

Digital Music (Music)

Elective – Semester – 9-12

Prerequisites: Successful completion of Basic Music, Music Theory, or consent of instructor.

Course Description

Digital Music is a music course for the student who desires a course that focuses on creating, arranging, and publishing digital music. Digital Music explores the wonderful gifts that God has given us in both music and technology. Students will review the building blocks of the music language including notation, rhythm, style, and form. They will then use these building blocks to create, edit, mix and publish music in a digital format.

Course Goals

The Christian teacher will:

1. Give the students a better understanding of the Lord's gift of music and how technology and be paired with music to bring honor and glory to Him.
2. Present curriculum preparing students to understand, create, arrange, record, and publish music.
3. Acquaint students with current technology as it applies to the creation, editing, and publication of digital music.
4. Nurture a lifelong interest in integrating music and technology.
5. Encourage students to use their musical skills and gifts in service to His Kingdom.

Course Objectives

The successful student will be able to:

1. Review how to create, decode, and perform basic rhythm patterns ranging from whole notes to sixteenth notes. Dotted rhythms and rests will also be taught.
2. Review key signatures, chords, inversions, and harmonic analysis of classroom exercises.
3. Understand fundamental concepts of composition and arranging.
4. Become familiar with various software programs related to digital music technology.
5. Compose, arrange, record and publish original pieces of music.
6. Effectively use Digital Audio Workstation software to mix and master multitrack projects.
7. Integrate 21st century skills into the learning environment. Students will enhance fluencies in the areas of:
 - a. Creating and Innovating
 - i. Original compositions and arrangements
 - b. Communicating
 - i. Presenting and explaining concepts and artistic goals behind projects
 - c. Collaborating
 - i. Students will work collaboratively on projects to create and produce a collective finished product.
 - d. Analytical Thinking
 - i. Students will be asked to assess and analyze existing compositions and then produce their own.
 - e. Problem Solving
 - i. A framework of tools and rules will be given within which students must create an original composition.
 - f. Finding and Evaluating Information
 - i. Students will be encouraged to seek out musical elements for their compositions using the vast array of digital media available to them.

Course Outline

1. Introduction to music as a gift of God
2. Breezin' Thru Theory – online software to establish basic musical concepts.
3. Audacity – use and implementation
4. Best practices for recording music and designing a home studio.
5. Sound Terms – A to Z
6. Garage Band – Rhythm, note writing, and MIDI interfaces
7. Garage Band – Applying harmonic principles to multitrack recording

8. Garage Band – Arranging a song from a “fake book”
9. Garage band – Arranging a familiar hymn with multimedia and instruments
10. Introduction to Adobe Audition and other sequencing/recording programs including Ableton Live, and others
11. Fundamentals of sound reinforcement

Instructional Strategies

1. Students will be taught on a daily step-by-step basis how to use audio editing software, including GarageBand, Audacity and Adobe Audition as the tools they will use to make music all of their lives.
2. Class time will also be given to learning how to play the drum set, guitar, and keyboards, so students understand how to digitally program and record them
3. Most assignments will be done on school devices, so ample time will be given to complete projects in class. If a student wishes to use the recording studio outside of class time, they will need to schedule a time with the instructor.
4. On occasion, a “flipped classroom” approach will be used, where the lecture or lesson is presented to the students outside of the school day using digital media, and the class period becomes guided practice where skills are applied.

Grading Methods

The majority of the class is project driven, so there will be few quizzes and tests, if any. Instead, students will be assessed on their musical knowledge as demonstrated by their projects.

Rubrics will be used for each project to both show the student what they need to do to complete the project and to assess how well they followed the directions of the project itself.

Student Materials

A textbook and supplemental materials will be furnished. Students will need a three ring binder. Materials will be made available online as well through Google Classroom.

Classroom Procedures

Students who are not in the room when the period begins are considered tardy and will be marked as such.

All students who do not proceed to their assigned seats in a timely manner will be marked tardy as well.

Additional Information

More information about Music Department policies and procedures can be found in the Music Department Handbook. Each family with a student involved in music at Luther High School is given a copy of the Handbook at the start of the school year.