

# Digital Learning through Music Technology

## Expressive Arts

**An essential course for all pupils interested in Sound Engineering.**

You will learn about all aspects of sound engineering including studio recording, live sound, music for gaming and music for radio and film.

You can start to develop sound engineering skills or continue to develop skills learnt in S2.



### Skills Focus



Digital Learning



Enterprise



Leadership



Literacy



MESP



Numeracy



Thinking

### Recognition of Achievement

N4 Music Technology units

### Learning Intentions & Success Criteria

#### Learning Intentions

I will:

- learn how to set up the correct equipment for a live band/artist.
- learn how to recognise the functions on a mixing desk.
- learn how to use the main function of Reaper and Protocols sound recording software.
- learn how Sound Engineers link and interact with other people in the music industry including performers, agencies, venues.

#### Success Criteria

I can:

- choose the correct equipment to amplify or record a sound source and set it up safely.
- use a mixing desk correctly to improve the quality of sounds being mixed.
- correctly set up a complete sound path through a PC, record a sound source and apply suitable processors and effects to improve the quality of the recording.
- explain the role of a person involved in a music project and how the work of a sound engineer affects their job.

### Senior Phase Progression

N5 Music Technology