


**SUBJECT: MUSIC PRODUCTION**

Year Group	YEAR 10					
<b>Rationale</b>	During the fourth year of our Music curriculum pupils will follow the <b>Level 2 NCFE Technical Award in Music Technology</b> . They will use Cubase music production software to create and develop a piece of dance music, analysing stylistic elements of dance sub-genres and reviewing the technical and creative process. Pupils will plan and undertake a recording session using multi-track mixing skills to create a mixdown of their recording. Pupils will develop skills in operating a Digital Audio Workstation creatively using audio, MIDI, hardware and editing tools, reflecting industry skills.					
	Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
Topic/Unit	<b>U02 Creating Music</b>	<b>U02 Creating Music</b>	<b>U03 Studio Recording</b>	<b>U03 Studio Recording</b>	<b>Preparation for Y10 Exam/ U03 Studio Recording</b>	<b>U01 Using a DAW</b>
Knowledge	<b>Structure:</b> popular song format, intro, verse, chorus, breakdown. <b>Melody:</b> riff, sequence, diatonic, chromatic. <b>Rhythm:</b> ostinato, syncopation, 4-to-the-floor, time signatures. <b>Harmony:</b> 8 bar chord sequence, major, minor. <b>Instrumentation:</b> synthesiser (VStation), drum machine (Groove Agent)	<b>Styles:</b> Dance, Jazz, Rock. <b>Dance sub-genres:</b> House, Trance, Techno, Dubstep. <b>Instrument technology:</b> electric guitar, synthesisers, samplers, drum machines. <b>Consumer formats:</b> vinyl, CD, mp3, streaming. <b>Effects:</b> reverb, delay, distortion, filters. <b>Volume &amp; panning</b> <b>Audio export:</b> wave file.	<b>Health and safety:</b> exposure to noise, display screens, trip hazards. <b>Microphones &amp; DI:</b> dynamic, condenser, polar pattern, frequency response, placement. <b>Audio-interfaces:</b> audio in/out, connection to DAW. <b>Multi-track recorder:</b> software / hardware. <b>Monitoring:</b> control room, engineer, performer, speakers, headphones. <b>Planning:</b> time constraints.	<b>Recording:</b> optimisation of gain overdubbing. <b>Editing:</b> removal of unwanted audio. <b>Effects:</b> reverb, delay EQ. <b>Dynamics:</b> noise gate, compressors. <b>Balance:</b> volume of tracks. <b>Stereo field:</b> panning. <b>Monitoring:</b> speakers, headphones. <b>Automation:</b> volume, panning, effects.	Cubase music production software, drum kit microphone setup, health & safety, multi-track mixing, effects & processors, sound creation, microphones, musical styles.	<b>Computer hardware:</b> hard drives, USB devices, headphones, speakers. <b>MIDI controllers:</b> MIDI keyboard, pad controllers <b>Audio interface:</b> microphone / line input / audio outputs. <b>Track types:</b> audio, instrument & MIDI <b>Software instruments:</b> synthesisers, samplers.
Skills	<b>Sequencing:</b> Step input and layer up instrument parts, add appropriate sounds from synthesiser plug-ins, balance the volume, create a structure and add effects. Use of functions such as automation on effects, volume and panning.	<b>Independent research</b>  <b>Evaluation:</b> focussed on use of elements, what was successful and what could be improved.  <b>Mixing:</b> volume balance, panning, effects & audio export of practical work.	<b>Paired research:</b> finding appropriate information on microphones.  <b>Planning:</b> apply technical terms and set appropriate timescale for studio recording sessions.  <b>Recording:</b> correct use of microphones and placement for different instruments	<b>Mixing:</b> setting a working volume, dynamic processors, EQ, effects send channels, mastering, audio export.	<b>Exam technique:</b> answering short answer questions and listening questions.  <b>Evaluation:</b> analysis of use of mixing techniques, what was successful and what could be improved.	<b>Independent research:</b> explaining hardware components and software functions.  <b>Sequencing:</b> configuring software preferences, recording audio & MIDI, editing software instruments
Assessments	<b>LO2 Sequencing:</b> class discussion and peer	<b>LO1 Research</b> of 4 sub-genres of dance music.	<b>LO1 Plan a recording session:</b>	<b>LO3 Multi-track mixing:</b> 1 <sup>st</sup> draft of mix	<b>Practice Written Exam</b>	<b>LO1 Research</b> on hardware components



	assessment of dance sequence draft 1.	<p><b>LO2 Sequencing:</b> final draft of dance sequence submitted as audio file.</p> <p><b>LO3 Written evaluation</b> of dance piece submitted.</p>	<p>written assignment considering H&amp;S, correct equipment, diagram of setup, microphone placement, audio interface, monitoring.</p> <p><b>LO2 Recording Log:</b> Explanation &amp; photos from each recording session of instruments in the studio.</p>	submitted along with written log outlining and explaining the mixing process.	<p><b>Year 10 Exam:</b>                  - <b>Written Exam (30%)</b> sat during exam week                  - <b>Portfolio (70%)</b> U2 &amp; U3 work submitted</p>	<p>and software functions of a DAW</p> <p><b>LO2 Sequencing:</b> draft 1 of using DAW musical project.</p>
					<p><b>LO4 Written evaluation</b> of multi-track mix submitted.</p>	<p>- <b>U02 &amp; U03 grades submitted (25%)</b>, and external moderator visit to confirm and sign off grades</p>