administrative (parent) account.

- **Request School Account –** This is the link in the header bar to follow if you are a piano teacher or a school that wants to establish a school account for your students inside of DiamondPiano.com.

- **The "Video" Link –** Click this to play a short video that introduces Gerry Diamond and Diamond Piano.

- **Footer Links of Join Our Online Academy, Sign Up With School Code, and Request School Account –** These three links are just another way to get to pages detailed above.

- **Help/FAQ –** This link in the footer opens up a page full of video and text support for students, teachers, schools, and parents.

- **Terms of Service –** This link in the footer opens up a page detailing Diamond Piano's pledge to its customers.

- **Cancellation –** This footer link opens to Diamond Piano's cancellation policy.

- **Privacy –** This footer link opens to Diamond Piano's privacy policy.

- **Login –** This link (in the upper right corner) opens a login page. Be sure to login as a "teacher" and not as an admin ("parent"), a student, or a school.

What is a "Pod" in Diamond Piano?

Pod is a term you will here again and again when using Diamond Piano with your students. Simply put a Pod of Diamond Piano is a "chapter". There are 37 Pods in all. Each Pod focuses on a new set of concepts while reviewing all the concepts that were introduced in previous Pods. The reason Diamond Piano doesn't call each of these 37 units "chapters" is because the word chapter conjures up printed text and a Pod is much more than the printed text. All 37 Pods include these components for your students:

- **Printed Text** – The "lesson book" portion of Diamond Piano. Each Pod has text that is set up with:
  - A written explanation of the new musical concepts being introduced.
  - Songs – a progression of songs that implements these new concepts while increasing in difficulty.
  - Worksheets – a "theory" page specific to each song that requires students to perform written tasks related to the new concepts being introduced.
  - Transposing exercises (Pods 1-27) – Transposing is something Diamond Piano uses to make sure its students are understanding theory in a "hands-on", useful way.
  - Improvisation exercises (Pods 8, 15, 23, 28-37) – These are exercises designed to get your students thinking creatively while at the keyboard.

- **Video Learning –** Each Pod in Diamond Piano has dozens of videos that explain every new concept and cover how to play every new song. The videos are divided into these categories:
  - Instruction Videos – These are videos that teach each new concept.
  - Getting Started Videos – These are videos that introduce each new song.
  - Piano Only Demo Videos – Split Screen Videos that show songs played slowly.
  - Full Orchestration Videos – Full speed song demos with vocal and backing track.
  - Ear Training Videos – A photo with audio that develops listening skills.

- **Pod Tests –** Diamond Piano's Pod tests are 10-question, randomly generated, multiple choice tests that see if your students are understanding the new concepts. Each Pod Test is unique and pulls from a lot of questions, so while your students might see a question repeated, they'll never see a whole test repeated (about 2,000 questions in all!). Pod Tests are a great review as well because beginning with the second Pod, four of the 10 questions are pulled randomly from earlier Pods.

- **Games –** Diamond Piano keeps the learning fun with a series of games. These games get harder as the Pods progress. The games are:
  - Note Hunter – A timed game that develops note reading.
  - Beat Buster – A game that develops rhythm
  - Scale Scorcher – A game that solidifies understanding of scales and keys

- o Chord Builder – A game that solidifies understanding of basic triads
  - o Chord Detective – A game that solidifies recognition of close position triads in all inversions

- **Practice with the Real-Time Tutor –** This is Diamond Piano's amazing assessment technology. Simply connect a MIDI keyboard to a computer, open up a Diamond Piano student account with Google Chrome, and your students can practice songs along with the music that appears on their screen (they can choose to read from the printed text if it's easier). Every note they play is assessed for accuracy of pitch and rhythm, and they can review what they've played to see what was right and what was wrong. Students can *change the tempo, pick a hand to practice, pick a section to practice, loop a section to practice, change the volume of the "reference keyboard" that plays along, and more.* You name it, the Real-Time Tutor can do it! **It's the next best thing to having you sitting next to your students as they practice**. The Real-Time Tutor has four modes. These modes are:
  - o **Know Thy Notes** Mode – In this mode a student doesn't have to worry about rhythm at all. This mode only assesses whether or not the correct key on the piano has been played in the correct order.
  - o **Practice** Mode – In this mode a student can select any portion of a song to practice at any speed. Playing is assessed for notes and rhythm. Students can play back the whole performance or selected parts to see errors.
  - o **Test** Mode – In this mode a student can play through an entire song at any speed they choose. Their performance is assessed for pitch and rhythm. Students can play back the whole performance or selected parts to review any errors.
  - o **Hear My Best** Mode – In this mode a student (or you, the teacher) can listen back to the most accurate performance a student has completed on any given song.

