

Math & Music Fusion: Teacher Answer Key & Worked Solutions

Grades 6–8 | Teacher Reference

Created by **George Maurer**

This key shows **one clear, mathematically sound solution path** for each exercise. Some questions allow for multiple reasonable answers; notes are included where flexibility is appropriate.

1. Tempo (BPM): Music's Speedometer

1A. Percentage Change

Problem: 140 BPM slowed by 25%

Work:

$$140 \times 0.75 = \mathbf{105 \text{ BPM}}$$

1B. Beats to Seconds

Problem: 90 BPM for 40 seconds

Work:

$$90 \text{ beats} / 60 \text{ seconds} = 1.5 \text{ beats per second}$$

$$1.5 \times 40 = \mathbf{60 \text{ beats}}$$

1C. Reverse Thinking

Problem: 72 BPM feels like 144 BPM

Answer: The “heartbeat” is moving faster than you think.

$$72 \times 2 = \mathbf{144 \text{ BPM}}$$

2. Extreme BPM Logic (DJ Math)

2A. Halved or Doubled?

Problem: 220 BPM heard

Work:

$220 \div 2 = \mathbf{110 \text{ BPM}}$ (common pop tempo)

Answer: Divide by 2; corrected BPM = **110**.

Discuss the ways in how we count where we think the heartbeat is (BPM) are influenced by the **pattern/rhythms** of the song.

2B. Tripled Trouble

Problem: 180 BPM should feel like 60 BPM

Work:

$180 \div 3 = \mathbf{60 \text{ BPM}}$

2C. Choose the Best Fix

Problem: 300 BPM

Work:

$300 \div 2 = 150 \text{ BPM}$ (still very fast)

$300 \div 3 = \mathbf{100 \text{ BPM}}$ (typical pop tempo)

Answer: $\div 3$ is the better musical choice (but this is **relative** to the listener, the composer, etc).

3. Beat Subdivision: Dividing Time

3A. Counting Notes

Problem: 100 BPM, eighth notes

Work:

Each beat = 2 eighth notes

$100 \times 2 = \mathbf{200}$ eighth notes per minute

3B. Comparison

Problem: Which has more notes?

- 80 BPM with sixteenths: $80 \times 4 = \mathbf{320}$ notes
- 160 BPM with eighths: $160 \times 2 = \mathbf{320}$ notes

Answer: They are **equal**

3C. Real-World Feel

Expected Answer: Sixteenth notes feel faster and denser because **more notes occur in the same amount of time**, even if BPM stays the same.

4. Patterns = Groove

4A. Pattern Math

Pattern: X -- X | - X -- - | X - - - | - X --

Correct answer:

- Beats **1, 4, 6, 9, and 14** (There are **5** total sounds.)

What do you notice about how often the sound repeats? Acceptable observations include:

- The sounds are **not evenly spaced**
- There are **groups of 2–3 silent beats** between sounds
- Some sounds happen **closer together**, others farther apart
- The pattern feels **intentional**, not random

Teacher note: There is no single “right” observation here—the goal is noticing structure.

4B. Predict the Next Measure

Correct answer:

- Beats 17, 20, 22, 25, and 30

(These correspond to beats 1, 4, 6, 9, and 14 in the original pattern.)

Explain how you know.

Correct explanation (student-friendly):

- The pattern repeats every **16 beats**
- Add **16** to each beat that had sound:
 - 1 → 17
 - 4 → 20
 - 6 → 22
 - 9 → 25

- 14 → 30

Key idea:

Beats that are **16 apart** land in the same place in the pattern.

4C. Pattern Design

Answer: Any valid 8-beat pattern with exactly 3 hits (e.g., X – – X – – X –)

One correct example:

1 2 3 4 5 6 7 8

X – – X – – X –

(Sounds on beats **1, 4, and 7**)

Explanation: What makes it predictable?

Strong answers include:

- The sounds are **evenly spaced**
 - A sound happens **every 3 beats**
 - Once you hear the first few beats, you can **guess when the next sound will happen**
 - The spacing follows a **clear rule**
-

5. Ratios & Polyrhythms

5A. Ratio Match

Problem: 4 hits vs 6 hits

Work:

4 : 6 → simplified → **2 : 3**

5B. Least Common Multiple

Problem: 3-beat and 4-beat cycles

Work:

LCM of 3 and 4 = **12 beats**

5C. Physical Try-It

Answer: Hands line up every **6 beats** (LCM of 2 and 3)

6. DJ Mixing = Applied Math

6A. Simple Match

Problem: 120 BPM & 90 BPM

Work:

$90 \times (4/3) = \mathbf{120 \text{ BPM}}$

Answer: Speed up Song B

6B. Meet in the Middle

Problem: 140 BPM & 100 BPM

Valid Answers: 120 BPM or 110 BPM
(Multiple solutions acceptable if justified)

6C. Justify Your Choice

Expected Answer: Extreme tempo changes distort pitch, groove, and feel — math can be correct but **musically unpleasant**.

7. Prediction: Musical Foresight

7A. Pattern Prediction

Problem: Repeats every 6 beats, currently on 18

Work:

$$18 + 6 = \mathbf{24}$$

7B. Counting Ahead

Problem: Changes every 8 beats, last at 32

Work:

$$32 + 8 = \mathbf{40}$$

7C. DJ Awareness

Expected Answer: DJs must anticipate transitions to align beats, drops, and changes smoothly.

8. Follow the Rules

8A. Given Rules

Answer:

Correct 16-beat pattern:

1 2 3 4 | 5 6 7 8 | 9 10 11 12 | 13 14 15 16
X - - - | X - - - | X - - - | X - - -

8B. Count the Results

Answer:

4 claps

Teacher note: This reinforces that rules directly control outcomes.

8C. Change One Rule

Correct observations include:

- One clap **moves earlier or later**
- The **spacing between claps changes**
- The **total number of claps stays the same** (if only one number changes)
- The pattern **feels different**, even though it's still rule-based

➡ Why this works:

They *experience* rule-based thinking without inventing it from scratch.

Teacher Tip

There may be **multiple musically valid answers**. Prioritize: - Correct math
- Clear reasoning - Logical musical justification

This mirrors real-world DJ and music-production decision-making.