Canterbury Public Schools
Music Grades 7 and 8

Subject	Music
Grade Level	7/8
Unit Title	Music Technology
Unit Goals	-successfully create original music using a DAW (Digital Audio Workspace) -demonstrate proper use of all equipment -Utilize active listening skills to critique work
Pacing (# of weeks)	10 Weeks (1 Class a Week)
Standards	**MU:Pr6.1.T.Ia** Using digital tools, demonstrate attention to technical accuracy and expressive qualities in prepared and improvised performances of a varied repertoire of music. **MU:Cr1.1.T.Ia** Generate melodic, rhythmic, and harmonic ideas for compositions or improvisations using digital tools. **MU:Cr3.2.T.Ia** Share compositions or improvisations that demonstrate a proficient level of musical and technological craftsmanship as well as the use of digital tools and resources in developing and organizing musical ideas. **MU:Re7.2.T.Ia** Explain how knowledge of the structure (repetition, similarities, contrasts), technological aspects, and purpose of the music informs the response
Content/Conceptual Knowledge (know)	How to use of different equipment including DAWs, microphones, and midi controllers to create a varied repertoire of music
Skills (be able to do)	-Create original works of music in the DAW -translate musical ideas into the software -appropriate use specific microphones for different situations -Critique works of music and provide constructive feedback -peer-assess music projects to support student learning
Essential Questions	How can we make informed creative decisions? What does it mean to be creative?
Enduring Understandings	The creative process is full of trial and error, focused entirely on intentional decisions.
Vocabulary	DAW, Condenser microphone, Dynamic Microphone, MIDI, Synthesizer, beatmaker, pan, volume, equalizer
Common Learning	-Experiment with different musical ideas in the DAW

Experiences broken down by standard addressed in the unit	-Play digital musical instruments -Using an assessment tool, critique works of music and provide constructive feedback
Assessments	Projects demonstrating skills taught in lesson
Resources	SoundTrap, projector, microphones
Student Resources	SoundTrap
Teacher Resources	SoundTrap
Strategies	-Modeling -Use Examples that show desired outcome -Music Literacy -Critical Thinking
Behaviors that will lead to success	-Perseverance -Critical thinking -Transference of learning

Certainly! Here's a music technology syllabus for 7th and 8th grade students. This syllabus is designed to introduce students to the basics of music production, digital tools, and the relationship between technology and music. It includes hands-on activities and projects, fostering both creativity and technical skills.

Music Technology Syllabus (7th and 8th Grade)

Course Overview: This course explores the intersection of music and technology. Students will develop skills in music composition, sound editing, and audio production using digital tools. By the end of the course, students will be able to create their own music tracks, edit audio files, and understand the technology used by modern musicians and producers.

Course Objectives:

- Learn the fundamentals of music technology and digital audio tools.
- Develop an understanding of sound design, music production, and mixing.
- Create original music compositions using digital audio workstations (DAWs).
- Understand the role of technology in music production, performance, and distribution.

Unit 1: Introduction to Music Technology (4 weeks)

Topics:

- What is Music Technology?
- Overview of Digital Audio Workstations (DAWs): Introduction to tools like GarageBand, Audacity, or Soundtrap.
- Basic concepts: Tracks, loops, MIDI, and audio.
- Introduction to sound waves and how sound is recorded.

Skills:

- Navigating a DAW interface.
- Understanding the difference between audio tracks and MIDI tracks.
- Basic sound editing: Cut, copy, paste, trim.

Project:

- Create a basic sound collage by combining different loops and samples in a DAW.

Unit 2: Sound and Recording Basics (4 weeks)

Topics:

- Introduction to sound waves: Frequency, pitch, and amplitude.
- Microphones and recording devices: How sound is captured.
- Recording voice and instruments with a microphone.

Skills:

- Proper microphone technique.
- Recording and layering sounds in a DAW.
- Basic editing techniques: Trimming, fading, and adjusting levels.

Project:

- Record a short piece of music using an instrument or voice and edit it in the DAW.

Unit 3: MIDI and Music Composition (4 weeks)

Topics:

- Introduction to MIDI (Musical Instrument Digital Interface).
- Understanding MIDI instruments and software synths.
- Creating melodies and rhythms with MIDI.

Skills:

- Composing music using MIDI instruments.
- Using virtual instruments (synths, drums, piano).
- Basic music notation (if applicable to the DAW).

Project:

- Create a short original composition using MIDI instruments, focusing on melody and rhythm.

Unit 4: Music Production Techniques (4 weeks)

Topics:

- Introduction to loops and samples: How to use pre-recorded sounds.
- Layering tracks to create a full song.
- Basic arranging techniques: Verse, chorus, bridge.
- Introduction to audio effects: EQ, reverb, compression.

Skills:

- Arranging a song with multiple sections.
- Using effects to enhance audio tracks.
- Mixing basic tracks: Balancing volume and panning.

Project:

- Produce a simple song using loops, MIDI, and audio recordings. Apply at least three audio effects to enhance the tracks.

Unit 5: Mixing and Mastering (3 weeks)

Topics:

- Introduction to mixing: Volume, panning, EQ, and effects.
- Basic mastering techniques: Preparing the final track for export.
- Exporting and sharing music files.

Skills:

- Balancing different tracks in a mix.
- Applying EQ and effects for clarity.
- Finalizing a song for distribution.

Project:

- Mix and master a song created earlier in the course. Export and prepare the track for sharing.

Unit 6: Digital Music Distribution and Performance (3 weeks)

Topics:

- How musicians share music: Digital platforms (Spotify, SoundCloud, etc.).
- Introduction to live performance technology: MIDI controllers, audio interfaces.
- The future of music technology: Trends and innovations.

Skills:

- Uploading music to a digital platform (if applicable).
- Understanding the basics of performing live with digital tools.

Project:

- Create a promotional plan for a digital release of a student-created song, including artwork, description, and platform choices.

Final Project: Complete Music Production Portfolio (2 weeks)

Project:

- Students will create a final music project that demonstrates their learning. This can include:
    - A fully composed and produced song (instrumental or with vocals).

    - A project folder that includes the DAW project file, a breakdown of the composition process, and a brief reflection on what was learned.

Assessment:

- Students will present their final projects to the class, discussing their creative process, challenges faced, and the technology used.

Assessments and Grading:

- **Projects (70%)**: Each unit's project will be assessed based on creativity, technical skills, and application of concepts learned.
- **Participation (20%)**: Engagement in class activities, discussions, and peer feedback.
- **Final Project (10%)**: The complete music production portfolio and final presentation.

Resources Needed:

- Computers with music production software (GarageBand, Audacity, or Soundtrap).
- MIDI controllers (optional, but recommended).
- Microphones and recording equipment.
- Headphones.

This syllabus is flexible and can be adapted depending on the available resources. The goal is to make music creation fun and accessible while equipping students with foundational skills in music technology.