In addition, the Real-Time Tutor has an extraordinary tool to develop a student musician's confidence to create original musical ideas. This tool is called **Melody Maker.** Melody Maker allows students to create a backing track from existing recordings and then guides the student as they create their own melodic ideas on top of these backing tracks. Students are allowed to save and share their creations!

Diamond Piano's System of Advancement (Scoring)

Diamond Piano assigns point values to many of the activities in each of the 37 Pods. There is a **total of 100 points to be scored in each Pod**. Once a student reaches 90 points in a Pod, the next Pod becomes available for them to study. (**NOTE: As the teacher, you can move a student on to Pods without them having 90 points in the preceding Pods. You can do this as you see fit by selecting a higher Pod when giving them an assignment**.)

Here is the breakdown of how the 100 points are awarded to your students in each Pod:

- **30 Points – Performing songs at the keyboard**
    - 20 Points – Two highest "Test Mode" Scores (1-10)
    - 5 Points – Highest Transposing "Test Mode" Score (1-5, only Pods 1-27)
    - 5 Points – Highest Ear Training Score (1-5, Pods 1-27 and then 1-10, Pods 28-37)
    - **NOTE: As the teacher, you can override the system and edit song scores**. So, if a student doesn't have a MIDI capable keyboard or if they play better for you than for the computer, you can put a score in for them. **Students without MIDI access can still use the "play-along" feature in the Real-Time Tutor**.

- **30 Points – Pod Tests**
    - Three highest scores (1-10) added together

- **40 Points – Games**
    - Scoring on the various games (Note Hunter, Beat Buster, Scale Scorcher, Chord Builder, and Chord Detective) changes as the Pods progress and more of the games are introduced, but always adds up to 40 points. Each Pod will indicate how many points are assigned to each of its games, and the instructions of each game will indicate how many points can be scored in it.

The highest scores your students achieve are the only scores that count towards Pod points – scoring is not cumulative. For example: If a student has taken three Pod tests and has scores of 8, 9, and 10, their total would be 27 out of a possible 30. If they took a fourth test and score 8, their score will not change because the three highest scores are still 8, 9, and 10. If they score a 9 on the fourth test, their total will increase by one to 28 out of 30 because now the three highest scores are 9, 9, and 10. And so on. . .

Diamond Piano's Built-in Incentives

It's fun for students to have goals to work toward while studying. Diamond Piano has two incentives for your students built into every one of its 37 Pods. These are "Build a Band Gold Records", and "Certificates of Mastery".

- **Gold Records –** Score 90 or more points in a Pod, and a student earns a gold record for that Pod. With this gold record, they can "wake up" a musician in the Build a Band trio or quartet that corresponds to that Pod. There's even a little bit of learning that goes on here because as they earn more gold records, they are able to wake more than one musician at a time which will teach a little bit about how songs are arranged and how the various components fit together (bass line, vocal, drums, keys, guitar, etc…).

- **Certificates of Mastery –** Score 98 or more points in a Pod, and your students earn a certificate of mastery for that Pod. Each of the 37 Pods has a beautiful, full-color certificate of mastery that will fill with their name, the name of your school, and the date upon which they earned enough Pod points to be considered a "Master" of that Pod. Students can download these from their Pod List.

Your Diamond Piano Teacher Home Page – Links Explained

- **Logo** – The Diamond Piano logo in the upper left corner is a link back to the main Diamond Piano page. Clicking it will log you out of your teacher account.

- **Logout** – Of course, this logs you out of your student account too, but in this case, you go right to the teacher login page and not the main page of Diamond Piano.

- **Main Menu** – This link reloads your teacher home page for you.

- **Student List** – This link opens up a complete list of all your students alphabetized by last name. If a student has been assigned to a particular day of the week (sometimes, but not always the case), that student will automatically appear on your home page too. Any classes that have been assigned a particular day of the week will automatically appear on the home page too below any students listed for that day.

