

# CREATIVITY THROUGH MUSIC TECHNOLOGY



## EXP ARTS - SUCCESSFUL LEARNERS

A ONE STOP SHOP TO LEARN ABOUT LIVE SOUND, STUDIO RECORDING, MUSIC FOR FILM AND GAMING

The main aim for this WAO is to give you opportunities to use industry standard software to create and record your own projects. You will make radio shows, music and sound for film / games and learn about live sound.

We regularly work with pupils involved in performances at school as well as real recording studios and Forth Valley College.

Following this WAO you could go on to do N5 Music Technology in the Senior Phase.



### SKILLS FOCUS



COMMUNICATING



COLLABORATING



LEADING



CURIOSITY



CREATIVITY



CRITICAL THINKING



INITIATIVE



ADAPTING



FOCUSING



### RECOGNITION OF ACHIEVEMENT

N4 Music Technology Unit



### SENIOR PHASE PROGRESSION

N4/5 Music Technology



### LEARNING INTENTION, SUCCESS CRITERIA & CAREER OPPORTUNITIES

#### Learning Intentions

I will:

- Develop my ability to use my own initiative when setting up the correct equipment for a live band/artist.
- Develop my communication skills when I am working with others on a project.
- Use my creativity to create interesting sounds for films, games and radio shows.

#### Success Criteria

I can:

- Set up sound equipment safely and use my initiative to solve problems.
- Communicate effectively with other people when we are recording live sound.
- Capture and produce a range of live and pre-recorded sounds for different contexts.

#### Career Opportunities

- Sound engineer
- Foley Artist

#### The Four Capacities

