

CAREERS INFORMATION



OTHER INFORMATION

STAFF Mrs Z Hall

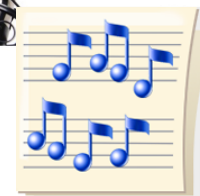
MUSIC INSTRUCTORS

Mrs I John - Percussion
Mrs C Bell - Woodwind
Mr F Oddo - Brass
Mr P Holroyd - Guitar
Mr D Watt - Piano/keyboard
Mr G John - Cello
Mrs A Ralston - Violin/Viola

TRIPS Pupils are sometimes given the opportunity to go and see musical performances / concerts and to take part in workshops.

Music

Music Technology Higher



TURRIFF ACADEMY

Email: turriff.aca@aberdeenshire.gov.uk

Career Areas

- Performing Arts
- Teaching
- Music Therapy
- Sound Engineering
- Primary Teacher
- Music Instructor
- Media
- Sound Design

Further advice and information on these options is available from your subject teacher, guidance teacher and careers adviser.

COURSE INFORMATION

Why Music Technology?

Studying music technology allows you to express yourself through music while developing your knowledge of music and technology. You will also learn important skills needed in the music industry, such as planning and organising, research, critical thinking and decision making, as well as working independently and with others.

This course is especially suitable if you have broad musical interests, and are particularly interested in music technology and 20th and 21st century music.

The skills that you develop in Music Technology are useful in careers such as musician, DJ, sound technician, roadie and musical instrument technologist.

Course Outline

You will develop technical and creative skills through practical learning, and understand the skills and knowledge required by the music industry. You will use your imagination, creativity and technical problem solving skills through practical learning, as you develop, review and refine your musical ideas and music technology skills. You will learn to critically reflect on your own work and that of others.

The course has **three** compulsory units,. The units are the same as those for **National 5** but **contain more experiences and outcomes** and will have to produce a higher standard of work.

Music Technology Skills

In this unit you will:

- develop a range of skills and techniques relating to the creative use of music technology and hardware and software to capture and manipulate audio
- explore a range of uses of this technology through practical activities.

Understanding 20th and 21st Century Music

In this unit you will develop:

- knowledge and understanding of 20th and 21st century musical styles and genres
- an understanding of how music technology as influenced and been influenced by 20th and 21st century musical developments
- a broad understanding of the music industry, including basic awareness of the implications of intellectual property rights.

Music Technology in Context

In this unit you will:

- use music technology skills in a range of straightforward contexts such as live performance, radio broadcast, composing and/or sound design for film, TV themes, adverts and computer gaming.

ASSESSMENT

Your work will be assessed by your teacher on an ongoing basis throughout the course. Items of work might include:

- practical tasks – such as using hardware or software for audio capture
- listening exercises – understanding the context of musical styles, such as jazz and rock
- projects
- written reports.

You will also sit a written exam marked by the Scottish Qualification Authority (SQA) worth 30% of the final mark.

You will also complete a folio piece of work which includes two contexts such as a band recording, film animation or radio broadcast with audio file and accompanying written report. This is worth 70% of the final mark.

You must pass all of the units as well as the practical assessment to be awarded the qualification.

PROGRESSION

Successful completion of this course may lead to:

- College courses on media, sound design , Music technology and sound engineering.

FURTHER COURSES IN TURRIFF ACADEMY

In S4/5/6:

[Music Performing National 5](#)

[Music Performing Higher](#)

Music Performing Advanced Higher

Music Technology National 4

Music Technology National 5