

KS5 Curriculum Sequences - BTEC MUSIC TECHNOLOGY

Year 12:

Course	Year	Term	Big Ideas	Subject Learning Checklist
BTEC Music Technology	12	Term 1 56 hours	<ul style="list-style-type: none"> ● <i>Introducing the Software</i> ● <i>Unit 3: Music and Sound for Media</i> 	<ul style="list-style-type: none"> ● <i>How to use Cubase</i> ● <i>Sound to support media products</i> ● <i>Music to support media products</i> ● <i>Recording and production techniques for effects</i> ● <i>Creativity and problem solving for sound effects creation</i> ● <i>Working with different media file formats</i> ● <i>Production of sound for media products</i> ● <i>Production of music for media products</i> ● <i>Creativity and problem solving for sound effects creation</i> ● <i>Working with different media file formats</i>
		Term 2 48 hours	<ul style="list-style-type: none"> ● <i>Unit 13: Mixing and Mastering Techniques</i> 	<ul style="list-style-type: none"> ● <i>Mixdown effects, dynamics and processing techniques in the DAW</i> ● <i>Mastering effects, dynamics and techniques in the DAW</i> ● <i>Decided the sonic direction of a DAW project mixdown</i> ● <i>Realising the sonic direction of a mixdown project</i> ● <i>Applying mastering techniques</i>

				<ul style="list-style-type: none"> ● <i>Creating a final mastered audio file</i>
		Term 3 <i>52 hours</i>	<ul style="list-style-type: none"> ● <i>Unit 16: Commercial Music Production</i> 	<ul style="list-style-type: none"> ● <i>Meeting professional standards in commercial music production</i> ● <i>Exploring musically and technically creative processes used in commercial music production</i> ● <i>Responding to commercial music trends in creation of own music</i> ● <i>Creating finished commercial music</i> ● <i>Evaluation of finished commercial music and the production processes used</i>

Year 13:

Course	Year	Term	Big Ideas	Subject Learning Checklist
<i>BTEC Music Technology</i>	13	Term 1 <i>56 hours</i>	<ul style="list-style-type: none"> ● <i>Unit 10: Remixing and Reworking</i> 	<ul style="list-style-type: none"> ● <i>Audio sequencing techniques for remixing</i> ● <i>MIDI sequencing techniques</i> ● <i>Characteristics of a successful remix</i> ● <i>Exploring and creating different types of remixes</i> ● <i>Exploring and experimenting with different types of production techniques associated with remixing</i>

				<ul style="list-style-type: none"> ● <i>Reflecting on production techniques associated with remixing</i> ● <i>Planning and preparing for a remix</i> ● <i>Producing finished remixes</i>
		<p>Term 2 <i>48 hours</i></p> <p>Term 3 <i>20 hours</i></p>	<ul style="list-style-type: none"> ● <i>Unit 6: DAW Production</i> 	<ul style="list-style-type: none"> ● <i>The principles of digital audio</i> ● <i>Inputting and editing of MIDI information</i> ● <i>Setting up MIDI projects</i> ● <i>Building up MIDI projects</i> ● <i>Importing and ripping audio</i> ● <i>Manipulating audio</i> ● <i>Digital equalisation and effects</i> ● <i>Mixing techniques</i> ● <i>Undertake creative projects on a DAW</i>