- **Online Academy Students** – If you have trained with Gerry Diamond and you are a certified Diamond Piano instructor, this link takes you to a list of all the Diamond Piano Online Academy students under your direction.

- **Student Reviews** – If you have Diamond Piano Online Academy students, this link allows you to see a list of student reviews that require your completion (a review entails you answering a student's three written questions, and reviewing a student's three selected performances from the "Hear My Best" archives).

- **Classes** – If you have any classes (groups of students that you wish to be able to give collective assignments), a link to each class will appear beneath the "Classes:" header in the left menu bar.

- **Email Parents/Students** - This link opens up a page that allows you to communicate with all of your students at the same time. Useful if there is something big coming up that will impact your whole student population.

- **Pods Materials** – This links to a page with links to all 37 Pods. Clicking any one of those links takes you to a menu of the following for each Pod:
    - Student Video Library – This allows you to see exactly what videos your students have access to in any given Pod. One additional video that you have access to is the "teacher version" of the ear training video.
    - Audio Files – This allows you to download the full orchestration audio for every song.
    - Pod PDFs – These are:
        - A watermarked copy of the Student Text
        - Teacher accompaniments for each song

■ A blank Certificate of Mastery
o Songs – This is simply a list of all the song titles of the material in a given Pod.
o Extra Materials: - If there are any additional PDFs, videos, or audio files that have been added to a given Pod over the years either by Diamond Piano or your particular school, they will appear here.

- **Worksheet Answer Keys** – This links to a downloadable copy of completed worksheets for all 37 Pods.

- **Edit Account** – This is where you can change the email and password you use with your Diamond Piano teacher account.

- **Items for Peer Review** – This link invites you to vote on the work of your fellow teachers for possible inclusion in the "universal extras" portion of a given Pod.

- **Help/FAQ** – This links to a public page with all the user guides and help videos that Diamond Piano has available to assist its users.

What Can You Do Once you "Click" on a Student's Name?

Diamond Piano provides teachers with an incredibly detailed overview of a student's practice sessions. Clicking on a student's name from your student list will allow you to see the following:

- **Logins Since Last Assignment** – The number here tells you how many practice sessions a student has undertaken since the last assignment you gave them.

- **Activities Since Last Assignment** – The number here indicates how much work was done during these practice sessions. Everything a student can do counts as an "activity" – every game played, test taken, song (or section of a song) practiced, every video watched, etc…

- **Current Pod –** The number here reflects the highest Pod that the student has "opened" and begun working in.

- **Pod List –** This opens up a list of all of a student's previous Pods so that you can quickly see whether or not those Pods were mastered.

- **Activity Log –** THIS IS AWESOME! – This link shows you every activity undertaken by your student. You see when they performed the activity and what score was achieved. You can learn a tremendous amount about what is making sense to a student and what needs more attention with a quick glance at the student's activity log.

- **Student Progress –** THIS IS PRETTY AWESOME TOO! – This link drills down into the student's highest Pod and shows you everything that they have achieved so far in that Pod (All game scores, test scores, and song scores).

- **Add Assignment –** Click this link to select the Pod or Pods you want a student to focus on for their upcoming practice sessions. You can also provide a written assignment that will appear on the student's home page every time they login. Be as detailed as you want. Click the edit link next to an assignment is you ever want to add additional things that you think of later. **Every assignment you add is automatically emailed to the Admin Account ("Parent" Account) of the student. This is a great way to keep parents in the loop regarding the practice expectations of minor students.**

Helping Your Students Understand Diamond Piano's Real-Time Tutor

Using Diamond Piano's Real-Time Tutor requires the connection of a MIDI capable keyboard to a USB port on your computer. There are two types of MIDI connections. The first uses a USB2 cable (like printers often use). The second requires a "MIDI to USB cable" – this cable has an old-fashioned MIDI IN and a MIDI OUT on one end and a standard USB on the other end. Check your MIDI keyboard to see which cable you need. **Please note: First – you will likely need to install the "drivers" for your particular make/model of keyboard. Second – if you have the "IN – OUT" type of MIDI connection, please connect the "IN" cable to the "OUT" on your keyboard, and the "OUT" cable to the "IN" on your keyboard.**

Once your keyboard is connected to your computer, you must first calibrate your computer before using the Real-Time Tutor. **Calibration is necessary.** Without calibrating the lag in the soundcard of each device used, the Real-Time Tutor won't work properly. **Calibration may take several attempts.** Follow the on-screen directions and **be patient. The good news about calibration is that it only needs to be done once on any device. So once your computer is calibrated, you'll never have to calibrate it again unless you choose to.**

Once you're calibrated, Diamond Piano's Real-Time Tutor has four modes under its "Song Assessor" section. Each of these modes can be used with every song and are valuable. They are detailed below.

