

Course Title: Music Technology & Audio Engineering 2 (EDITS)			
Course Number: 1304310			
NGSSS Benchmark	Content Focus	Number of Questions	Suggested Cognitive Complexity (per CPALMS)
<i>Reporting Category 1: Critical Thinking and Reflection</i>			
MU.912.C.1.1	Apply listening strategies to promote appreciation and understanding of unfamiliar musical works.	1	1 level 2
MU.912.C.2.2	Evaluate performance quality in recorded and/or live performances.	2	2 level 1
<i>Reporting Category Total</i>		3	
<i>Reporting Category 2: Innovation, Technology, and the Future</i>			
MU.912.F.1.1	Analyze and evaluate the effect of "traditional" and contemporary technologies on the development of music. No Written Items	1	1 level 2
MU.912.F.1.2	Incorporate or adapt new, emerging, or previously unfamiliar technology to create an innovative composition, music project, or related product.	1	1 level 2
MU.912.F.3.2	Summarize copyright laws that govern printed, recorded, and on-line music to promote legal and responsible use of intellectual property and technology.	2	2 level 2
<i>Reporting Category Total</i>		4 3	
<i>Reporting Category 3: Skills, Techniques, and Processes</i>			
DA.912.S.2.1	Sustain focused attention, respect, and discipline during class, rehearsal, and performance.	2	2 level 2
MU.912.S.1.3	Arrange a musical work by manipulating two or more aspects of the composition.	2	2 level 2 2 Level 1
MU.912.S.1.5	Research and report on the impact of MIDI as an industry-standard protocol.	2	1 level 2 1 Level 3
MU.912.S.1.7	Combine and/or create virtual and audio instruments.	2	2 level 2 2 Level 1
MU.912.S.1.8	Record, mix, and edit a recorded performance.	2	2 level 1
MU.912.S.2.2	Transfer expressive elements and performance techniques from one piece of music to another.	2 3	2 level 2 1 Level 1
MU.912.S.3.4	Analyze and describe the effect of rehearsal sessions and/or strategies on refinement of skills and techniques.	1	1 level 2
<i>Reporting Category Total</i>		20 14	

Overall Percentage for Written Test: 20%

Overall Percentage for Performance Tasks: 80%

Course Name: Music Technology & Audio Engineering 2

Course Number: 1304310

Overall Percentage for Performance Tasks: 80%

Performance Task #1	Written Portion including Audio Examples
Weighting Percent for this Task	10%
Standard	MACC.K12.MP.7.1; DA.912.S.2.1; LACC.910.RST.2.4; LACC.910.RST.3.7; MU.912.C.1.1; MU.912.C.2.2 May also include: MU.912.H.3.1; MU.912.S.3.4
Exemplar (If applicable)	
Additional Information	Level 2 and Level 3 Questions responding to pre-recorded audio (mp3) examples
Suggested Assessment Team	This is a written (approx. 10 question) multiple-choice test that uses audio recordings and will be hand-graded by the teacher.

Performance Task #2	End of year performance/project
Weighting Percent for this Task	70%
Standard	MACC.K12.MP.5.1; MACC.K12.MP.6.1; MACC.K12.MP.7.1; LACC.910.SL.1.1; DA.912.S.2.1; LACC.910.RST.2.4; LACC.910.RST.3.7; MU.912.C.2.2; MU.912.C.2.3; MU.912.C.3.1; MU.912.F.1.2; MU.912.H.2.4; MU.912.H.3.1; MU.912.S.1.3; MU.912.S.1.7; MU.912.S.1.8
Exemplar (If applicable)	
Additional Information	Over a period of several weeks, students will complete an audio project demonstrating their knowledge and fluency of their Digital Audio Workstation (i.e. GarageBand or Pro Tools). The project will be guided by the instruction sheet and graded using a rubric.
Suggested Assessment Team	Bruce Scott with Marc Kolodinsky or David Morden or Rachel Palmer

Rubric:

DMP Rubric (Digital Music Production 2/3) Performance Project Pro Tools	The length of the project is between 2 and 2.5 minutes.	Demonstrate Musicality, Creativity and Originality. (melody, harmony, rhythm, expression)	Demonstrate understanding of Garage Band software. (keyboard shortcuts, automation, edit windows, effects, edit tracks)
Advanced	Project is between 2 and 2.5 minutes in length. (10)	Project is musically expressive through the proper use of dynamics and shows strong original melodic, harmonic, and rhythmic content. (30)	Student demonstrates exceptional mastery of creating and editing tracks, keyboard shortcuts, automation, effects, and loops (30)
Proficient	N/A	There is successful use of musically applied dynamic, melodic, harmonic, and rhythmic content. Original content is maturing. (29-19)	Student shows above average mastery of creating and editing tracks, keyboard shortcuts, automation, effects, and loops (29-19)
Basic	Project is shorter than 2 minutes or greater than 2.5 minutes. (5)	There is noticeable effort to musically apply dynamic, melodic, harmonic, and rhythmic content. (20-16)	Student is becoming comfortable with creating and editing tracks, keyboard shortcuts, automation, effects, and loops (20-16)
Below Average	N/A	Some dynamic, melodic, harmonic, and rhythmic content is present but is not applied musically. (15-11)	Student shows limited mastery of creating and editing tracks, keyboard shortcuts, automation, effects, and loops (15-11)
Poor	Project is less than 1.5 minute or longer than 3 minutes (0)	Project uses little or no dynamics and is very weak in original melodic, harmonic, and rhythmic content. (10-0)	Student shows no mastery of creating and editing tracks, keyboard shortcuts, automation, effects, and loops (10-0)
Potential Points	10	30	30
SCORE			