

KS4 – Year 10 – Music Technology

Term	Topic Titles	Brief Overview
1	Unit 01: Clueless (Content Areas 2 and 5)	Students will understand how hardware and software work in combination as a digital audio workstation (DAW) and how they are used for the recording and editing of audio and MIDI. They will also study vocal recording, production and microphones types in order to compose a composition for a fictional EDM duo.
2	Unit 02: Stranger Boys (Content Areas 2 and 5)	Students will tackle more advanced features of the DAW and develop a wider understanding of how equipment is used to record electric guitars and the drum kit. First attempts at producing a final mix in order to compose the opening credits of a new fictional sci-fi TV series set in the 1980s.
3	Unit 3a: Hip Hop (Content Area 1)	The learner will understand the roles and responsibilities within the music business - including branding, marketing, promotion, distribution and how music technology has developed over time and how this has affected music production and consumer access: They will create and promote the music for a fictional Hip-Hop band.
	Unit 3b: Sound Creation (Content Area 4)	The learner will understand how sound creation is used in a variety of forms of media (such as Film, TV and gaming) and how to apply sound creation to their own work using the different types of Sound Creation such as foley, ambience, dialogue, voice-overs, underscore and spot effects.
	Music Theory (Content Area 3)	Running alongside the four other Content Areas, students will learn how music is stylistically composed using musical elements (such as Structure, melody, rhythm, harmony, texture and instrumentation) and will understand how musical elements relate to musical styles and developments in technology from the 1950s onwards.