

Curricular Area: Performance

Course Title: Higher Music Technology

Course Description

In this exciting new course you will be developing skills in music technology and using these skills to set up studio sessions and record live sound, create sound tracks for film, adverts and computer gaming/animation and creating radio broadcasts. You will also explore different styles of music and the main technological developments and key innovators from the 20th & 21st Century.

Unit 1: Music Technology Skills: You will use current music software packages and apps along with iPads and Mac Mini's to enhance your learning experience. You will learn how to set up a studio/recording session using appropriate equipment and techniques to record, edit and mix music. You will also learn to capture, create and manipulate audio to use in film, radio, gaming and adverts.

Unit 2: Music Technology in Context: You will create a portfolio of three different sound productions deciding how best to capture the audio for each project, manipulating the audio by adding effects and processes and mixing down your projects. Contexts include: creating a short sound track for a film/game/animation including sound design, Foley and music; producing a short radio broadcast including music, speech and spots; recording a band/group in a studio session to create an audio advert.

Unit 3: Understanding 20th & 21st Century Music: You will explore and research different styles of 20th and 21st Century music and examine how the music is put together; investigate how the styles developed, their culture and the influence of music technology on music; develop an understanding of intellectual property issues

Course Assessment: Assignment 70% & External exam 30%

You will choose one sound production, which you will plan, implement and evaluate from its beginning stages to your final product. You will sit a question paper where you will listen to excerpts of music and describe the style, features, effects and processes used.

Homework expectations: 30 minute session per week

You will be required to attend one 30 minute session per week, in the music department, to work on your Unit and Course Assignments. Any written assignment tasks not completed during this 30 minute weekly session would only then need to be completed at home to in order to meet your deadlines.

Recommended Entry: Nat 5 Music, Nat5 Personal Learning, ICT and Thinking Skills Possible next level of study

At the moment, Higher is the highest level of study in SQA NQ Music Technology, however there may be further options for study available in session 2017-18. You could study a performing unit on one instrument/voice in lessons/your own time.

Wider Achievement Opportunities

Performing in Assemblies, Showcases, Community Concerts and Pantomime; Creating Film, Radio Interview podcasts, Jingles, Adverts and Recording Bands for Tynie FM; Sound Engineering in school events such as Pantomime, Showcases, Lunchtime concerts etc.