



Grade 9-12 Intro to Music Production Curriculum

Last updated March 2021 by Cecily Ryan

Course Description: The purpose of this course is to provide students with the fundamentals of producing music electronically and knowledge of the music production business. Students will be exploring different computer applications of digital production through music creation. Throughout the semester, students will gain background knowledge of the histories of sound recording and movie music. With a thorough understanding of these elements, students will create their own movie soundtrack to accompany an existing video under copyright law.

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Unit #/Title	1/ Elements of Music	Time Frame	3-4 Weeks
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Stage 1 - Identify Desired Results

Standards

PA Standards:

9.1.12.A: Know and use the elements and principles of each art form to create works in the arts and humanities.

9.1.12.B: Recognize, know, use and demonstrate a variety of appropriate arts elements and principles to produce, review and revise original works in the arts.

9.4.12.B Describe and analyze the effects that works in the arts have on groups, individuals and the culture

Big Ideas	Essential Questions
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<ul style="list-style-type: none"> ● The skills, techniques, elements and principles of the arts can be learned, studied, refined and practiced. ● Musicians use tools and resources as well as their own experiences and skills to create music. 	<ul style="list-style-type: none"> ● How is music created? ● How does manipulating an element of music change the impact of music? ● Why do we listen to and create music? ● How does music technology fit into the culture of current music?
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Content	Skills
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<ul style="list-style-type: none"> ● Definition of music ● Purpose of music in society ● Elements of Music <ul style="list-style-type: none"> ○ Rhythm ○ Melody ○ Harmony ○ Timbre ○ Dynamics ○ Form ● Use of GarageBand or other DAW (Digital Audio Workstation) 	<ul style="list-style-type: none"> ● Demonstrate the proper use of GarageBand or other DAW software. ● Develop a podcast using GarageBand to define music and analyze why we listen to music as humans ● Create a drum beat using GarageBand ● Manipulate the track using audio effects on GarageBand ● Manipulate volume of a track using GarageBand, creating a volume diagram/map to accompany the track ● Rearrange and loop portions of a song using GarageBand
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Unit #/Title	2/ Audio Recording Technologies & History	Time Frame	2 weeks
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Stage 1 - Identify Desired Results

Standards

PA Standards:

9.1.12.C: Integrate and apply advanced vocabulary to the arts forms.

9.1.12.H: Incorporate the effective and safe use of materials, equipment and tools into the production of works in the arts at work and performance spaces.

9.1.12.J: Analyze and evaluate the use of traditional and contemporary technologies for producing, performing and exhibiting works in the arts or the works of others.

Big Ideas	Essential Questions
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- Humans have expressed experiences and ideas through the arts throughout time and across cultures.

- How do past recording technologies impact us as music producers today?
- How can using either analog or digital recording be limiting?

Content	Skills
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- Process of analog recording - scratching a sound wave into a physical material
 - Vinyl, tapes, etc.
- Playing back analog recording - a stylus re-reads the scratches
 - Fidelity issues
- Process of digital recording - recording the coordinates of a sound wave at various points in time
 - Sampling rate, sampling precision
 - Analog to Digital converters and Digital to Analog converters
- History of recorded sound: phonograph, gramophone, mono and stereo recording, cassette, multitrack recording, digital recording, CDs, MP3s

- Describe how analog recording works
- Describe how playing back analog sound works
 - Analyze the positives and negatives to recording sound in this way
- Describe how digital recording works
- Describe how playing back digital sound works
 - Analyze the positives and negatives to recording sound this way
- Explain the basics of how the following recording technologies work: phonograph, gramophone, mono and stereo recording, cassette, multitrack recording, digital recording, CDs, MP3s
- Analyze how the history of recording technology got us to the point that we are at today

