



# MUSIC AT KS4

If you decide to pick Music as an option at GCSE, you will have the opportunity of studying one of two courses.

## **Either the OCR GCSE 9-1 course**

With this option you would get the opportunity to perform and record songs and compositions on your chosen instrument or voice. You will also learn more traditional music theory and study a different areas of study.

## **Or... Music Technology NCFE Level 1/2**

### **NCFE Level 1/2 Technical Award in Music Technology**

With this option you get to learn about production and compositional techniques and you learn how use the computer program Logic to create Music.



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# MUSIC TECHNOLOGY NCFE

## Subject Information

Music is something that we all take part in, in one way or another. Whether it is performing music, listening to music or watching people make music. With so many developments in technology over the past few years, you do not need to be able to play an instrument to make music anymore.

If the **technology** side of music interests you, then this is the course for you.

The NCFE Level 1/2 Certificate in Music Technology will enable you to improve your skills in understanding and making music.

You will be able to make your own music on the computer program Logic Pro X, and then produce and edit your work as if you were in a recording studio. You will develop a wide variety of skills, including music technology, music theory and keyboard skills.

You will also develop your listening skills and your ability to differentiate between different modern musical genres.



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# THE FUTURE OF MUSIC TECHNOLOGY

What does technology mean for the future of music?



Music, tech and social media have all seen **unprecedented evolution in the last decade.**

If it isn't the advancement in our mobile phone tech that helps users Snapchat a gig to their followers in real-time, it's the seamless way you can share your favourite Soundcloud track to your thousands (if you're lucky) of Instagram followers through Stories. Spotify, Apple Music and their rapid growth indicate a shift in consumer expectation for music whenever and wherever.

Technology has changed music for decades

Our listening experience has come a long way - and audio technology is not only becoming more immersive, but personalised too.

Technology is already impacting music creation.

Digital music is becoming a lot more tangible



The UK music industry is at the heart of our arts and cultural sector, which is the envy of the world. It is a key national asset and something that should make us all proud. Music enriches all of our lives, but it also makes a huge contribution to our economy. British stars helped drive exports up to £2.9 billion in 2019 - a 9% increase and a fantastic overseas calling card for Britain. Behind every artist, band and orchestra is an army of talented professionals who play their part in the industry's ecosystem



Caroline Dinenage, Minister for Digital and Culture



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**MBW'S STAT OF THE WEEK: SUBSCRIPTION STREAMING REVENUES IN THE UK TOPPED \$1.5BN IN 2020 - UP 15.5% YOY, AND MORE THAN THREE TIMES THE SIZE OF THE MONEY SPENT ON PHYSICAL MUSIC.**

# MUSIC TECHNOLOGY - NCFE

## What the course involves

- ❖ The course is 60% coursework, 40% exam

### Exam

**Worth 40%**

**Completing an exam paper on the five content areas**

### Coursework

**Worth 60%**

**Completing a project set by the exam board**



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# MUSIC TECHNOLOGY - NCFE

## Coursework Project:

You will be given a real life scenario and have to compose a song relating to the scenario

You will also have to provide a written commentary of your work

## Example:

**You are a music producer running your own company called Sounds for Your New Content. A well-known sports brand has sent you a brief requesting original music and sounds to be used in an advert for a new range of running shoes.**

Your work must:

- be produced using DAW software and hardware
- be between 1 and 2 minutes in length
- be submitted as a stereo audio file
- include sounds which create the atmosphere of a sporting event
- include music written in the style of 21st century pop
- the music must be energetic and recreate the excitement of a race
- the music must use a four to the floor rhythm
- the music must use a drop in the structure
- the music must use audio recordings and software instrument.



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# Content Area 1 – Introduction to Music Technology and the Music Business

- Roles and responsibilities linked to the music business
- History of recording technology
- Electronic instruments (synths and samplers)
- Hardware effects
- Consumer audio formats
- Marketing and promoting new music
- Selling and distributing music



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# Content Area 2 – Digital Audio Workstations

- Hardware on a computer
- Inputting microphones
- Mixing desks
- Health and Safety measures
- Using Logic Pro to create projects, edit audio, use loops, add effects



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# Content Area 3 – Musical Elements, Musical Styles and Music Technology

- **Musical Elements** (structure, melody, harmony, rhythm, instruments)
- **Musical styles and the development of technology** (rock and roll, folk, rock, soul, funk, disco, reggae, hip hop, electronica, dance, 21st century pop)
- **Technology through time**



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# Content Area 4 – Sound Creation

- **Different forms of media** (games, films, tv, adverts)
- **Different types of sound creation** (foley, underscore, ambience)
- **Different ways to capture sounds** (physical props, environmental sounds, synthesisers)
- **Arranging sounds** (putting sounds into Logic)



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# Content Area 5 – Multitrack Recording

- **Equipment in a recording studio**  
(microphones, cables)
- **Health and Safety in a recording studio**
- **Planning multitrack sessions**
- **Mixing multitrack recordings**  
(balance, EQ, effects)



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# Music Technology NCFE

## Contact Information

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