SolMi!™



Instruction Book

Listen. Press. Play music by ear.

Ages 7 and up

Hello, music maker!

This is your SolMi! baton.

It sings a little tune. You listen.
Then you press the keys and play it back.

That's the main game. **Listen, then press.**

Every key sings one note. Every note has its own color and its own name:

Do · Re · Mi · Fa · Sol · La · Ti

Some names come twice, a high one and a low one. That makes eleven keys in all.

You start with just two notes. Then you get one more. Then one more. Step by step, you climb all the way to eleven.

You can't lose. If you press a wrong key, the baton helps you try again.

Sing the note names or hum along if you like. It's fun, and it helps you remember.

The pages with an orange edge are for grown-ups. You can skip them!

Ready? Turn the page and meet your baton.



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Meet your SolMi! baton

Your baton has **eleven note keys** and one ↻ **key**.

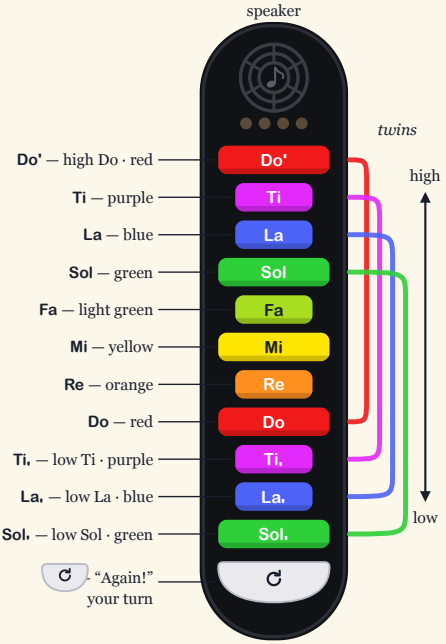
Each note key sings one note and lights up in its own color. The keys go from **high** at the top to **low** at the bottom, like the steps of a ladder.

The **big keys** are **Do · Mi · Sol**, the notes of the home chord. Do is home, and Mi and Sol are its closest friends. They are easy to find with your fingers.

Twins! Four notes on the baton come in pairs: **Do · Sol · La · Ti**. Each pair has the same name and the same color. One just sounds higher.

The white ↻ **key** at the bottom means **"Again!"** Tap it to hear the tune again, as often as you like. When ↻ glows white, it's **your turn** to press.

Just tap ↻**.** Holding it down by itself for 3 seconds starts the game over again (page 19).



Telling twins apart: a little mark at the **bottom** means the low one (**Sol,** = low Sol). A little mark at the **top** means the high one (**Do'** = high Do).

All around your baton



speaker + four lights



USB-C port mode slider

The slider, in order: **OFF** **ECHO!** **SONG!** **PLAY!**

Speaker At the top. This is where the singing comes out.

Four lights At the top, next to the speaker. They fill up as you play, so you can see how far you've come.

Mode slider On the side. It has four spots, in this order: **OFF**, then **ECHO!**, **SONG!** and **PLAY!**

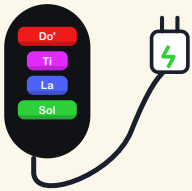
USB-C port On the side. Plug in the cable here to charge. The same port can link your baton to the SolMi! app (page 13).

To start: slide to a game. Your baton wakes up with a little marimba hello (a marimba sounds like a wooden xylophone), and the game begins by itself.

To stop: slide to OFF.

Private listen? For headphones or earbuds, link the baton to the app on your phone (page 13).

Quick start



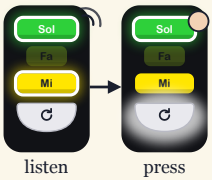
1 Charge it

Plug the USB-C cable into the baton and into a wall charger or a computer. Give it a good long charge the first time, before you play.



2 Slide to ECHO!

Move the slider from OFF to **ECHO!** Your baton wakes up with a little marimba hello, the first tune's keys glow white, and it sings to you by itself.



3 Listen, then press

Press any key again to begin. The baton sings a short tune, and the keys light up as it sings.

When ↻ **glows white**, it's your turn. Press the same keys, in the same order.

That's it! You're playing music by ear. (Playing by ear means you play what you hear, with no music to read.)

Missed it? Tap ↻ to hear it again.

FOR GROWN-UPS — IN A HURRY?

Charge with a USB-C cable before first play. Slide OFF → ECHO!: it wakes and starts on its own. Let your child listen, then press the lit keys. ↻ = hear it again: tap it, don't hold it (a 3-second hold starts that game over from the beginning). Volume: hold low Ti + Ti for 3 seconds, then high Do = louder, low Sol = quieter. No headphone socket; for headphones, link the baton to the app (page 13). Safety: page 28.

