Long Branch High School

Music Technology I

Computer Music Composition & Production

2019-20 Syllabus

Music Technology I
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Instructor: Delanyard L. Robinson, II
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I. Course Objectives

This course will utilize technology to understand, create and record music. Students will develop basic music skills using music production and notation software. Career pathways such in music, computer science, engineering and business will also be explored. All students are required to participate in music competitions and school-wide/community events to showcase their talents and develop leadership skills.

II. Prerequisite

Reasonable ability to play an instrument, sing and/or recording experience

III. Required Materials

For Class
- Pen or Pencil
- Paper
- Notebook (folder)
- Headphones with a mini-plug

For Home
- Internet access with sound
- Music software (apps or online accounts)
- Google Classroom account for Music Technology

IV. Course Outline

Unit 1 - Tour of Software Music Creation, Using Loops & Recording Drum Tracks
[GarageBand Basics, Piano Roll Editor, Recording Software Instrument, Melody & ABABCB Song Form]

Unit 2 - Composing Drum/Percussion Beats and Writing Melodies
[Latin Music Genre, Families of Instruments, Notation (Rhythm & Pitch) using Noteflight]

Unit 3 - Writing Melodies & Melodic Variations, ABABCB form & Music Genres: Australia, India & Middle East

Unit 4 - Creating More Melodic Variations, Composing With Original Regions, ABABCB form, Music Genres: American Folk, Country & Native American

Unit 5 - Music Coding, Basic Keyboard Theory, MIDI Remixing, ABABCB form, Music Genres: Europe, Africa & Israel

Unit 6 - Film Music, Sound Effects, & Music Genre: Orchestral

Unit 7 - Rhythms, Improvisation & Dictation and African-American Genres

Unit 8 - Sequences to Phrases and 50's & 60's Rock Genres

Unit 9 - Melody Forms, Intro to Triads, 70's & 80's Rock and Pop Genres, and Women in Music

Unit 10 - Intro to Chord Progressions, Accompaniment Patterns, and 90's to Modern-Day Rock & Pop Genres

Unit 11 - Counter-Melodies, Bass Lines, Non-Chord Tones and Genres from Asia, Indonesia, Russia and Brazil

Unit 12 - Solo Instrument Composition, Rondo Form and Music Genres from the Caribbean Islands, Hawaii & Greece

V. Rules & Expectations

1. Follow the rules of the **Student Handbook** and **Computer User Agreement**

2. **Professionalism & Job Readiness**
   - Be "on time" to class
   - Be "on task" by staying focused on your work
   - Be "on point" with meaningful discussions about the work at hand
   - Be "on the money" with high quality work
   - Wear school uniform
   - Always bring your school supplies, materials & homework

3. **Classroom Manners**
   - Raise your hand BEFORE chosen to speak
   - One person at a time will be allowed to speak
   - Give words of encouragement and support towards each other

4. **Safety**
   - Quietly & orderly follow fire drill & emergency procedures
   - Hand objects to each other, don't throw them
   - No running & no horseplay

5. **Bathroom**
   - Sign out before you leave & sign in when you arrive
   - Only 1 person at a time
   - No longer than 5 minutes
   - 10 minutes after the class has begun or 10 minutes before it ends.
   - You must stay after school if you use the bathroom during the "10 - 10" time or use the bathroom more than once every week.

6. **Arrival & Dismissal**
   - Be in class BEFORE the bell rings or you will be marked TARDY
   - Bring a signed note by a teacher to leave class
   - No lockers during class time
   - Remain in your seat quietly & orderly before the bell rings for dismissal

7. **Electronic Devices & Personal Belongings**
   - Turn off all electronic devices and leave out of view

8. **Studio Equipment**
   - Treat all computers, music and audio equipment with tender loving care
   - No gum, food or drinks allowed
   - Only visit websites assigned by Mr. Robinson

9. Parents & students must sign the **Music Technology Contract**

VI. Procedures

1. Sit at table & begin discussion of today's topic
   - If you don't participate, you will lose participation points
2. Go to computer
   - Google Classroom to begin assignment
3. Work on project - collaborate, discuss & ask questions
   - Practice assignment
   - Complete the project
4. Save project & upload to Google Classroom
   - Even if you're not finished
5. Peer Review, Discussion & Exit Ticket
6. Log out & clean up

VII. Grading

1. Classroom Portfolio
   - Keep it organized and up to date every class period

2. Digital Portfolio (online assignments)
   - Complete assignments daily posted on Google Classroom and Mr. Robinson's school web page

   ### *How to get to Mr. Robinson's Long Branch site:*
   1. www.longbranch.k12.nj.us
   2. Go to "Select a School" at the top left of page
   3. Select "**Long Branch High School**"
   4. Click on "Teacher Pages"
   5. Click on "Robinson, Delanyard"

3. Excused Late or Missed Work Due to Absence
   - If you miss class for any reason, you must notify Mr. Robinson in person, through e-mail, through Google Classroom,a note from home, or a phone call within 24 hours. A new deadline will be set for you to complete the work.
   - If you don't inform Mr. Robinson within 24 hours you will receive a ZERO for your work.

4. Unexcused Late or Missed Work
   - You will receive a ZERO for unexcused late assignments, projects, quizzes or exams.

5. Grading Categories
   - Summative Assessment - 70% - projects & tests
   - Formative Assessment - 30% - homework, quizzes, discussions & tutorials

6. Grading Scale
   - 92-100 - Excellent
   - 84-91 - Good
   - 77-83 - Fair
   - 70-76 - Poor
   - Below 70 - Failure

VIII. Resources

- Kusek, Dave & Chelsea, Ira. *How to Promote Your Music on Instagram*. www.newartistmusic.com: Cowboy Ventures, Inc., 2019.
- Kusek, Dave. *Everything You Need to Know About Licensing & Publishing Your Music*. www.newartistmusic.com: Cowboy Ventures, Inc., 2018.
- Apple, Inc. *GarageBand Help*. https://help.apple.com/garageband/mac/10.2/. Cupertino, CA, 2018.
- Viers, Rick. *Make Some Noise: Sound Effects Recording for Teens*. Studio City, CA: Michael Wiese Productions, 2017.
- Kusek, Dave. *Hack the Music Business*. www.newartistmusic.com: Cowboy Ventures, Inc., 2017.
- Thomas, Chance. *Composing Music for Games - The Art, Technology and Business of Video Game Scoring*. Boca Raton, FL: CRC Press, 2016.
- Kapur, Ajay et al. *Programming for Musicians and Digital Artists - Creating Music with ChucK*. Shelter Island, NY: Manning Publications Co., 2015.
- Freedman, Barbara. *Teaching Music Through Composition - A Curriculum Using Technology*. New York, NY: Oxford University Press, 2013.
- Hosken, Dan. *An Introduction to Music Technology*. New York, NY: Routledge, 2011.
- Owsinski, Bobby. *Music 3.0 - A Survival Guide for Making Music in the Internet Age, Second Edition*. Milwaukee, WI: Hal Leonard Books, 2011.
- Rona, Jeff. *The Reel World Scoring for Pictures*. Milwaukee, WI: Hal Leonard Books, 2009.
- Hewitt, Michael. Composition for Computer Musicians. Boston, MA: Course Technology - Cengage Learning, 2009.
- Kusek, David & Leonhard, Gerd. *The Future of Music*. Boston, MA: Berklee Press, 2005.