

GLENDALE UNIFIED SCHOOL DISTRICT

Senior High School

December 17, 2002

Department: Visual and Performing Arts

Course Title: Music Technology 1-2

Course Number:

Grade Levels: 9 - 12

Semester Hours: 10

Prerequisite: Audition and permission of instructor

Course Description: This course will introduce the student to the applications of modern technology to create electronic music. Emphasis will be on exploration, discovery, and design of synthesized sound. Through the study of music elements, synthesizers, and computer applications, the student will be able to demonstrate personal audio judgments and discriminating choices via class production projects. This class develops the Visual and Performing Arts Standards by developing and expanding musical expression, electronic music concepts, aesthetic judgements, connections in society, as well as providing a greater understanding of music from various classical periods, composers, and cultures.

I. Standards

- A. Standard 1 - Artistic Perception: Students demonstrate musical skills, analyze music, process aural information, and describe music using the terminology of music. Students read, notate, and respond to sensory information through the language and skills unique to music.

The students will:

1. Read electronic music scores and symbols and describe how the elements of music are used to enhance the electronic music process.
2. Transcribe simple songs and melody into melodic and rhythmic notation when presented aurally (level of difficulty: 1; scale: 1-6) into electronic form.
3. Sight-read music accurately and expressively (level of difficulty: 1; scale: 1-6).

4. Analyze and describe significant musical events perceived and remembered in a given aural example.

5. Analyze and describe the use of musical elements in a given work that makes it unique, interesting, and expressive.
  6. Compare and contrast the use of form, both past and present, in a varied repertoire of music from diverse genres, styles, and cultures.
- B. Standard 2 - Creative Expression: Students apply technological skills in performing, creating, and participating in a varied repertoire of music from classical and contemporary periods.

The students will:

1. Perform on an electronic instrument, a repertoire of musical literature representing various genres, styles, and cultures with expression, technical accuracy, and articulation, by oneself and in ensembles using midi, and other forms of music technology (level of difficulty: 2; scale: 1-6).
  2. Perform with one performer for each part (level of difficulty: 3; scale: 1-6).
  3. Create melodic and rhythmic improvisations in a style or genre within a musical culture (e.g. Cuban, Latin, Spanish, American) and chord structure.
  4. Compose music in electronic form in distinct styles and various classical and contemporary periods (classical, romantic, baroque, popular, contemporary).
  5. Improvise original melodies.
- C. Standard 3 - Historical and Cultural Context: Students analyze the role of music in past and present cultures throughout the world, noting cultural diversity as it relates to technology, music, musicians, and composers.

The students will:

1. Analyze how the roles of musicians and composers have changed or remained the same throughout the history of classical, jazz, and popular music with the development of technology.
2. Compare music elements in non-traditional classical and popular music.

3. Compare the social function of a variety of classical and popular music forms in various cultures and time periods.

4. Perform music electronically from a variety of cultures and classical and popular styles.
5. Compare and contrast electronic instruments from a variety of cultures and popular musical history.
6. Compare and contrast classical and popular musical styles within various popular genres in North America and South America.
7. Analyze the stylistic features of a given musical work that define its aesthetic traditions and its historical or cultural context.
8. Compare and contrast musical genres or styles that show the influence of two or more cultural traditions.

D. Standard 4 - Aesthetic Valuing: Students critically assess and derive meaning from works of music and the performance of musicians in a cultural context according to the elements of music, aesthetic qualities, and human responses.

The students will:

1. Identify how a composer's intentions result in a work of music and how that music is used.
2. Show how and why people in a particulate culture use and respond to specific musical works from their own culture.
3. Compare the musical means used to create images or evoke feelings and emotions in works of music from various cultures.

E. Standard 5 - Connections, Relationships, and Applications: Students apply what they learn in music across subject areas. They develop competencies and creative skills in problem solving, communication, and management of time and resources that contribute to lifelong learning and career skills. They learn about careers in and related to music.

The students will:

1. Show ways in which the principles and subject matter of classical and popular music and various disciplines outside the arts are interrelated.
2. Identify the process for performing, arranging, underscoring, and composing popular electronic music for film and video productions.

3. Identify the various factors involved in pursuing a music career as a performer, composer, producer, or many other music related professions.