Do is home

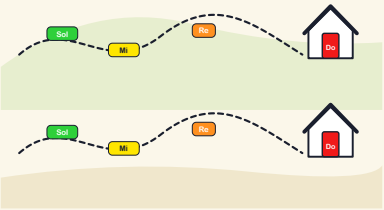
The notes have singing names. Together they are called **solfège** (*sol-FEZH*).

Think of a tune as a little trip. It leaves home, goes for a walk, and comes back. In solfège, **home is called Do.**

Most songs end on Do. When a tune lands there, it sounds finished — like a door clicking shut.

Try it in **PLAY!**: press Sol – Mi – Re – Do. Hear how Do feels like home?

Your baton can move **home** higher or lower. When you reach a new level, Do might sound a little higher or a little lower. (In the app, home can move with each new tune.) But Sol – Mi still sounds like Sol – Mi. The tune keeps its shape, like your own walk to the park.



Same tune, different home.

That's called **movable Do**. Many singers and music teachers use it. Learn how Mi sounds next to Do, and you can find it in any song.

FOR GROWN-UPS

SolMi! uses *movable Do*: Do is the tonic of whatever key you're in. The baton sings in C, D or E♭ and changes key when the player reaches a new level; the app currently changes key with each new tune. PLAY! stays in C. Because the key moves while the syllables stay the same, a child hears that Sol–Mi is Sol–Mi at any pitch — the heart of relative pitch. (Many countries use *fixed Do*, where Do is always C; the app has a Fixed Do setting.) A real singer recorded every note, in all three keys.

ECHO!

The baton sings. You play it back.



Slide to **ECHO!** and the game begins by itself. This is where your learning starts.

How a tune works

1. The baton sings a few notes. The keys light up as it sings.
2. ↻ glows white. Your turn!
3. Press the same notes, in the same order.
4. If you get it right, the baton sings the tune again with **one more note** on the end. Play the whole thing back.

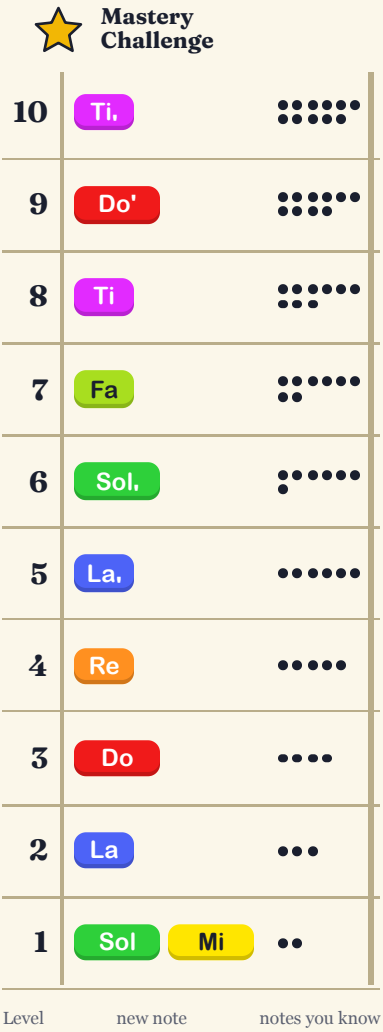
The **four lights** at the top fill up as the tune grows. When the tune is all built and you play it back, you've finished it — and the baton celebrates with a marimba and dancing lights!

Only the glowing keys count. Dark keys are switched off for now. Pressing one does nothing — no sound, no mistake.

Oops? Press a wrong key and the right one flashes twice. Just try again. ECHO! has no strikes and no "game over" (more help on page 17).

Your very first tune is just two notes: Sol – Mi. Play it back once, and you're ready for Level 2.

Climb the ECHO! ladder



After your first two notes, each level adds **one new note**.

Finish a few tunes and the next level opens. A tune counts as finished even if you made mistakes. Keep going!

A new note arrives: your keys flash together, and the new key pulses by itself — "Hello, I'm new!" Your next tune starts on that new note.

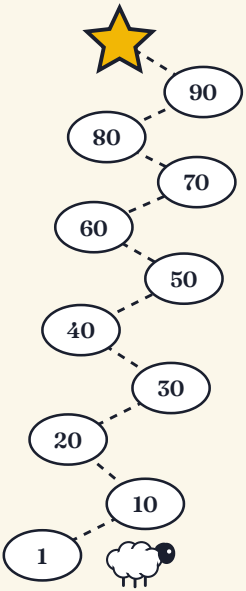
☆ The Mastery Challenge

Finish Level 10 and you'll hear a big fanfare. You've graduated! Now the baton makes up brand-new tunes for you with all eleven notes. For the strongest players, the toughest challenges await: atonal tunes with tritones, growing more complex as you go.