Unit #/Title	3/Legal and Ethical Issues in Digital Music	Time Frame	2 Weeks
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Stage 1 - Identify Desired Results	
Standards	
PA Standards: 9.1.12.J: Analyze and evaluate the use of traditional and contemporary technologies for producing, performing and exhibiting works in the arts or the works of others. 9.2.12.E: Analyze how historical events and culture impact forms, techniques and purposes of works in the arts. 9.4.12.B: Describe and analyze the effects that works in the arts have on groups, individuals and the culture	
Big Ideas	Essential Questions
<ul style="list-style-type: none"> The arts provide a medium to understand and exchange ideas. This exchange of ideas must have a system to protect the artist and their original ideas. 	<ul style="list-style-type: none"> How do we create, distribute, and listen to music in an ethical manner? How does legality and ethics impact music technology and production?
Content	Skills
<ul style="list-style-type: none"> Copyright laws Fair use Royalties Piracy Intellectual property Legality of sampling How streaming services work Online music sharing platforms Changes in consumption of music with changing technology 	<ul style="list-style-type: none"> Develop a critical stance on whether the digital age is helping or hurting musicians Analyze current laws and their relevance/protection provided to musicians and music producers Describe the process in which musicians make money off of online music sharing platforms Communicate using proper and professional presentation and public speaking skills

Unit #/Title	4/ Music Composition Using Electronic Tools	Time Frame	6 Weeks
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Stage 1 - Identify Desired Results

Standards

PA Standards:

9.1.2.A: Know and use the elements and principles of each art form to create works in the arts and humanities.

9.1.2.B: Recognize, know, use and demonstrate a variety of appropriate arts elements and principles to produce, review and revise original works in the arts.

9.1.2.H: Incorporate the effective and safe use of materials, equipment and tools into the production of works in the arts at work and performance spaces.

9.1.12.J: Analyze and evaluate the use of traditional and contemporary technologies for producing, performing and exhibiting works in the arts or the works of others.

Big Ideas	Essential Questions
<ul style="list-style-type: none"> Musical creativity is enhanced by technical knowledge and grounded in personal experience. 	<ul style="list-style-type: none"> Why do we create music as humans? How does music allow us to express emotion and ideas? How do electronic tools help or hinder music composers?
Content	Skills
<ul style="list-style-type: none"> Common digital audio workstations (GarageBand) and how they work Methods of electronic music composition and advantages and disadvantages of each MIDI technology 	<ul style="list-style-type: none"> Compose and record original music in a DAW using electronic tools, including MIDI instruments Edit and mix music within a DAW Operate common digital music tools and software

Unit #/Title	5/ Movie Music	Time Frame	5 weeks
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Stage 1 - Identify Desired Results

Standards

PA Standards:

9.1.12.A: Know and use the elements and principles of each art form to create works in the arts and humanities.

9.1.12.B: Recognize, know, use and demonstrate a variety of appropriate arts elements and principles to produce, review and revise original works in the arts.

9.1.12.J: Analyze and evaluate the use of traditional and contemporary technologies for producing, performing and exhibiting works in the arts or the works of others.

Big Ideas	Essential Questions
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<ul style="list-style-type: none"> • Musicians connect their personal interests, experiences, ideas, and knowledge when creating works of art. 	<ul style="list-style-type: none"> • How does music impact the movie viewer? • How do the elements of music impact the movie viewer? • How has movie music changed throughout history and how does this reflect the cultural and technological changes throughout history? • How do multiple art forms interact to create experiences for audiences?
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Content	Skills
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<ul style="list-style-type: none"> • Vocabulary related to movie music (scoring, diageitic, nondiageitic, score, spotting, Mickey Mousing, leitmotif, talkies, etc.) • Effect that music has on movies • Rationales for selecting music for movie scenes • Notable film score composers (John Williams, Hans Zimmer, Danny Elfman, Michael Giacchino, etc.) and their works and styles 	<ul style="list-style-type: none"> • Analyze the effect of music on other visual art forms • Justify musical choices in movies • Identify and describe themes, techniques, and commonalities between musical works of the same composer (the compositional style) • Create audio to accompany visual material
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