





The Magical Master Of
Merry Melodies...

Matt James

COOL MUSIC
FOR KIDS

Matt James brings a fresh and unique style to the world of children's entertainment backed by 30 years of live performance experience. Public address equipment, instruments, and props are all provided with a 100% fun guarantee!

Educational and entertainment programs for grades Pre-K through 6 - coolmusicforkids.com - 716-541-5869

 <p>STORYBOOK SONGS (60 mins)</p> <p>Matt performs songs adapted from and inspired by classic and modern children's literature.</p> <p>Great for libraries or school reading/book appreciation programs. For extra fun, combine this program with a character masquerade!</p>	 <p>THE MUSICAL WORLD OF DR. SEUSS (60 mins)</p> <p>Would you, could you sing this song? I could sing it all day long!</p> <p>This program features popular Dr. Seuss stories set to music. The audience is taught the melody and is encouraged to sing along!</p>	
 <p>SCOUT BADGE PROGRAMS (60-120 mins)</p> <p>Scouts complete group and independent activities directed toward achieving the following badges:</p> <ul style="list-style-type: none"> - Making Music (Brownies or Girl Scouts) - Music Fan (Girl Scouts) - Music 	 <p>SONGWRITING IS FUN! (60 mins)</p> <p>Kids explore composition and creative writing by learning the basics of combining words and music to write their own songs.</p> <p>This highly interactive program can be presented for large groups, but is best suited for smaller, individual classroom sessions.</p>	
 <p>MUSIC IS EVERYWHERE! (60 mins)</p> <p>Combining hands-on activities with lessons about using the imagination, children explore everyday objects and invent new musical instruments from percussion, brass, winds, strings, and other instrument families.</p>	 <p>SCHOOL OF ROCK (60 mins)</p> <p>The history of pop music from 1955 onward is presented along with a demonstration of the technologies used to enjoy it.</p> <p>The audience joins in the action by learning dance fads from each decade.</p> <p>Can be produced for small or large groups.</p>	
 <p>QUIZ KIDS (60 mins)</p> <p>A live game show with real buzzers and prizes. Questions can be fun and trivial or used to review coursework.</p> <p>Kids can compete against other kids, teachers, parents or grandparents!</p>	 <p>MOUSE IN THE HOUSE! (60 mins)</p> <p>Everybody wants to sing with Matt...A live presentation of music from Disney animated and live action movies featuring dancing and songs that the whole family will enjoy!</p>	
<p>HALLOWEEN/WINTER HOLIDAY PARTY (90-120 mins)</p> <p>Holiday themed songs and activities...great for special events and school and corporate children's parties.</p>		<p>BIBLE HEROES (60 mins)</p> <p>Songs about Noah, David and Goliath and more, perfect for Religious Education or Catholic/Christian Schools.</p>

Matt James - Cool Music for KIDS programs satisfy these and other New York State Curriculum Standards. Please visit the website for full details.

Standard 1: Creating, Performing, and Participating

Performance Indicator 1a - Create short pieces consisting of sounds from a variety of traditional (e.g., tambourine, recorder, piano, voice), electronic (e.g., keyboard), and nontraditional sound sources (e.g., water-filled glasses).

Performance Indicator 1e - Identify and use, in individual and group experiences, some of the roles, processes, and actions used in performing and composing music of their own and others.

Standard 2: Knowing and Using Arts Materials and Resources

Performance Indicator 2a - Use classroom and nontraditional instruments in performing and creating music.

Performance Indicator 2b - Construct instruments out of material not commonly used for musical instruments.

Performance Indicator 2e - Demonstrate appropriate audience behavior, including attentive listening, in a variety of musical settings in and out of school.

Standard 3: Responding to and Analyzing Works of Art

Performance Indicator 3d - Describe the music's context in terms related to its social and psychological functions and settings (e.g., roles of participants, effects of music, uses of music with other events or objects, etc.).