SONG!

100 real songs, one at a time

Slide to **SONG!** and the first song begins by itself. Now the baton plays real songs — 100 of them, from the easiest to the hardest. Your first song is **Mary Had a Little Lamb.**



How it works

1. The baton sings the first part of the song.
2. You play it back.
3. Each round, the baton adds the next part.
4. Four rounds, and you've played the song!



One of the **four lights** turns on for each round you finish.

Missed a note? The baton sings that part again. Try as many times as you like — there are no strikes.

Win a song and the baton moves you to the next one. It remembers where you are, even after you switch it off.

Some songs use notes you haven't met in ECHO! yet. That's okay — each song lights up only the keys it needs.

☆ The Songs Challenge

Play all the way to song **100** and a new challenge opens: endless brand-new tunes, made up just for you.

PLAY!

Your baton is a new type of vocal instrument

Slide to **PLAY!** Now there are no rules. Every key is yours.

Press a key to hear its note. **Hold** it for a longer note. Make up a tune. Play a song you know. Can you find **Happy Birthday** by ear?



The tune catcher

The baton quietly remembers what you play. Press ↻ and it plays **your tune** back to you, once.

- Want a fresh start? Hold ↻ for 3 seconds. The baton clears your tune, ready for a new one.
- The baton remembers your first **100** presses.

Sing in harmony

Hold Do + Mi + Sol for 3 seconds. Now every note sings with a **harmony**, and ↻ plays both parts back. Hold them again to leave.

Psst... your baton hides a secret door. Turn to page 19 to find it.

The SolMi! app

SolMi! also lives on iPhone and iPad. The app has the same eleven keys and the same ↻, right on the screen. Your fingers press them just like on the baton.

The start screen has four big words. Tap one to begin: **ECHO! · SONG! · PLAY! · TOGETHER!**

Under them are two small doors: **Hand Signs** (page 15) and **SolMi! Sheets** (page 16).

Once you're playing, the games are along the bottom of the screen. Tap one to switch. Some show a small card of choices first.

The book button 🕮 opens the Instruction Book (this book, on screen), SolMi! Sheets, and the Start Menu.

Every secret move in this book works on the screen too!



🕮 book button ⚙ gear button

IN SETTINGS ⚙

- ✓ **Hand Signs:** see the hand sign for each note the app sings.
- ✓ **Interval Names:** hear how far each note jumps ("up a step," "down a skip," "up a leap").

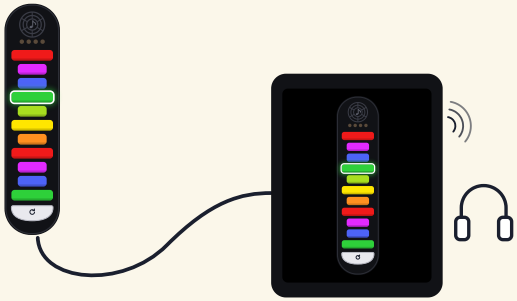
FOR GROWN-UPS

The app is free to try: ECHO! Levels 1–3, the first three songs in SONG!, TOGETHER! and Hand Signs are open. A one-time in-app purchase, the **Full Version**, opens everything else: ECHO! Level 4 and up, song 4 and up, both Challenges, PLAY! (including its secret level), and SolMi! Sheets. In the free version, secret moves that jump past Level 3 or song 3 ask for the Full Version instead. Purchases sit behind a grown-up check, so a child can't buy by accident. Also in Settings: **Toy** or **Web** display (Web adds a side panel with level buttons) and **Movable Do** or **Fixed Do**.

Connect my SolMi

Play the app with your real baton

You can plug your baton into an iPhone or iPad and use its keys to play the app.



1. Slide your baton to **PLAY!** Every key glows, ready for you.
2. Plug it into your iPhone or iPad with a **USB-C cable.**
3. Listen for a little marimba chime. That means you're linked!

Now press the baton's keys to play ECHO!, SONG!, PLAY!, Hand Signs and SolMi! Sheets in the app. ↻ works too.

When you're linked, **the phone or tablet does the singing.** The baton stays quiet and lights up the key you press. That means you can use **headphones** or a speaker on the phone or tablet! Start quiet, and turn it up slowly (page 28).

To unlink: unplug the cable or move the slider off PLAY! Your baton goes back to playing on its own.

Where to find it in the app: TOGETHER! → **My SolMi.** Hand Signs will also ask with a **"Connect my SolMi"** card.

FOR GROWN-UPS

One baton per device. iPhone 15 and newer, and USB-C iPads, connect with just a USB-C cable. Older iPhones and iPads with a Lightning port need Apple's camera adapter. Charging from a computer? See page 28.

