



Pupil Notes: Music Technology

- ⚙️ Listen to the examples of music your teacher has given you. Talk about the musical forms, styles and genres.
- ⚙️ Use your music technology software to make a new project file. Think about who it is for (audience), and what it should do (purpose).
- ⚙️ Choose files or tracks to use in your project from the files your teacher has given you or record your own.
- ⚙️ Use the software tools and features to edit the sound files and create a simple musical structure.
- ⚙️ Save your project using a filename that will help you and others know what it is.
- ⚙️ Ask a classmate to listen to your music. Talk about what works well and what you could improve.



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- ⚙️ Listen to the examples of music your teacher has given you and/or suggest some of your own. Talk about the musical forms, styles and genres and why these examples work well.
- ⚙️ Create a plan for your music. Think about who it is for (audience) and what it should do (purpose).
- ⚙️ Use your music technology software to make a new project file.
- ⚙️ Choose the files or tracks to use in your project from those your teacher has given you or you can record your own.
- ⚙️ Use the software to arrange the sequence of sounds to create the musical structure for your sound product.
- ⚙️ Use the software tools and features to trim your tracks and change the volume of the music files in your project, taking audience and purpose into account.
- ⚙️ Save your project using a filename that will help you and others know what it is.
- ⚙️ Ask a classmate to listen your music. Talk about what works well and what you could improve.



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- ⚙️ Find and review examples of music relevant to your project. Identify the key characteristics that make them effective. Make a note of this research in your project diary.
- ⚙️ Make a plan for your music, using appropriate musical terminology to support your planning.
- ⚙️ Think about the audience and purpose at all times while planning and editing your music product.
- ⚙️ Based on your plan, find or record any loops, audio or MIDI-based parts you intend to use. You can find these and/or make your own. Use your music technology software to import all your assets.
- ⚙️ Experiment with the software features and tools to create your desired effect.
- ⚙️ Review your music product with a classmate and check that everything is how you intended. Make any changes that will improve your end product.
- ⚙️ Save your music product using a relevant filename and export it using a suitable format that others will be able to listen to.
- ⚙️ Refer back to your research notes in your project diary. Make a note of at least two key features that make your music effective for its intended audience and purpose.
- ⚙️ Consider which aspects or features you would improve, if you were making this music product again. Record your ideas in your project diary.
- ⚙️ Take a screenshot of your file, open in the software you used to create it (native file format). Place this at the end of your project diary.

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- ⚙️ Find and review examples of music relevant to your project. Identify the key characteristics that make them effective. Decide which of these characteristics are relevant to your project. Justify why you intend to incorporate them into your project. Make a note of this justification in your project diary.
- ⚙️ While planning your design, consider the needs of your specific audience. Note these in your project diary as objectives for your final product. Refer back to your notes during the design process to ensure that you are meeting these objectives.
- ⚙️ Make a plan for your music. Use appropriate musical terminology to support your planning.
- ⚙️ Think about the audience and purpose at all times while planning and editing your music product.
- ⚙️ Find or record any loops, audio or MIDI-based parts you intend to use, based on your plan. Import all the assets you need into your music technology software.
- ⚙️ Experiment with the range of software features and tools to create your desired effect.
- ⚙️ Make sure the files you used to make your music are tidy. Save your work at key points and make a copy to avoid losing successful versions.
- ⚙️ Review your music product with a classmate. Make a note in your project diary of any areas that you need to edit further. Make changes as appropriate. Repeat this review process until your finished product is as close to your original intention as possible, taking into account your objectives.
- ⚙️ Save your music using a relevant filename. Export it using formats that others will be able to listen to or use on different platforms, such as an MP3 player, a presentation or a website.
- ⚙️ Once you have published your music, make notes in your project diary to justify how your final product meets your original objectives. Make specific reference to your audience and purpose. Record any objectives that it did not fully meet.
- ⚙️ Take a screenshot of your file, open in the software you used to create it (native file format). Place this at the end of your project diary.