

Subject: Music Technology KS4 (NCFE Level 1/2 Technical Award)

Year: 10

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Content Knowledge	<p>The digital audio workstation (DAW) & Music technology and the music business <i>Understand how hardware and software work in combination as a digital audio workstation (DAW). Understand roles and responsibilities within the music business, and developments in music technology. Understand common features of the music industry as a business.</i></p>		<p>Musical elements, musical style and music technology <i>Understand how music is stylistically composed using musical elements. Understand how musical elements relate to musical styles and developments in technology from the 1950s onwards Understand how music technology has developed over time and how this has affected creative practice, music production and consumer access</i></p>		<p>Multitrack Recording <i>Understand the recording studio environment, how to use it safely, and how to plan, record and mix a multitrack recording. Understand how music technology has developed over time and how this has affected creative practice, music production and consumer access. Understand roles and responsibilities within the music business, and developments in music technology.</i></p>	
Skills	<p>Know how to enter and edit MIDI data Know how to use software instruments Know how to incorporate loops Know how to use the sequencer Know how to use hardware to record audio</p>		<p>Know how to recognise the elements in a song. Know how to structure sections of a song Know how to create a chord sequence Know how to create sounds using synthesis Know how to create sounds using sampling</p>		<p>Know how to set up microphones to record different instruments Know how to set the gain for a microphone Know how to edit together different takes Know how to apply effects in a mix</p>	
Key Questions	<p>What are the hardware components of a DAW? What are the software functions of a DAW? How are the two fundamentally interlinked? How has the development of technology impacted on the music business?</p>		<p>How are the musical elements brought together in a song? How has music technology developed over time? How has the development of technology impacted the creation of new genres of music? Is music now less creative as a result of technology?</p>		<p>How do you plan effectively for a recording session? What makes a successful recording session? What makes a successful mix? Is the modern method of recording more or less authentic than historical methods of recording?</p>	
Assessment	<p>Written assessment including multiple choice, short answer and extended answer questions. Practical assessment to a brief.</p>		<p>Written assessment including multiple choice, short answer and extended answer questions. Practical assessment to a brief.</p>		<p>Written assessment including multiple choice, short answer and extended answer questions. Practical assessment to a brief.</p>	
Literacy/numeracy /SMSC/Character	<p>Creativity, Resilience, Collaboration, Confidence, Cultural appreciation, Aspiration Subject-specific literacy and oracy</p>		<p>Creativity, Resilience, Collaboration, Confidence, Cultural appreciation, Aspiration Subject-specific literacy and oracy</p>		<p>Creativity, Resilience, Collaboration, Confidence, Cultural appreciation, Aspiration Subject-specific literacy and oracy</p>	
Enrichment opportunities	<p>Music Technology club Support sound engineering of school performances</p>		<p>Music Technology club Support sound engineering of school performances</p>		<p>Music Technology club Support sound engineering of school performances</p>	
Futures	<p>Further studies in Music and Music Technology at KS5 Wide range of careers in Music including: Performer, songwriter, media composer, sound engineer, live sound engineer, mixing engineer, producer, copyist, orchestrator, conductor, artist manager, concert promoter, tour promoter, roadie, instrument technician, teacher, music editor, DJ, radio DJ, radio producer, sound designer, venue management, music therapist, copyright agent.</p>					