TOGETHER!

Play with a friend in the same room

TOGETHER! links **two** iPhones or iPads in the same room, or one of them and your baton. It's free in the app.

To link up: both players open TOGETHER! One taps **"Tap here to link up with a friend."** The other taps **"A friend wants to link up! Tap here to say yes."**



Who's who? Each player gets a colored music note. No typing names!

Follow Four. Double-press to lead. Play four notes; your friend hears them as you play, then plays them back. Each good echo lights one of the four lights for you both. Four lights, and you win together!

Duets. Play at the same time. Every key either of you presses sounds on both devices, in two different voices.

My SolMi. Link your baton (page 13). It becomes your friend for Follow Four and Duets.

FOR GROWN-UPS

The first time, iPhone/iPad asks for **Local Network** permission. Say yes so the two devices can find each other. TOGETHER! only links devices in the same room: no chat, no typed names, no contact with strangers over the internet. App Store privacy label: "Data Not Collected."

Hand Signs

Every note has a shape

Long ago, music teachers gave every note its own **hand sign**. You can show a whole tune with one hand!

In the app, tap **Hand Signs** (under ECHO!). If your baton isn't plugged in, you'll see a **Connect my SolMi** card. Plug in your baton (page 13), or tap **Use the screen keys for now**.

Then a hand sign appears on a black screen. Which note is it? Press that key. If you're right, the sign fills with the note's color and you hear the note. If not, just try another key.

The signs come from the notes in your ECHO! level, so they grow with you. To go back to ECHO!, tap the ✕.



Try it yourself: make each sign while you listen. Hold your hand at your tummy for Do. Lift it higher as the notes climb, up to your eyes for high Do. For low Ti, low La and low Sol, let your hand drop below your tummy.

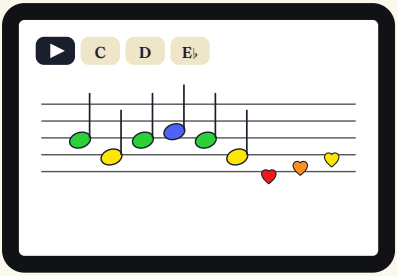
Tip: in Settings, turn on Hand Signs, and you'll see the sign for each note the app sings in ECHO!

SolMi! Sheets

Real sheet music — and your own songs

Tap **SolMi! Sheets** (under PLAY!) or find it under the book button 🕮.

The 100 Songs are all here as real sheet music. Swipe to turn the page.



- **Tap a note** and you'll hear it.
- Press ▶ to play from there. As the music plays, the notes turn into **hearts**!
- The **C, D and E♭** buttons move the whole song higher or lower.
- A second iPhone or iPad, linked from PLAY!, becomes a **music stand**.

Save your own song

1. In **PLAY!** (on the screen or on a linked baton), make up a tune.
2. Press ↺ and let it play your tune all the way to the end.
3. A ♪♥ button appears. Tap it and give your song a name.

Your song is saved under **Your Songs** (song 101, 102…). Each note is a colored tile; the longer you held it, the wider the tile.

My Rocket Song Song 101

Sol Mi La Sol

FOR GROWN-UPS

Songs save as **.solmi** files: a new file type holding the recording (WAV), the notes (MIDI) and the sheet music (MusicXML) in one. Share them with friends anywhere. SolMi! Sheets and saving are part of the Full Version (page 12).

Stuck? Your baton helps.

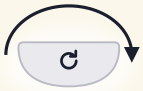
Everybody gets stuck sometimes. Your baton keeps track of your presses, and it helps.



Oops! Pressed the wrong key? You'll hear a little "oops," and the right key flashes twice, quick-quick. Now you know where to go.



The breathing light. Not sure what comes next? Wait a moment. After about 7 seconds, the next key glows softly, like it's taking a breath.



Hear it again. Tap ↻ any time. It's always okay. If you wait a long time, the baton plays the whole tune again by itself.



A tricky spot? The baton lights that key as you get there. And if a spot is extra tricky, it walks through the tune with you, one note at a time.

You can never lose. There's no "game over" on a SolMi! baton. Every try is practice.



Sleepy baton. If nobody presses a key for 3 minutes, the baton plays a little goodnight tune and goes dark. It's just resting. Press any key to wake it. It plays its marimba hello, and all its lights glow. Your place is saved.

Secret moves

Hidden moves for curious players

These moves work on your baton and in the app. Most of them need you to **hold keys for 3 seconds.** Count slowly: one… two… three…

The Level Chord

Jump anywhere

↻ + Re — 3 s

Press ↻ **and one note key together.** Hold them both for 3 seconds.

In **ECHO!**, the note key picks a level. High Do takes you to the Mastery Challenge ★.

