

Music Technology in S3

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 variety of careers including Music or Music Technology.

This course consists of three units:

→ **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.
- Become competent in using Cubase software and your Digital Audio Workstation (DAW).

→ **UNIT 2 Listening**

- Develop listening skills and knowledge of the music industry, within the context of 20th and 21st century styles and genres.

→ **UNIT 3 Music Technology in context**

- A range of audio projects using music technology and sound production creatively in a variety of contexts (eg) sound design for a computer game.

Course Assessment

- One of your audio context projects will be marked to set criteria.
- A listening paper covering concepts learned in class.

Further advice and information is available from Mr McIntyre, Mrs Edwards and Mrs Barrie