- **Know Thy Notes Mode (great mode to use first on a new song)**

    o You can **link to this mode** for any song directly from your Pod page. Or, if you are already inside the Real-Time Tutor, you can select this mode from the "Song Assessor" list found in each available Pod.

    o The **Measures** list in the left menu bar allows you to select the "Start Measure" (the first measure of the section you would like to work on). It will default to "All" (all the measures of the song).

    o Slide the **Start Measure** and **End Measure** tabs to select the section you'd like to practice in Know Thy Notes mode. You'll see the orange colored line above the measures of the selection in the sheet music reflect your choices.

    o Clicking the **green arrow** will play the section for you. You'll be able to track where you are in the sheet music because the blue bar will highlight the measure you are hearing.

    o The blue colored "**Pause**" and "**Stop**" buttons will either pause the playback right where it is and then allow it to continue from there or stop the playback entirely and send it back to the beginning.

- Clicking the **red record circle** will pop up the instructions you must follow to use Know Thy Notes mode. Essentially your students must play all the notes in the selection in the proper order. **They do not have to be in rhythm – that's the awesome thing about Know Thy Notes mode – students just have to know which keys to play and don't have to sweat the rhythm yet.**

- Note – **if a wrong note is played** (either incorrect or out of order), a student has to start the measure again from its beginning. Be sure students understand not to go back to the very beginning of the selection unless they happen to be in the first measure of the selection.

- Also, please note that scores achieved in Know Thy Notes mode are important as a way to track improvement, but they **do not count toward the Diamond Piano points** students need to accrue to open up the next Pod. **Only Test mode counts toward Diamond Piano points**.

- **Once a student receives a score** in Know Thy Notes mode, they will have several options. They can:
  - "**Know Thy Notes Again**" – This will set up a whole new Know Thy Notes session with exactly the same selections.
  - "**Practice**" – This will switch to Practice mode for the same song.
  - "**Dashboard**" – This goes to the main page of the Real-Time Tutor. From there a student can navigate to any Pod/song they have access to.
  - "**Song List**" – This goes to a list of all the songs in the Pod the student was just working in during the previous Know Thy Notes session.
  - **Pressing any key or your pedal will automatically restart the exact Know Thy Notes session again.**

- **Practice Mode (great for when students have the notes and want to focus on rhythm)**

  - Students can **link to this mode** for any song directly from your Pod page. Or, if already inside the Real-Time Tutor, this mode can be selected from the "Song Assessor" list found in each available Pod.

  - The **Measures** list in the left menu bar allows a student to select the "Start Measure" (the first measure of the section you would like to work on). It will default to "All" (all the measures of the song).

  - Slide the **Start Measure** and **End Measure** tabs to select the section to work on in Practice mode. Orange colored line above the measures of the selection in the sheet music reflect a student's choices.

  - When a song uses both hands, both hands will be automatically selected. **If choosing to practice only one hand**, "deselect" the hand not being practiced.

- The slider by the **"volume icon"** controls the volume of the reference track. If a student would like to hear the "perfect" music play while playing along, keep this volume up. If they'd like to hear just the metronome click, slide this volume down.

- The **"loop"** feature is awesome for practicing. If there is a small section that a student would like to work on over and over, selecting this loop feature will play that section over and over with a "count in click" in between each loop. **It only works with the green play arrow**. It doesn't record a performance, or score it, but it's a great way to hit a hard section over and over while hearing how well the student performance is matching the reference track.

- The **"Tempo Adjust"** feature allows a student to slow a practice session down or speed it up. The default tempo will be the exact speed of the full orchestration demo video of each song.

- The **green play arrow** will play whatever section is selected with a count off measure as an intro. **It's a great way to practice if a student is working with a keyboard that doesn't have a MIDI connection**.