In **SONG!**, it jumps through the songs in tens. High Do takes you to the Songs Challenge ★.

The picture shows which key picks which level or song.

Tip: press ↻ first, then the note key, and keep holding both. If you hear an "oops," just keep holding — the move still works.



⚠ **Press both keys together!** If you hold ↻ all by itself for 3 seconds, that's a different move: a fresh start (next page).

More secret moves

The listening challenge

La + La,

Hold **La and low La** for 3 seconds, like singing "la la." The keys **stop flashing** and the baton sings **"nah"** instead of note names. Find the notes by ear!

Hold them again, or turn the baton off, to switch back.

A fresh start

Want to start over, or share your baton with a new player? **Hold** ↻ **by itself for 3 seconds.** Lights race up the keys, and the game you're in starts over.

Sol, La, Ti, Do Re Mi Fa Sol La Ti Do'

⚠ This **erases your place in that game** (the other games keep theirs). Ask a grown-up first! By mistake? The Level Chord jumps you back.

Louder or softer

Ti, + Ti

Hold **low Ti and Ti** for 3 seconds. Keep holding, and press **high Do** for louder or **low Sol** for softer. Let go, and it remembers.

The spooky level



Some say there's a strange room hidden inside your baton...

Hold Fa and Ti together for 3 seconds. Either Ti works, high or low. Fa and Ti make the **tritone**, the spookiest jump in music.

Listen for a strange, tumbling run of marimba notes. Then step inside. In this room, the music has no home note (remember Do, page 7?). It sounds a little spooky. Can you echo it?

To leave, slide to a different game. **Shh — let your friends discover it!**

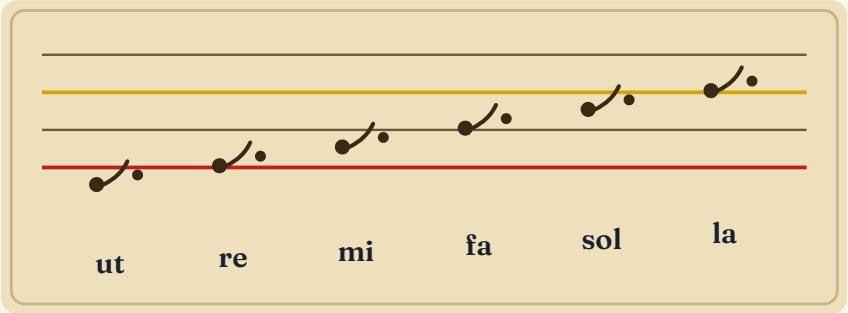
Guido of Arezzo

The teacher who named the notes

About a thousand years ago, in Italy, lived a monk (a man who lives and prays in a religious community) and music teacher named **Guido** (*GWEE-doh*). He was born around the year 991.

In those days, singers learned every church song by ear, one at a time, from their teacher. Guido said it took about **ten years** to learn them all!

Guido had some big ideas.



Guido's staff: lines for high and low, one line red and one yellow. Each phrase of the hymn starts one step higher.

Lines for the notes. Guido helped invent the **staff** — lines and spaces that show how high or low each note is. Some lines were colored, red and yellow, so singers could find their way. (Sound familiar? Your baton uses colors too!)

Names for the notes. Guido used a Latin hymn, a church song, called **"Ut queant laxis."** The first six phrases each begin one note higher than the one before, on **ut · re · mi · fa · sol · la.** Guido used those syllables to name the notes, so singers could remember how each step sounded. The names were about how far each note sat from the others — the same idea your baton uses with movable Do.

Guido said that with his ideas, a singer could learn in **one or two years** instead of ten. The Pope invited him to Rome to show how it worked.

From Ut to Do

and hand signs

Guido's names changed a little over the years.

~~ut~~ → Do ~~si~~ → te → Ti

Ut becomes Do

In Italy in the 1600s, singers swapped "ut" for **Do**, because Do is open and easy to sing. Some people say the idea came from a music scholar named Giovanni Battista Doni.

Si becomes Ti

Later, a seventh syllable, **si**, was added, from the hymn's last phrase. In England in the 1800s, a music teacher from Norwich named **Sarah Ann Glover** gave si a new name, *te*, so it wouldn't start with the same letter as Sol. Today we usually spell it **Ti**. She also made a "Sol-fa Ladder," a chart of the notes stacked like rungs.

The hand signs

Next came **John Curwen**, an English church minister (a church leader). In 1841, Sunday-school teachers asked him for a simple way to teach everyone to sing. He built on Sarah Glover's ideas and called his method **Tonic Sol-fa**. He believed music was for people of all ages.

