# CARFERS INFORMATION

# OTHER INFORMATION

# Music



**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. STAFF Mrs Z Hall Mr R McWhirter

## 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.







TURRIFF ACADEMY
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 course has **three** compulsory units, plus an **added value** unit that assesses your practical skills. The units are the same as those for **National 4** but you 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.



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% or the final mark.

You will also complete a folio piece of work 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:

Music Technology Higher



In S4/5/6:

Music Performing National 5
Music Performing Higher

Music Performing Advanced Higher Music Technology National 4 Music Technology National 5