- Pressing the **red record circle** will start a performance to be assessed. Whatever section of measures is selected will be scored. Select which hand you'd like to score (if applicable) or go ahead and score both hands.

- Once a performance has been scored in Practice mode, **a student will receive a score and will then have several options**. They can:

  - "**Playback**" – This is a great way to see a measure by measure, note by note, assessment of a performance. **Green measures** were perfect. **Yellow measures** were partly right and partly wrong. **Red measures** were completely wrong.
  - "**Practice Again**" – This returns to Practice mode with the exact same settings you just had.
  - "**Take Test**" – This leaves Practice mode and enters Test mode for the same song that was being worked on.
  - "**Dashboard**" – This goes to the main page of the Real-Time Tutor. From there a student can navigate to any Pod/song they have access to.
  - "**Song List**" – This goes to a list of all the songs in the current Pod.
  - **Pressing any key or the sustain pedal will restart the exact Practice session again.**

- **Test Mode (The mode a student should use when they can play a song well and are ready to score it for Diamond Piano Pod points)**

- o A student can **link to this mode** for any song directly from their Pod page. Or, if they are already inside the Real-Time Tutor, they can select this mode from the "Song Assessor" list found in each available Pod.

- o The slider by the **"volume icon"** controls the volume of the reference track. If a student would like to hear the "perfect" music play while they are playing along, keep this volume up. If they'd like to hear just the metronome click, slide this volume down.

- o The **"Tempo Adjust"** feature allows a student to slow a practice session down or speed it up. The default tempo will be the exact speed of the full orchestration demo video of each song.

- o The **green play arrow** will play the song with a count off measure as an intro. It's a great way to practice if a student is working with a keyboard that doesn't have a MIDI connection.

- o Pressing the **red record circle** will start a performance to be assessed. **Select which hand to score (if applicable)** or go ahead and score both hands.

- o Once a performance has been scored in Test mode, **a student will receive a score and will then have several options**. They can:

  - ▪ "**Playback**" – This is a great way to see a measure by measure, note by note, assessment of a performance. **Green measures** were perfect. **Yellow measures** were partly right and partly wrong. **Red measures** were completely wrong.
  - ▪ "**Re-Test**" – This takes a student back to Test mode with the exact same tempo and hand selection settings as before.
  - ▪ "**Hear My Best**" – This takes a student out of Test mode and lets them see and hear the best performance they have recorded so far on that particular song.
  - ▪ "**Dashboard**" – This takes a student to the main page of the Real-Time Tutor. From there a student can navigate to any Pod/song they happen to have access to.
  - ▪ "**Song List**" – This takes a student to a list of all the songs in the Pod they were just working in during the just completed Test session.
  - ▪ **Pressing any key or the sustain pedal will restart the exact Test session again.**

- • **Hear My Best Mode**

This mode archives a student's best Test mode performance of a song. It's a great way for a student to be able to share their progress with you.

Helping Your Students Understand Diamond Piano's Pod Tests

Tell your students that taking a Pod Test can be done by clicking the "Take Test" link under the Games and Tests page in each of the Pods available in their student accounts.

Pod Tests are 10 question multiple choice tests that are created randomly from a data base that holds a lot of questions. As a student takes Pod tests in any given Pod, they are likely to see some test questions repeated, but they will never see an entire test repeated.

The 10 questions of a Pod test are broken into two categories. Six of the questions fall into the category of questions created to test the concepts introduced in the current Pod. Four of the questions are in the second category of questions as they are pulled randomly from earlier Pods. This structure ensures that a good review of the material is built into the curriculum.

When taking a Pod test, **students simply select the best answer to each question by clicking in the "bubble" next to it**.

After the test is complete, students will receive a score out of 10. **Any question that was marked wrong will show the correct answer, and will also direct the student to the instruction videos in the Pod from which the question was pulled**. This is great because if a student needs clarification at a time when you aren't there to provide it, they will know where to go to find more information about why the answer they chose was incorrect.

Helping Your Students Understand Diamond Piano's Games

Note Hunter

The Note Hunter game trains students to recognize notes on the staff. Students can access it from the "Games and Tests" page of each Pod in their Pod List. They simply click the "Play Game" link next to Note Hunter.

