MUSIC TECHNOLOGY

Music technology is working with various hardware and software to produce and design sound for a wide variety of functions. Whether it's making sure a rock band can be heard in a packed stadium, designing music and sound effects for the latest video game or blockbuster film, broadcasting, telemarketing or creating your own music in a studio, music technology is an ever expanding industry worth millions. This very practical based course will give students experience and insight into the exciting world of music technology.

The purpose of the National 4 and National 5 Music Technology courses is to enable learners to develop their knowledge and understanding of music technology and of musical concepts, particularly those relevant to 20th and 21st century music. Learners will develop technical and creative skills through practical learning. This course will provide opportunities for learners to further their interests in music technology and to develop a range of knowledge and skills relevant to the needs of the music industry.

Learners will gain a wide understanding of musical concepts, legal issues, technical theory and practical skills; later using this knowledge in a range of projects. Projects may include: creating a soundtrack (or sound design) for Animation/Film/Gaming; producing a radio broadcast; creating an audiobook; recording a live-performance, making use of samples and loops.

NATIONAL 4 MUSIC TECHNOLOGY	
REQUIREMENTS	Students do **not** require to be able to play a musical instrument for this course, however a basic understanding and appreciation for music based on knowledge gained at BGE along with a good ear would be highly recommended. A good grasp of I.T skills is also recommended.
COURSE CONTENT	**Mandatory Units for National 4 Music**: • Music Technology Skills • Understanding 20th and 21st Century Music • Music Technology in Context *For more detailed info see SQA website:* **N4 Tech Course Content** **Skills, knowledge and understanding for the course** **The aims of the Course are to enable learners to:** • develop basic skills in the use of music technology hardware and software to capture and manipulate audio • use music technology creatively in sound production in straightforward contexts • develop understanding of a range of 20th and 21st century musical styles and genres • reflect on their own work and that of others
ASSESSMENT	The Mandatory units will be assessed continuously throughout the year. Pupils will undertake peer and self-evaluation of progress and will be involved in negotiating next steps. The 3 units are **internally assessed** and subject to SQA verification. National 4 also has an **added value unit** which involves creating **one** technology brief, demonstrating technical skills developed through the units. Candidates can choose from the following briefs: - • Sound design and Foley for film • Live-recording of a performance • Multi-track recording a performance • Sound design for a computer game • Radio broadcast • Audiobook To achieve the National 4 Music Technology Course, learners must pass all of the required Units, including the Added Value Unit.
PROGRESSION / NEXT STEPS	Universities and colleges offer courses in music technology which prepare students for work in broadcasting, theatre and the recording industries. Pupils may wish to discuss relevant work experience/placements with Faculty staff and their Guidance Teacher.
NATIONAL 5 MUSIC TECHNOLOGY	

REQUIREMENTS	Students do **not** require to be able to play a musical instrument for this course, however a basic understanding and appreciation for music based on knowledge gained at BGE along with a good ear would be highly recommended. A good grasp of I.T skills is also recommended. The National 5 course requires a greater amount of technical expertise and creativity than National 4.
COURSE CONTENT	***For more detailed info see SQA website: Nat 5 Tech Course Content*** **Skills, knowledge and understanding for the course** The course aims to enable candidates to: • develop skills in the analysis of music in the context of a range of 20th and 21st century musical styles and genres • develop an understanding of aspects of the music industry, including a basic awareness of implications of intellectual property rights • develop skills in the use of music technology hardware and software to capture and manipulate audio • use music technology creatively in sound production in a range of contexts • critically reflect on their own work and that of others
ASSESSMENT	For **National 5** the Added Value Unit has 2 **externally** assessed components, which is the basis for the grade awarded: • Practical Assignment – **Marks: 100** *Scaled Mark 70%* • Question Paper – **Marks: 40** *Scaled Mark 30%* The Practical Assignment will require learners to plan, develop and evaluate projects of work using their own creativity, skills, knowledge and understanding. These projects will allow learners to build up a portfolio of their own projects drawn from a wide range of areas in the Music Industry. Candidates can choose from the following briefs: - • Sound design and Foley for film • Live-recording of a performance • Multi-track recording a performance • Sound design for a computer game • Radio broadcast • Audiobook The Question Paper will test learners' knowledge and understanding of music technology and concepts and lasts **one hour**.
PROGRESSION / NEXT STEPS	Universities and colleges offer courses in music technology which prepare students for work in broadcasting, theatre and the recording industries. Pupils may wish to discuss relevant work experience/placements with Faculty staff and their Guidance Teacher.