

# Career Technical Education

<b>COURSE TITLE/CODES:</b>	<b>Sound Production and Engineering 1-2</b>	<b>000110-000111</b>
<b>RECOMMENDED PREREQUISITES:</b>	Freshman English	
<b>LENGTH OF COURSE/CREDITS:</b>	Two Terms (semester, trimester, quarter) / 5 credits per term	
<b>GRADE LEVELS:</b>	10, 11, 12	
<b>UC REQUIREMENT:</b>	"F" – Visual and Performing Arts	

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## I. COURSE DESCRIPTION

Sound Production and Engineering is an introduction to basic Musical Instrument Digital Interface (MIDI) concepts, soundboards and recording devices, performance production and techniques. Topics include soundboard engineering, keyboard programming, sound modules, sequencing, and electronic music production. Students will also gain a working knowledge of the equipment, including computer equipment performances per year to help prepare for their recording experience. Students gain experience in mixing down and outputting source music projects by working with analog and digital mixing technology. This course meets the UC "f" requirement as well as PUSD Fine Arts credit.

## II. COURSE GOALS

Upon successful completion of this course, students will:

- A. Demonstrate the ability to complete all of the required project steps from start to finish.
- B. Learn and develop an audio design process that will help them expand their ideas, and create a final design with effective audio communication.
- C. Understand the skills and language of sound production in order to critically evaluate audio tracks created by influential and contemporary sound producers and engineers.
- D. Understand how historical and cultural movements influenced sound production.
- E. Demonstrate and understand the "Elements and Principles of sound Design" within course projects and critiques.
- F. Discover how the knowledge and skills acquired from Sound Production and Engineering 1-2 are relevant to other art forms, subject areas, and careers beyond Sound Production & Engineering.
- G. Gain valuable communication and intrapersonal skills needed to express their ideas in any work environment.

## III. COURSE OBJECTIVES

Students will understand:

- A. Analyze the role and development of the visual arts in past and present cultures throughout the world, noting human diversity as it relates to the visual arts and artists.
- B. Identify similarities and differences in the purposes of art created in selected cultures.
- C. Identify and describe the role and influence of new technologies on contemporary works of art.
- D. Identify and describe trends in the visual arts and discuss how the issues of time, place, and cultural influence are reflected in selected works of art.
- E. Discuss the purposes of art in selected contemporary cultures.
- F. Connect and apply visual arts to other subject areas and to careers

## IV. COURSE OUTLINE

- A. Unit 1: Rhythm Music Theory
- B. Unit 2: Musical Instrument Digital Interface (MIDI) Keyboard and Melody
- C. Unit 3: Harmony
- D. Unit 4: Instrument Classification
- E. Unit 5: Musicianship Listening and Transcribing Music
- F. Unit 6: The Record Labels and the Artists of Music Industry of America
- G. Unit 7: The Signal Flow Process

## V. BASIC AND SUPPLEMENTARY TEXTS

- A. Modern Recording Techniques, Huber, David Miles and Robert E. Runstein, Boston: Focal/Elsevier, 2013. Print.
- B. Videomaker. "Videomaker." *YouTube*. YouTube, n.d. Web. 29 Nov. 2016.

## VI. INSTRUCTIONAL METHODS AND/OR STRATEGIES

Methods of instruction will include: lectures, demonstrations, vocabulary and instructional film display. All work is project and tutorial based.

## **VII. ASSESSMENT METHODS**

Project based curriculum. Students will perform and receive peer assessments as well as teacher feedback and evaluation.