Curwen also gave each note its own **hand sign**. Now a teacher could "show" a tune with one hand, and a whole room could follow.



The hand signs on page 15 are Curwen's. Teachers have shared them for well over a hundred years!

Zoltán Kodály

Music for everyone

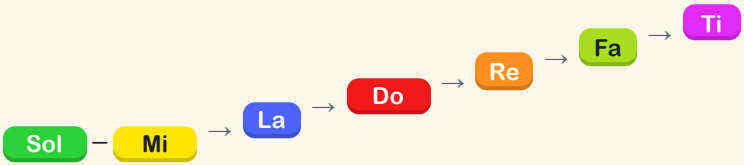
Zoltán Kodály (*ZOL-tahn KOH-dye*) was a composer (someone who writes music) and teacher from Hungary. He lived from 1882 to 1967.

In 1905, Kodály began traveling from village to village to collect folk songs. He recorded them on wax cylinders. Soon his friend, the composer **Béla Bartók**, joined the work.

Kodály believed **music should belong to everyone.** He believed children should **listen, sing and move first**, and learn to read notes later.

His students and fellow teachers turned his ideas into a step-by-step way to teach music in Hungary's schools. Today it is known around the world as the **Kodály approach**.

Start with Sol and Mi. Kodály's teachers noticed that some jumps between notes are easier than others. The little jump from Sol down to Mi is one you hear in many playground calls. That is why lessons begin with **Sol and Mi**, then add **La · Do · Re**, and only later **Fa** and **Ti**, which bring in tiny half steps. Your ECHO! ladder (page 9) does the same!



"Often a single experience will open the young soul to music for a whole lifetime."

— Zoltán Kodály

He meant: one great moment with music can make you love it for the rest of your life.

FOR GROWN-UPS

Much of SolMi's teaching follows Kodály: ear before eye, Sol–Mi first and one new note at a time, movable Do, hand signs and real folk songs.

Meet the inventor

More than a hundred years after Kodály was born, another music lover had an idea.

Patrick Aziz has sung in choirs all his life, from elementary school through university, and later, on occasion, with community choirs performing with the Austin Symphony. He has been an educator for over 25 years, as a teacher, a principal, and now a librarian, where he enjoys reading and exploring with students in Austin, Texas.

It started with a baby. Patrick sang little do-re-mi jumps to his baby niece. A week later, his sister called. The baby was singing those same little jumps — and she said she learned them from “Uncle Patrick”!

That gave him an idea: a game that sings solfège and teaches your ear.

He asked music teachers and learning experts for help. A piano teacher for children told him to begin with just two notes, Mi and Sol. A learning expert said to put little covers over the keys a beginner doesn’t need yet. Patrick evolved that idea: only the keys you need **light up**. The rest stay dark and can’t be pressed by mistake, until you’re ready for them.

Today SolMi! is what he once wished for: a fun game that kids like to play, with a side benefit: it teaches players all about music, one of our fundamental expressions of beauty.



Now it’s your turn to play.

Why SolMi! works



Ears first. Babies learn to talk by listening, long before they read. Music works the same way: you hear it first, and reading music can come later.



One note at a time. You start with two notes. When those feel easy, you get one more.



Call and answer. The baton calls, you answer. Musicians all over the world learn this way. (Grown-ups call it “call and response.”)



Do is home. Because home can move, you learn how notes sound next to each other. That’s what helps you pick out a tune by ear.



Many ways to remember. Every note has a **sound**, a **name**, a **color**, a **place** on the baton and a **hand sign**.



No losing, ever. Mistakes just mean “try again.” The baton waits for you.



Real songs. In SONG!, one hundred real songs are waiting — songs people have loved for a very long time. ECHO!’s short tunes get your ears ready for them.

Keep listening.

You started with two notes, Sol and Mi.
Every time you play, your ears get a little sharper.

One day you'll hear a song on the radio, or in a car, or at a party — and you'll know where its notes live. **That's playing by ear.**

> *Guido gave the notes their names.*
> *Sarah Glover gave us Ti.*
> *Curwen gave them hand signs.*
> *Kodály wanted every child to have them.*

Now they're yours.



Sol – Mi — your turn!

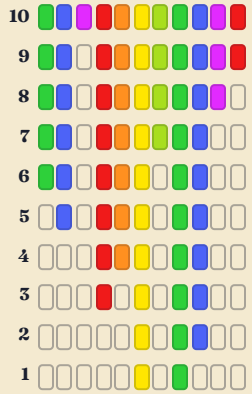
Why it works

SolMi! is one simple loop — **the baton sings, the child echoes on the keys** — and a careful order of what comes next.