II. Sample Assessments

- A. Performance – formal and informal
- B. Quizzes on scales, music selection, and electronic music history, midi, recording techniques
- C. Ongoing assessment of student performance and participation
- D. Self reflections – composition logs
- E. Written concert evaluations

III. Topics of Study/Suggested Time Distribution

- A. Critical analysis of music, using the vocabulary and language of music. 15%
  - 1. Electronic musical materials of different pieces in the same genre or style
  - 2. Specific music events within aural examples
  - 3. Specific musical events by memory within aural examples and apply them to musical events in other musical works
- B. Reading and notation of music. 10%
  - 1. Accurate and expressive sight-reading
  - 2. Transpositions with and without electronic aids
  - 3. Treble and bass clefs
  - 4. Standard notational symbols
  - 5. Elements of music in electronic music scores and parts
- C. Performance on instruments with a varied repertoire of music. 30%
  - 1. Knowledge of electronic and popular music repertoire
  - 2. Expressive and technical accurate performance
  - 3. Memorized music

4. Western and non-western literature



- D. Improvising melodies, variations, and accompaniments. 5%
  - 1. Harmonize stylistically appropriate parts
  - 2. Melodic embellishments
  - 3. Modal, atonal, and tonal patterns
  - 4. Original melodies in a constant style, meter, and tonality
- E. Compose and arrange music. 5%
  - 1. Create original compositions
  - 2. Tension and release
  - 3. Imaginative and technical skill in applying the principles of composition
  - 4. Cultural resources used as influence
  - 5. Electronic media, (midi, sequencers, DAT, CDR, Mixer)
- F. Knowledge and skills necessary to understand and perform music from all parts of the world. 10%
  - 1. Elements of music from diverse genres and cultures
  - 2. Social functions as a result of various musical forms
  - 3. Microtonal and tonal styles
  - 4. Analyze variety of cultural musical forms
- G. Knowledge and understanding of the relationship of classical music to history and culture. 15%
  - 1. Performances of music from diverse genres and cultures
  - 2. Performances with appropriate and accurate expression and technical acuity according to the diverse culture of the music
  - 3. Appropriate expression for work performed dependent upon culture

H. Knowledge, skill, and understanding to make critical judgements about and determine the quality of music experiences and performances. 5%

1. Evaluate aesthetic quality of music

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2. Formal classical criteria compared with criteria developed for evaluation of musical works from a variety of cultures

3. Criteria in their personal choices in listening and performing

4. Constructive suggestions for improvement based on criteria and style of music

5. Musical means used to evoke feelings and emotions evaluated in musical works

I. Making Connections. 5%

1. Appropriate audio tapes, video, CD, CD ROM, DVD, computer programs for the teacher and student

2. Careers in music

3. Current music job opportunities (gigs)

4. Music as a lifelong learning experience

5. Exploring and relating music to other subject areas, such as English/Language Arts, History/Social Studies, Science, Math, the other arts/disciplines, etc.

6. Music in film, video, radio, and television

7. Time management skills gained by practicing and setting schedules

IV. Instructional Strategies or Methods

A. Project based learning: practicing music for concerts, researching composers, compose music for performance, etc.

B. Group and individual work in sectionals, collaborations, and solos

- C. Performance – formal and informal, on stage or in the community
- D. Rehearsal on musical and technical concepts, preparation for performance
- E. Readings
- F. Lecture
- G. Library/Internet research
- H. Videos, tapes, CD's, CD ROM, DVD

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- I. Festivals – evaluations by qualified outside music educators
  - J. Modeling of desired sounds, phrasings, and musical concepts
- V. Resource Materials
- A. Adopted texts – none
  - B. Instructional aids, printed resources, audio examples for teachers and students addressing the following musical concepts:
    - 1. Scales
    - 2. Recording
    - 3. Midi
    - 4. Technique
    - 5. Various classical and popular styles
    - 6. Rhythm
    - 7. Mixing
    - 8. Notation
    - 9. Electronic music history
  - C. Supplies and equipment.

1. Sound system, CD player, tape, DVD
2. Keyboards, midi equipped musical instruments
3. Music stands, chairs
4. Musical supplies and equipment: recording software, mixers, speakers, cables, microphones
5. Video camera