

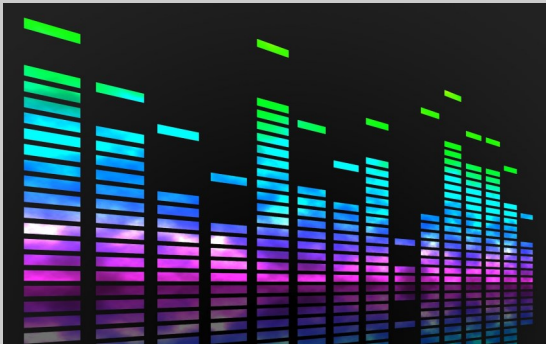
CAREERS INFORMATION



Career Areas

- Performing Arts
- TV, Film & Radio
- Sound Engineer
- Sound Design
- Publishing/Media
- Events Management
- DJ

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



OTHER INFORMATION

STAFF

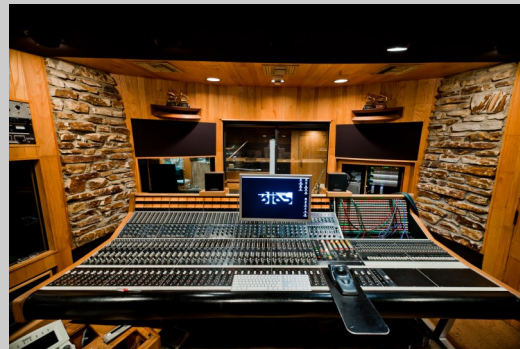
Z Hall
M McNeil

TRIPS

Trips to see a real working recording studio are arranged.

OPPORTUNITIES IN SCHOOL

Pupils will have the opportunity to help out at school shows and events where music technology is used. For example setting up microphones and learning how to use the sound desk at school concerts.



TURRIFF ACADEMY



MUSIC TECHNOLOGY HIGHER



Email: turriff.aca@aberdeenshire.gov.uk

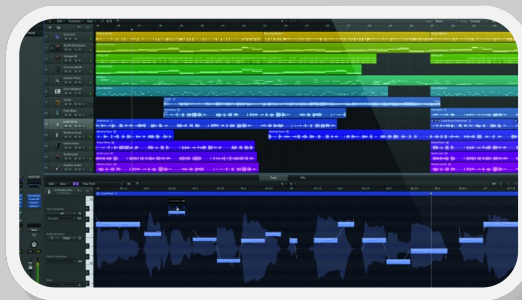
COURSE INFORMATION

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 three main elements of the course are music technology skills, music technology in context and understanding 20th and 21st century music. These are the same as National 5 but you will be expected to produce a higher standard of work.

Music Technology Skills

Pupils will develop a range of skills and techniques relating to the creative use of music technology and hardware and software, including GarageBand and Logic, to record and add various effects/mixing techniques. They will also explore a range of uses of this technology through practical activities.



Music Technology In Context

Pupils 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.



Understanding 20th and 21st Century Music

Pupils will gain knowledge and understanding of 20th and 21st century musical styles and genres and how music technology has influenced and been influenced by 20th and 21st century musical developments.

Pupils will also develop a broad understanding of the music industry, including basic awareness of the implications of intellectual property rights.

ASSESSMENT

Folio:

- Worth 70% of the final grade
- Context of project - either film Foley, radio broadcast, band recording, audio book or sound for computer game
- Project completed using software such as GarageBand or Logic
- Written report to be completed detailing all work that has been done
- To be completed by March and sent to the SQA for marking
- The work is completed overtime in class

Listening:

- Listening exam in May
- This covers 20th and 21st Century music genres and effects on music.
- 30% of final grade

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

MUSIC TECHNOLOGY N4 & N5
MUSIC PERFORMING N4 & N5
MUSIC PERFORMING HIGHER
MUSIC PERFORMING ADVANCED HIGHER