


<p><b>Year: 9</b></p> <p><b>Subject: Music Technology</b></p>	<p><b>Curriculum Intent:</b></p> <p>Students will gain new knowledge and skills in the first 3 units of work for the ncfе music technology course. By the end of year 9, students will understand how to set up and operate a DAW and will have gained knowledge and skills in DAW Technology, The Music Business, Musical elements and style. This covers 3 of the 5 units of work to be explored during the course.</p>					
	<p style="text-align: center;"><b>Term 1</b></p> <p style="text-align: center;"><i>Introduction to Music Tech and the Music Business.</i></p>		<p style="text-align: center;"><b>Term 2</b></p> <p style="text-align: center;"><i>The Digital Audio Workstation</i></p>		<p style="text-align: center;"><b>Term 3</b></p> <p style="text-align: center;"><i>Musical Elements, Musical Style and Music Technology</i></p>	
<p><b>Sequence of Delivery</b></p>	<ol style="list-style-type: none"> <li>1. Roles and responsibilities</li> <li>2. Analogue recording technology</li> <li>3. Direct to tape recording</li> <li>4. Early Multitrack Recording</li> <li>5. 24 track Multitrack Recording.</li> <li>6. Digital Tape</li> <li>7. Digital Recording</li> <li>8. Digital Audio Workstation.</li> <li>9. Synthesisers</li> <li>10. Samplers</li> <li>11. Analogue and digital instruments</li> <li>12. Sequencing and MIDI</li> </ol>	<ol style="list-style-type: none"> <li>1. Keyboard Workstations</li> <li>2. Hardware effects – Reverb</li> <li>3. Hardware effects – Tape Delay</li> <li>4. Hardware effects – Dynamics processing</li> <li>5. Hardware Effects – Pedals and Autotune</li> <li>6. Consumer audio formats</li> <li>7. Marketing</li> <li>8. Promotion</li> <li>9. Selling and distributing Music</li> <li>10. Final Knowledge check.</li> </ol>	<ol style="list-style-type: none"> <li>1. Types of DAW Software</li> <li>2. Hardware Components</li> <li>3. Audio Interfaces</li> <li>4. Mixing Desks</li> <li>5. Health and safety</li> <li>6. Managing Health and Safety</li> <li>7. MIDI</li> <li>8. Configuring a DAW project</li> <li>9. MIDI editing</li> <li>10. DAW Skills</li> </ol>	<ol style="list-style-type: none"> <li>1. Effects Plugins</li> <li>2. EQ</li> <li>3. Filter effects</li> <li>4. Distortion Effects</li> <li>5. Compression</li> <li>6. Gates</li> <li>7. Limiters</li> <li>8. Audio Formats</li> <li>9. Original Project</li> <li>10. Final Knowledge check.</li> </ol>	<ol style="list-style-type: none"> <li>1. Structural sections</li> <li>2. Form</li> <li>3. Time Signatures</li> <li>4. Major Scales</li> <li>5. Minor Scales</li> <li>6. Pentatonic Scales</li> <li>7. Melodic Form</li> <li>8. Harmony Chords</li> <li>9. Chords and Melody.</li> <li>10. Instrumentation</li> </ol>	<ol style="list-style-type: none"> <li>1. Rock &amp; Roll</li> <li>2. Rock</li> <li>3. Folk</li> <li>4. Soul</li> <li>5. Disco</li> <li>6. Reggae</li> <li>7. Funk</li> <li>8. Hiphop</li> <li>9. House</li> <li>10. Drum &amp; Bass</li> <li>11. Composition</li> <li>12. Final Knowledge Check</li> </ol>
<p><b>Key knowledge / Retrieval topics</b></p>	<ul style="list-style-type: none"> <li>• Studio/industry personnel.</li> <li>• Development of recording technologies.</li> </ul>	<ul style="list-style-type: none"> <li>• Hardware effects.</li> <li>• Consumer audio formats.</li> </ul>	<ul style="list-style-type: none"> <li>• DAW Hardware components.</li> <li>• DAW Software Features</li> </ul>	<ul style="list-style-type: none"> <li>• Effects</li> <li>• Audio Formats</li> <li>• Creating an original project.</li> </ul>	<ul style="list-style-type: none"> <li>• Elements of music.</li> </ul>	<ul style="list-style-type: none"> <li>• Stylistic Fingerprints</li> <li>• Basic Composition skills.</li> </ul>

	• Electronic Instruments.	• Commercial elements of the music industry	• Health and Safety			
<b>Assessment</b>	Incremental low level assessment to verify new knowledge.	Incremental low level assessment to verify new knowledge.	Incremental low level assessment to verify new knowledge.	Incremental low level assessment to verify new knowledge.	Incremental low level assessment to verify new knowledge.	Incremental low level assessment to verify new knowledge.
	Incremental low level assessment to verify new knowledge.	Incremental low level assessment to verify new knowledge.	Incremental low level assessment to verify new knowledge.	Incremental low level assessment to verify new knowledge.	Incremental low level assessment to verify new knowledge.	Incremental low level assessment to verify new knowledge.
	Incremental low level assessment to verify new knowledge.	Final Unit assessment – Exam style questions covering the whole unit content.	Incremental low level assessment to verify new knowledge.	Final Unit assessment – Exam style questions covering the whole unit content.	Incremental low level assessment to verify new knowledge.	Final Unit assessment – Exam style questions covering the whole unit content.