Music Technology
Award Received – National 5

Entry Requirements – What do I need to do it?

This course is suitable for students with a broad interest in music and a specific interest in music technology and 20th and 21st century music. You do not need to have studied music in S2 or S3 to choose this course. Musical knowledge and experience is not required as everything you need to know will be taught throughout the year.

Course Content – What will I learn?

Students develop technical and creative skills through practical learning. The course provides opportunities for students to develop their interest in music technology and develop skills and knowledge relevant to the needs of the music industry.

The course contains three units:

- **Music Technology Skills -** Throughout the course, students develop a range of skills and techniques relating to the creative use of music technology hardware and software to capture and manipulate audio.

- **Music Technology in Context -** As part of the assignments, students will develop skills in the use of music technology hardware and software to capture and manipulate audio and use music technology creatively in sound production in a range of contexts.

- **Understanding Music** - Students will develop skills in the analysis of music in the context of a range of 20th and 21st century musical styles and genres as well as an understanding of aspects of the music industry, including a basic awareness of implications of intellectual property rights.

Assessment – How will I be assessed?

70% - Assignment 1 & Assignment 2

- Plan (10 marks)
- Project (30 marks)
- Evaluation (10 marks)

30% - Exam

- 1 hour, 40 marks
- Students will use listening skills to draw on and apply knowledge and understanding of a sample of all the technological terms, styles and genres, and music concepts learned throughout the year.

Assignment projects could include two of the following:

- **Audiobook**: recording narration of a story or poem, and adding music.
- **Radio Broadcast**: producing a short radio broadcast.
- **Film Foley**: Sound design for film or video game.
- **Scoring/Arranging:** Creating soundtrack for a short film.