

# MUSIC TECHNOLOGY

*Well done on all your progress in music. This is a great time to seriously consider taking music / music technology and here is why...*



**Level 2, BTEC  
Music  
(Pearson)**

**Optional Unit 7: Introduction to Sequencing** (Counts towards 25% of the course)  
In this unit you will learn how to use Logic Pro X and will create a musical project that will include MIDI and audio examples. By using a mac, a midi keyboard, midi controller and relevant software, you will create a sequenced project to an industry-relevant brief.



**Unit 1: The Music Industry** (Counts towards 25% of the course)

This unit will allow you to gain a good understanding of the scope of the music industry. You will investigate music organisations and find out what they do. You will be given the opportunity to find out about the people who work in these organisations from performers to people who work in technical, production and admin roles



**Unit 2: Managing A Music Product** (Counts towards 25% of the course)

In this unit you will learn how to plan for the management, delivery and promotion of a music product. (Podcast/ radio show). You will work with others using skills learnt from other aspects of the course before taking team ownership of the final musical podcast/ radio show.



**Optional Unit 6: Introducing Music Recording** (Counts towards 25% of the course)

In this unit you will plan a studio session and learn how to record a live session in response to a given scenario. You will learn which microphones to use for different voices, instruments and groupings, as well as other related software and hardware.

**What will I learn?**

- Extend your KS3 skills by:
- Learning how to use music software and hardware to a higher level
  - Learning how to use microphones and record live musicians/ audio clips
  - How to arrange recording clips to produce media formats
  - Playing instruments and / or singing to a higher level
  - Practicing your critical listening
  - Presenting creative projects

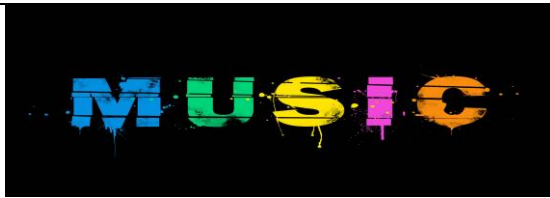
**Careers in Music Technology**

**Computer Technology** • Music Software Programmer • Multimedia Development - Sound & Music • Web Page Design - Audio & Music Integration  
**Broadcasting - Television & Radio** • Disc Jockey • Video Jockey  
**The Recording Industry** • A & R (Artist & Repertoire) Coordinator • Talent Scout • Advertising / Media Manager • Regional Sales Manager • Salesperson  
**Touring & Road Work** • Sound Engineer • Sound Technician Assistant (Roadie)  
**Sound & Recording Engineering, Technical** • Recording Studio Engineer • Live Sound Engineer • Radio / TV Audio Engineer • Audio-Visual Technician • Studio Design Consultant  
**Sound Design & Effects** • Foley Artist • Synthesizer & Sampler Programmer • Sound Design for Film & TV  
**Music Business & Management** • Stage Manager • Nightclub Manager  
**Composing** • Film & TV Music • Music Supervisor for Film & TV • Post-Production Scoring • Computer Multimedia & Game Music • Jingles & Advertising Music

**Units in the course**

- Unit 1: (Mandatory)** The Music Industry - 25% External Exam
  - Unit 2: (Mandatory)** Managing A Music Product – 25% Coursework
  - Unit 6: (Optional)** Introducing Music Recording – 25% Coursework
  - Unit 7: (Optional)** Introduction to Sequencing – 25% Coursework
- BTEC Tech Award Grading**

Level / Qualification Grade	Grade Equivalent
Level 2 / Distinction*	8.5
Level 2 / Distinction	7
Level 2 / Merit	5.5
Level 2 / Pass	4
Level 1 / Distinction	3
Level 1 / Merit	2
Level 1 / Pass	1.25



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**GCSE  
Eduqas**

**What will I learn?**

- Extend your KS3 skills by:
- Playing an instrument and / or singing to a higher level
  - Practicing your critical listening, this will deepen your musical appreciation of many genres and styles of music
  - Using Mac software such as Garage Band and Sibelius
  - Arranging and composing music by reading forms of notation and understanding the elements of music
  - Presenting creative projects and performing in concerts and events



**UNIT 1: PERFORMING (30%)**

- In this unit you will perform on your **main instrument** or **vocally perform**. A **programme of 4-6mins** is required.
- You will **record a group piece** and a **solo piece** with either piano accompaniment or backing track.
- You will gain the most marks for **grade 3 performances**.



**UNIT 2: COMPOSITION (30%)**

- In this unit you will **compose 2 pieces**. **One in year 10** and one in **year 11**.
  - One is to a brief** (a choice of 4) that the exam board will set.
- The 4 briefs will include music related to: Musical Forms and Devices, Music for Ensemble, Film Music or Popular Music.
- The in **other composition** you can **compose whatever you'd prefer**.



**Things to help**

- Practice regularly, at least 15mins on average per day, and attend all instrumental lessons as 30% is performance based.
- Taking up subsidized music lessons in school**
- Make sure you are in an extra-curricular ensemble. This will help your technique on your instrument and your awareness of others when performing in a group.
- Revise from your GCSE booklet in small frequent chunks.
- To listen to as wide a variety of types and genres of music as possible (classical FM, Sky Arts, BBC 4).

**UNIT 3: LISTENING (40%)**

- This component is assessed via a **listening examination**.
- Eight questions in total, two on each of the four areas of study.
- Area of study 1: Musical Forms and Devices, Area of study 2: Music for Ensemble, Area of study 3: Film Music, Area of study 4: Pop Music



**Careers in Music**

- Music Education & Teaching:** Teacher, Therapist, Musicologist
- Performance:** Singer, Musician, DJ, Session Musician, Instrumentalist
- Sound & Recoding:** Engineer (TV, Radio, Live Stage, audio) Sound Design, Foley Artist,
- Television & Radio:** Programmer, booking agent, critic, journalist, talent agency, promotion manager.



