

## Music Technology S3 BGE course map

### Sound engineering skills

Pupils will explore a variety of skills and contexts to capture and manipulate audio including Microphones and their use, sound effects such as distortion, reverb and delay and processes such as file management, fault correction and prevention and sampling. Pupils will reflect on their own work and on the work of others.

### Understanding C20 & C21 music

Pupils will explore a variety of genres and styles of music and their related concepts including Jazz, Blues, Rock, Disco, Ragtime, Swing, Synth pop, Electronica, Dance and Rap. Social and cultural issues of the time will also be explored.

### Music Technology

Pupils will explore technological developments including: Wax cylinders and gramophone records, radio, juke box, cassette tapes, reel to reel magnetic tape, analogue and digital sound, CD, 8 track recording, multi-track recording, MIDI and performance software. Use music technology creatively

### Music Literacy

Pupils will develop an understanding of basic music literacy including time signatures, notation, Italian terms, timbre, dynamics, texture, structure, form, melody and harmony.