The Kodály order. ECHO! opens with only Sol and Mi, the falling minor third heard in many playground chants, then adds La – Do – Re (the pentatonic set), the low notes, and only then Fa and Ti, the two notes that bring in the half steps (Mi–Fa and Ti–Do) that children find hardest to sing in tune. There is nothing to read: sound comes before symbol.

Fewer choices, clearer ears. Keys outside the current set are dark and do nothing, so a beginner sees only two or three choices. The idea began in 1998 as an educational psychologist's suggestion — little shutters over the unused keys. The shutters became light.

Lit keys at each ECHO! level (low Sol → high Do). Dark keys are off.



It adjusts quietly. Clean playing makes the next tunes slightly bolder; trouble makes them easier. Help comes in steps: a miss flashes the right key, a pause brings a gentle glow, a long stall replays the tune.

No failure states. No strikes, no "game over." Finished tunes count, mistakes and all. Celebrations are short marimba fanfares: **the voice teaches, and the marimba celebrates.**

A partner to singing, not a replacement. Kodály put the singing voice at the center of music learning. SolMi! borrows his order of notes, movable Do and Curwen's hand signs, but the child answers on keys, and the baton has no microphone and never grades a voice. Singing the syllables along with the baton is the natural companion, and the best way to bring what the ears learn into the voice.

"Teach music and singing at school in such a way that it is not a torture, but a joy for the pupil."

— Zoltán Kodály (1929)

Tips for grown-ups and teachers

- **Let them lead.**
Hand over the baton and step back. The baton explains itself through sound and light; resist the urge to point at the right key.

- **Short and often.**
Five or ten minutes a day beats one long session. The baton saves its place, so stopping is always fine.

- **Sing (or hum) along.**
Singing the syllable names — Sol – Mi — while pressing is welcome and helps the notes stick. It's optional: the baton has no microphone and never hears your child, so no one is being graded.

- **Celebrate the climb, not the score.**
Finishing tunes, even with mistakes, is what opens new levels. Praise persistence.

- **Add the hand signs.**
Start with Sol and Mi, the two notes of Level 1, and add each new sign when ECHO! brings its note. Show the sign as the baton sings it, higher for higher notes, lower for lower ones.

- **Ready for more?**
When ECHO! feels easy, try ear-only (page 19).

- **One baton, two players?**
A fresh start (page 19) starts the current game over for the next player. In a classroom, the app on each device keeps each child's progress separate.

- **In the classroom:**
pair children up in **TOGETHER!**: in **Follow Four** they make up four-note tunes for each other. A baton linked to an iPad (**Connect my SolMi**) plays through the iPad's speaker or headphones.

- **Free play matters.**
PLAY! is where children try out what they've learned. Ask them to find a song they know by ear.

- **Every child can play.**
A grown-up or friend can hold one key of a chord while the child holds the other. Hand signs are optional; any comfortable up-and-down movement is fine. Children who hear less can keep the cue lights on (the default) and play by sight and sound together.



Show the Sol sign as the baton sings Sol.

Care and safety

Charging

- Charge with a USB-C cable from a USB wall charger or a computer.
- Charge where a grown-up is nearby, on a hard surface (not a bed, sofa or pillow). Unplug it when you're done; don't charge it overnight.
- If you charge from a computer, slide the baton to **ECHO! or SONG!** On PLAY!, the baton acts like a USB keyboard and goes silent.
- When the battery is low, all the lights pulse **dim red three times** and the baton goes to sleep. Charge it for a while, then press any key to wake it. If it flashes red again, it needs more charging.

The battery

- The baton has a built-in rechargeable lithium battery. It is not meant to be removed or replaced. Never try to open the baton or reach the battery.
- If the baton gets very hot, swells, leaks, smells odd or is cracked: unplug it if it is safe to touch, move it away from anything that can burn, and don't use or charge it again.
- Never charge the baton if it is wet or damaged.
- Recycle it responsibly at the end of its life; never put it in household trash or a fire.

Keep it dry and clean

- The baton is not waterproof. Keep it away from water, drinks, the bath and the beach.
- To clean it, unplug it and slide it to OFF, then wipe it with a soft cloth that is barely damp. Dry it right away. Never spray cleaner or water onto it.

Play safely

- Wave it to conduct if you like, but never swing it at people or poke anyone with it.
- Don't drop, throw or stand on the baton. Don't hold the speaker end right against an ear.
- Keep cables tidy so no one trips on them.

Listening with headphones (through the app)

- Start at a low volume and turn it up slowly. If others can hear the sound from the headphones, it's too loud. Take breaks.
- On iPhone and iPad you can cap headphone volume in Settings, under Headphone Safety → Reduce Loud Audio. Children's headphones with a built-in volume limit are a good choice.

