

Music Technology

EXPRESSIVE ARTS

What skills will my child develop?

- Knowledge and understanding of music technology
- A broad understanding of the music industry, including intellectual property rights
- Knowledge, understanding and critical analysis of a range of 20th and 21st century musical concepts, styles and genres
- The ability to use music technology hardware and software to capture and manipulate audio
- The ability to use music technology creatively in sound production in a range of contexts
- Listening skills
- Imaginative, creative and technical problem-solving skills
- Using skills in a range of contexts eg live performance, radio broadcast, film, TV themes, adverts and computer gaming
- The ability to critically reflect on personal work and on the work of others
- Skills in planning, organising, researching, communicating in a technological and musical context

WHAT WILL MY CHILD EXPERIENCE DURING THE COURSE?

- Active and independent learning through self and peer evaluations, reflecting on learning, setting targets, evaluating progress, making independent decisions, responding to feedback
- A blend of classroom approaches including practical and experiential learning; using music technology and IT
- Collaborative learning: learners can work independently and with others eg using ICT to create a radio broadcast or a video; small group projects could be shared with other groups for reflection and evaluation
- Space for personalisation and choice: learners may choose the contexts in which to apply their skills and may choose their assignment with guidance from their teacher
- Applying learning
- Embedding literacy and numeracy skills: researching and presenting information; evaluating; communication.

ASSESSMENT

- The course is assessed through a question paper (exam) and an assignment, which are marked by SQA and graded A to D.
- The question paper makes up 30% of the total assessment mark. Questions relate to music excerpts in a range of 20th and 21st century styles and genres.
- The assignment makes up 70% of the total assessment mark and comprises two tasks, where learners plan, implement and evaluate creative productions using music technology. The creative productions may be in any two appropriate contexts, such as (but not limited to) live performance, multi-track recording, radio broadcast, composing and sound design for film, audiobooks and computer gaming.

National 5 progresses onto Higher Music Technology

For more detailed course information:

SQA: Music Technology National 5: www.sqa.org.uk/sqa/56950.html

Education Scotland: www.education.gov.scot/nationalqualifications

Curriculum for Excellence Key Terms and Features Factfile:

www.education.gov.scot/parentzone/Documents/CfEFactfileOverview.pdf



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