

**Enquiry Question**

What song will you mix and record?

**Focus:**

Music technology (Visitor)

**Be Brilliant**  
CULTURAL DIVERSITY  
Enables our children to develop a growth mindset, by exposure to challenging experiences that allow our children to question and explore opportunities that will enable them to become confident and resilient in all areas of their lives.

**Believe**  
POSSIBILITIES  
Allows our children to explore the world around them, knowing that the experiences they gain will enhance their lives and open doors to new adventures.

**Be brave**  
ADVENTURE  
Exposes our children to a rich and diverse world that is full of colour, music, creativity and celebration. Providing our children with the opportunity to see a world beyond their own, that will inspire and influence their future choices.

Sequence of lessons		Outcome - from overview	Skills used (NC)
1	<i>As musicians, we are learning to explore Tabletop on an ipad.</i>	Children can go onto Tabletop app on the ipad and explore the program and learn different functions. Children can pay and tour Tabletop. Children can copy and delete a project, open a new project and use transport bar/zoom/swipe/use functions.	Music technology
2	<i>As musicians, we are learning to set up a project and complete module 1 (GRIDLOCK).</i>	Children can open a project and save it. Children can edit samples, edit 4/4 and breakbeat patterns.	Music technology
3	<i>As musicians, we are learning to develop melody and harmony and complete module 2 (TONE MATRIX).</i>	Children can program a melody and harmonies. Children can edit patters, shift notes, copy, past into another, note speed 1/8 and 1/16ths. Children can understand scales, keys and octaves.	Music technology
4	<i>As musicians, we are learning to understand what Quantization is and how we use it in programming and to complete module 3 (SYNTHS - RS3 + RS4000).</i>	Children know RS3 sounds. Children to explore recoding live, notation and notation, and ADSR explanation.	Music technology
5	<i>As Musicians, we are learning about sequencer and programming. (TRIGGERATOR PART 1)</i>  <i>Complete task 1 - copy blocks, go into each and reduce elements, make a short based evolving sequence.</i>	Children understand what sequencer and programming is (blocks - s (Labelling, deleting, duplicating and extending bar sizes - but copy 2 bar loop in modules) - Playback types - Trigger in Loop MODE (instant, Beat, Bar, Block) - Loop Mode off - Linear sequence and back around again.)	Music technology
6	<i>As Musicians, we are learning about sequencer and programming. (TRIGGERATOR PART 2)</i>	children can recap and remember information and skills from last session. Children can create more blocks, explain and use automation recording of parameters etc in each block or over linear blocks.	Music technology

Composite: Children show their piece of work to the other class.




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Sequence of lessons


7 *As musicians, we are learning to understand and use magic mic via Tabletop.*

Outcome - from overview

Children can record using external sound sources with the on board mic.  
Children know how to explore the mic on the iPad and can discuss recording levels and gain staging – knowing what is clear and how we use it.  
Children can discuss isolation when recording for perfect clear and clean recordings.  
Children will know magic mic controls – record arm, monitoring, and edit functions.  
NOTE: know how it can be best used over an arrangement by the TRIGGERATOR. (Record Vocals and percussive sounds)

Skills used (NC)

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8 *As musicians, we are learning to explore effects on the Tabletop app.*


9 *As musicians, we are learning about automation.*

Children can explore 3Q/panhandler/filter lp and will know how they work within an audio chain (between module and mixer IE insert into same tabletop space as module you want to effect - hold output cable to see routing).  
Children know 3Q - 3 Band EQ (inserts between modules) / PANHANDLER - stereo panning with waveforms.

Children understand what automation is and why we use it.  
Children can explore automation recording in Tabletop across blocks using global record option (volume/pan/effect changes)/song structure review.

Music technology

Music technology

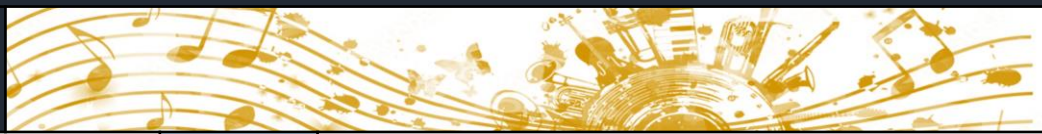
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10 *As Musicians, we are learning to mix, record and export our own songs.*

Children can create a song and tracks that balance across the whole arrangement of blocks. Children will know how to record and will record using RECORDER M2.  
Children can record and save WAV file to desktop. Children can discuss autokeep option for sharing songs on Soundcloud or use of export WAV option.

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