

Music Technology at National 4

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 20th and 21st century Music**

- Develop listening skills, and knowledge of the music industry, within the context of 20th and 21st century styles and genres.
- Listen to music from a variety of 20th and 21st 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 Mrs Edwards and Ms Miller