

# Music Technology N4

## Aim of course

To ensure that all pupils have the opportunity to create and explore different areas of Music Technology by capturing, manipulating and using audio in context.

## Why study Music Technology?

Music Technology allows pupils to develop their creativity and digital literacy through a variety of tasks and experiences. Development of these skills are not only transferable to a wide range of disciplines but also highly fulfilling. The subject allows the development of skills, knowledge and experience required to proceed to further study or to a career related to Music or Music Technology.

This course consists of three units and a final assignment.

### → **UNIT 1 Music Technology Skills**

- Using appropriate hardware and software to capture and manipulate audio.
- Develop knowledge of Music Technology hardware and sound recording techniques.
- Demonstrate practical skills in, sound recording techniques, using appropriate software and hardware.

### → **UNIT 2 Understanding 20<sup>th</sup> and 21<sup>st</sup> century Music**

- Develop listening skills, and knowledge of the music industry, within the context of 20<sup>th</sup> and 21<sup>st</sup> century styles and genres.
- Listen to music from a variety of 20<sup>th</sup> and 21<sup>st</sup> century musical styles and genres and understand how this relates to developments in Music Technology.
- Demonstrate a broad understanding of the music industry, including intellectual property rights.
- A final Listening exam based on listening to a series of musical excerpts and analysing the music and technology concepts used.

### → **UNIT 3 Music Technology in Context**

- A range of audio projects (internally assessed) using music technology and sound production creatively in a range of contexts (e.g. involving creating music for film, TV or computer games, radio broadcasts or recording live performances).

## Course Assessment

- To achieve a course award, candidates must pass all three units.
- National 4 is assessed internally on a pass or fail basis, based on one short Music Technology project (from Unit 3) and a National 4 listening paper (based on Unit 2).
- The Added Value Unit takes the form of the completed Unit 3 Music Technology in Context project; this will be either an animation project or an audiobook project.

**Further advice and information is available from Mr Ratcliff**