

Long Branch Middle School
Music Technology 7
Intermediate

2019-20 Syllabus



Music Technology

2019-20

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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

GarageBand Basics, Piano Roll Editor, Melody & AABA Song Form and Songwriter Career Pathway

Unit 2

Latin Music Genre (fall) African-American Music Genre (winter), Families of Instruments, Notation (Rhythms) & Songwriter Roleplay

Unit 3

Composing Drum and Percussion Beats, Writing Melodies, AABA/ABAB/ABAC/ABCD forms & Music Genres: Australia, Asia & Indonesia

Unit 4

Composing Melodic Variations Using Rhythmic Alterations, AABA/ABAB/ABAC/ABCD forms & Music Genres: 70's & 80's Folk, Country, Rock & Pop

Unit 5

Music Coding, Composing With Original Regions, AABA/ABAB/ABAC/ABCD or Sonata allegro forms & Music Genres: Jamaican, Caribbean & Hawaiian

Unit 6

Film Music, Sound Effects, & Music Genre: Orchestral

Unit 7

Music Theory: Rhythms

Unit 8

Music Theory: Pitch, Melody & Harmony

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**" (NOT the middle 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
- Rona, Jeff. *The Reel World Scoring for Pictures*. Milwaukee, WI: Hal Leonard Books, 2009.