Year 7: Summer 2: Introducing and Exploring Cubase Software	MUSIC DEPARTMENT UNIT NAVIGATOR

In this unit you will develop your awareness of the importance of pulse as a fundamental upon which music is built and performed through listening, appraising, performing and composing. The aims are as follows:

LG1: Knowledge: To know how the impact music software has had on the creation and production of modern music

LG2: Application: To compose and produce music using music software

LG3: Skills: To identify and explore how Music Software can be used to create and produce music in a range of genres

ASSESSMENTS

Key Word Test:

Teacher Practical Assessment(s):

Themes	Learning Goals	👍	🤔	👎
Exploring Software Options	LG 1: Know when and why Music Software began LG 3: Discuss the advantages of using music software LG 2: Demonstrate the use of basic software functions through record and playback LG 3:Navigate the basic functions of the programme LG 3:Investigate ways in which music software can be used to create sound			
Recording a drumbeat and bassline	LG 1:Learn about how to record and loop a drum track in 4/4 LG 2:Create a drum track using 2 or 3 timbres, loop and save LG 2: Create a bassline ostinato			
How to Multitrack melodic tracks	LG 3:Learn about different ways to multitrack a melody			
How to Edit and Refine	LG 1:Learn about why it is important to edit and refine a software composition LG 2:Refine a composition in terms of entry/exit of tracks LG 3:Identify techniques used when listening/following a piece created using software LG 3:Evaluate own and other's multi-tracked compositions			

Links:
LG 1: Music Software is an important part of Modern Music and Music Production.
LG 2: Application is a vital skill in music. Students need to be able to apply skills, techniques and processes learnt, in their Composing and Production activities.
LG 3: All skills learnt such as critically listening to and appraising music will be revisited, extended and refined throughout KS3 and beyond.