The instructions for the game appear when the game is first opened. Tell your students to read them carefully the first time so that they understand how the timing of the game works, and how the scoring is done. Basically, when they select a piano key to match the note they see on the staff, it will light up green and move to a new note if it's correct, but it will light up red and stay on the same note if it's incorrect (**wrong notes also add 5 seconds to the time counter** to discourage random guessing).

Pod 1 has only a G Clef Note Hunter Game. Pod 2 has only an F Clef Note Hunter Game. Pods 3-37 have both.

The Note Hunter games get more challenging as the Pods increase in difficulty by adding more notes to the range that is presented, then by adding accidentals, and eventually by adding key signatures.

Beat Buster

The Beat Buster game trains students to read rhythms and to be able to count aloud as they practice. They can access it from the "Games and Tests" page of each Pod in their Pod List. They must click the "Play Game" link next to Beat Buster.

The first time they play a Beat Buster game, they will need to **calibrate** the computer/device they are using. The instructions for calibration appear on the screen when the game is first launched along with the "Start Calibration" button. Basically, calibration involves tapping the space bar, or tapping the "Tap" button on a touch screen, a total of four times exactly when a voice countdown tells you to "Tap". **It is necessary for this calibration process to be very precise, so warn students to be prepared for it to take several attempts – tell them to be patient** ☺**.** Once a device has been calibrated, students can "Skip Calibration" from then on. However, if the game seems to be giving them iffy results, they can always recalibrate to see if that improves the results.

The Beat Buster game has two modes: **Practice** and **Test.** Tell your students that it's a good idea to use Practice mode first to get good at a rhythm, and then to switch to Test mode to try

to get a good score for their Diamond Piano points. **In both modes, they can tap and hold the space bar (or the bar on their touch screen) exactly as they would press and hold a piano key**.

In Practice mode, a rhythm appears with the proper count written beneath it. And, after the one measure count-in, the count continues along with the click. This counting (written and heard) makes it much easier to understand when to tap your space bar than the Test version which has neither the written nor the audible count accompanying the rhythm (only a metronome click). After they have played the game in Practice mode, **black checks** will appear under notes that were "played" at the correct time. **Red Xs** will appear in places where they played, but shouldn't have. **Red Os** will appear in places where they should have played, but didn't. Students will be shown what score they would have earned had they been in Test mode. After a Practice mode game, students are invited to choose to practice the same rhythm again (recommended), to switch to Test mode for that same rhythm (good idea once they've gotten a perfect 10 in Practice mode), or to choose another rhythm entirely. **There are several rhythms to try in each Pod.**

After playing the Beat Buster in Practice mode, students can switch to **Test mode**. The big difference in Test mode is that the count is not written beneath the notes, and, except for the one measure count-in, there is not a voice heard counting the beat and the metronome click is the only thing that students hear to help them keep steady. The green checks, and the red Xs and Os appear after a Test game of Beat Buster to show students how you did. **Scores achieved in Test mode count toward a student's Diamond Piano points**.

Scale Scorcher

The Scale Scorcher trains students to recognize some common patterns on the keyboard. As you know, learning to build these patterns rapidly will help them with every song they play. Students can access this game from the "Games and Tests" page of each Pod in their Pod List **beginning with Pod 5**. They simply click the "Play Game" link next to Scale Scorcher.

When the Scale Scorcher launches, directions will appear. Have your students read them carefully before playing. Like all the games, Scale Scorcher gets harder as the Pods progress, although for several of the first Pods that it appears in, it stays the same difficulty.

Chord Builder

The Chord Builder helps students commit to memory the keys on the keyboard that create their 12 major and minor triads. Students can access the Chord Builder from the "Games and Tests" page of each Pod in their Pod List **beginning with Pod 19**. They must click the "Play Game" link next to Chord Builder.

When the Chord Builder launches, directions will appear. Encourage the students to read them thoroughly to be sure that they understand how to play. The Chord Builder is the game with the fewest levels.

Chord Detective

 The Chord Detective helps students learn to quickly identify and name triads in root position, first inversion, and second inversion. Students can access Chord Detective from the "Games and Tests" page of each Pod in their Pod List **beginning in Pod 19**. They must click the "Play Game" link next to Chord Detective. Make sure they read the directions carefully.

All of the material in this guide is also covered in video form in the Help/FAQ section of DiamondPiano.com. Happy Teaching!