Troubleshooting

1 The baton won't turn on.
Check the slider isn't on OFF. Asleep? Press any key. Still nothing? Charge it a while.

2 All the lights blink dim red three times, then it goes dark.
That's the "charge me" sign. Charge it, then press any key.

3 It won't charge.
Try a different USB-C cable and a wall charger. Charge for a while before trying to wake it.

4 I press a key and nothing happens.
In ECHO! and SONG!, dark keys are switched off on purpose — only glowing keys count. Also wait for ↻ to glow white (your turn).

5 The keys don't flash, and it sings "nah."
Ear-only is on. Hold La and low La together for 3 seconds, or turn the baton off and on.

6 All my progress disappeared!
↻ was probably held by itself for 3 seconds, which starts the game you're in over. Jump back with the Level Chord (page 18).

7 It's playing strange, spooky music.
You found the spooky level (page 19). Slide to a different game to leave.

8 All the notes sound a little higher or lower than yesterday.
That's movable Do (page 7): the baton changes key at each new level (the app, at each new tune). Do is still home.

9 Plugged into a computer, phone or tablet: the keys light but there's no sound — or a computer types letters.
The slider is on PLAY!, so the baton is sending its notes over the cable. Unplug it, or slide to ECHO! or SONG!

10 The app won't link to my baton.
Make sure the baton is awake, slide to PLAY!, then plug in the USB-C cable. iPhone 15 and newer just need a USB-C cable; older Lightning iPhones and iPads need Apple's camera adapter. Only one baton can link to a device at a time.

11 TOGETHER! can't find my friend.
Both devices need to be in the same room, and each must allow **Local Network** for SolMi! (iPhone/iPad Settings).

12 It's too loud or too quiet.
Hold low Ti and Ti together for 3 seconds. Still holding them, press high Do for louder or low Sol for quieter. Let go to save it (page 19).

13 It got wet.
Unplug it and slide to OFF. Dry the outside and let it dry completely before charging or playing. If it acts strangely afterward, stop using it.

Safety and legal information

Please read this book with your child and keep it for reference.

REGULATORY INFORMATION

[REGULATORY BLOCK — to be supplied (Q-12)] age warning and small-parts statement · FCC / CE / UKCA statements · battery and WEEE disposal marks · manufacturer details · model number.

The SolMi! app collects no personal data (App Store privacy label: “Data Not Collected”).

Credits

Voice: a real singer recorded every note, in three keys.

Hand-sign drawings: original SolMi! artwork, drawn after John Curwen’s public-domain chart.

History: drawn from published accounts of Guido of Arezzo, Sarah Ann Glover, John Curwen and Zoltán Kodály, including the International Kodály Society.

Patent pending.

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Moves at a glance

TO DO THIS…	DO THIS
Turn on	Slide from OFF to a game: it wakes and starts by itself
Wake up	Press any key
Turn off	Slide to OFF
Hear it again	Tap ↻
Know it's your turn	↻ glows white
Jump to a level or song (Level Chord)	Hold ↻ + a note key 3 s
Ear-only on / off	Hold La + La, 3 s
Level picker	When ↻ is white: hold Sol, + Do' 3 s, then press a key within 6 seconds (or ↻ for ear-only). ECHO!: same map as the Level Chord. SONG!: low Sol up to Fa = song levels 1–7, high Do = the long songs
Start this game over	Hold ↻ alone 3 s
Volume	Hold Ti, + Ti 3 s; still holding, press Do' louder or Sol, quieter
Harmony on / off (PLAY!)	Hold Do + Mi + Sol 3 s
Hear your tune back (PLAY!)	Press ↻
The spooky level	Hold Fa + Ti 3 s (either Ti)
Charge	USB-C cable

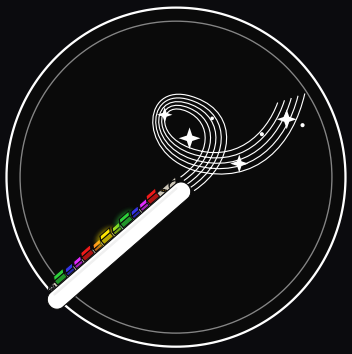
Level Chord key map



Hold ↻ + the key. ECHO! level on the left, SONG! song on the right.

Tip: grown-ups can photocopy this page and keep it with the baton.

SolMi!™



Listen. Press. Play music by ear.

Eleven singing keys · ECHO! · SONG! · PLAY!

100 real songs · a real singer on every note

iPhone and iPad app, free to try, with TOGETHER! and Hand Signs. The Full Version adds PLAY!, SolMi! Sheets and more.

Look for the printed SolMi! Songbook: all 100 songs.

Ages 7 and up

Patent pending.
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solmi.live

Sol, La, Ti, Do Re Mi Fa Sol La Ti Do'