

## Course Outline

### **Textbooks, Software, and Hardware:**

Korg X5D MIDI Synthesizer  
*Reason*, Digital Studio Software (Propellerhead)  
*ProTools LE 8*, Digital Sequencing Software (Digidesign) with MBox 2  
*Essentials of Music Theory*, Music Fundamentals Software (Alfred)  
*Sibelius 5* Music Notation software (Alfred)  
*Band-in-a-Box 11*, Automatic Accompaniment Software (PG Music)  
*MIBAC* Fundamentals drill and practice software (Vol I)  
*Peak LE*, digital audio software (Bias)

**Communications:** Leland High School 535-6290, ext. 301  
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Website for Electronic Music: <http://leland.sjUSD.org/hpeterson/>

**Course Content and Standards:** This course is designed to train students in the art of sequencing and composing music using multi-timbral General MIDI synthesizers and computer software supporting MIDI and digital audio. Students will learn how to create musical projects using MIDI and digital audio techniques through various sequencing, notation, auto accompaniment, and digital audio programs. Students will also learn music fundamentals and the musical language.

**Class Formats:** Students will work with MIDI keyboards and software, listen to CDs and other recorded media, listen to lecture/demonstrations about music and technology, complete class projects in sequencing, digital audio and notation, and discuss the elements and structure of a wide variety of musical examples. This class is project based and taught concurrently with Music Appreciation. Electronic Music students will participate in much of the listening work.

**Course Materials:** Each student will need to bring a three-ring notebook to store class handouts, assignments, lecture notes, and project materials every day. Each student should have a #2 pencil and eraser every class. Students should have a CDs or USB thumb drive to back up their work. Access to a music keyboard or other instruments outside of class is highly desirable.

**Prerequisites:** While there are no formal requirements, it is assumed that a student entering this course has a strong interest in learning about music, computers, and a wide variety of musical styles.

**Major Units:** This course will cover:

- I. Musical Notation and Language.**
  - A. How to read and interpret written music notation.
  - B. Terms pertaining to the structure and performance of music.
  - C. How to write and prepare musical scores and parts using Sibelius 4 notation software
  - D. Essentials of Music Theory Units
  - E. Music Fundamentals Software Drill and Practice
- II. The Korg X5D General MIDI Synthesizer.**
  - A. Structure and purpose of the General MIDI sound bank.

- B. Using and editing sounds.
- C. Creating drum and percussion tracks.
- D. Instrument utilities and settings.
- E. Multi-timbral playback of MIDI tracks.

**III. Basic Composition and Organizational Techniques.**

- A. Creating individual tracks for specific instruments.
- B. Creating original songs or arrangements with multiple tracks.
- C. Organizing a sequence for musical style and clarity.
- D. Study the work of professional music producers.

**IV. Music Sequencing Software.**

- A. Study and learn the interface for Pro Tools, and Reason
- B. Create a series of projects using these software tools.
- C. Work on film scoring projects where possible.
- D. Process and create final mixes of student projects
- E. Create CDs of student work.

**V. Band-in-a-Box Automatic Accompaniment Software.**

- A. Learn the Screen Interface and entry of data from leadsheets.
- B. Setting styles and entering chords.
- C. Adding improvised solos, melody harmonizations, and other features.
- D. Studying the rhythm section through Band-in-a-Box
- E. Using Standard MIDI Files to export Band-in-a-Box files to other software.
- F. Recording or importing melodies into Band-in-a-Box.

**VI. Peak LE Digital Audio.**

- A. Tutorial projects.
- B. Acquiring and editing sound effects.
- C. Synthesizer library of sounds.
- D. Editing digital sound tracks.
- E. Create original soundscapes.

**VI. Music Notation Software.**

- A. Tutorial projects and the software interface for Sibelius 5.
- B. Create projects in keyboard, vocal music, and larger ensembles.
- C. Original compositions and arrangements.
- D. Create and process scores and parts.
- E. Editing, proofing, and exporting work to digital audio.

**Rules and Expectations:** All students enrolled in this class are expected to know and abide by the Digital Media Lab rules as well as the Leland Student and Parent Handbook, and the San Jose Unified School District Student and Parent Information Handbook. A signed lab contract is necessary to use the lab and access the lab server.

**Quizzes and Testing:** Students will complete quizzes on each unit of the music fundamentals course. Much of the fundamentals and musical language instruction will be tested through lab software. There will be occasional quizzes or tests on the software used in class and there will be a written final exam.

**Homework:** Students are given written work sheets to complete with each chapter of the music fundamentals unit. These assignments are due on the next day of class. Other than the completion of these

worksheets, and studying for quizzes or test, most of the work in this class must be completed in the Digital Media Lab.

**Research/Special Projects:** Students will complete weekly projects in sequencing or notation software and are encouraged to complete at least one major music project each semester.

**Class Schedule.** Whenever possible course materials and the class calendar will be available on my teacher website — <http://leland.sjUSD.org/hpeterson/>. Students who are absent are expected to keep informed as to homework assignments. Students who miss turning in an assignment due to excused absence have an extra day to submit the assignment.

**Tardy, Participation Policies:** These are defined and discussed in the lab contract.

**Class Participation.** Students are given participation points every semester. Points will be docked for violations of the lab contract.

**Grading Basis:** Individual grades are based on completion of class projects in notation or sequencing, participation points, worksheets or computer-graded units in the musical language, and tests and quizzes.

**Lifelong Learning Standards** stressed in this course are

Students Will Be Informed Thinkers who develop the skills to process and apply the techniques of digital audio to create electronic music sequences.

Students Will Be Collaborative Workers who assist each other and learn from each other's work.

Students Will Be Effective Communicators who can present information about music to others.

### **Student Contract for the Digital Media Lab (DML)**

The **Leland High School Digital Media Lab** is a teaching lab with complicated audio, video, and Ethernet networking. Its primary purpose is to deliver technology instruction for the seven classes that are offered in the lab each semester. The hardware and software installation for each computer in the lab is designed to implement that instruction and is not to be altered by students. If there is a problem with any equipment, the student should report the problem to their instructor and let the computer lab staff fix the problem.

**General:** No food, drinks, or gum chewing is permitted in the DML area. There is a designated area for any food item brought into the classroom. Failure to follow this rule will result in a lab or campus cleanup referral. Place all backpacks under your workstation so that other students and staff can walk around without tripping. This also keeps your backpack safe. Only lean or write on the upper desk surface and not on the computer keyboard shelf. The shelf is not designed to hold your weight and will break if you are not careful with it. If you notice that the shelf is loose or wobbly report this to your instructor immediately so it can be fixed. Do not force the shelf open or closed. Replace any manual you have used during class time to its proper location at the end of class. Be sure to take any personal papers, pencils, or media with you each day. Students are not permitted to listen to personal CDs or play computer games during class time. Student Internet access is not available in this lab. Students should log off their accounts at the end of their session each day.

**Software:** All software permitted on the lab computers is for instructional purposes and is licensed for legal use by the school and school district. Students are not allowed to bring in or run any other software unless they have the express permission of the instructor. This includes any utility, game and Internet software. Students are to use class time to work on class projects and assignments. All of the software you

need to complete the course requirements will be provided to you in the lab. Different classes have use of applications necessary for the class you are taking.

**Network:** All students have a digital locker area on SJUSD servers. This is your secure location to store your class work, not the hard drive of the computer. Usage is governed by San Jose Unified School District rules as described in the student handbook. Other campus file servers contain student assignments and drop boxes for completed work.

**MIDI Keyboards.** MIDI keyboards are for the use of the music classes and should be left covered when not in use. Please do not place heavy books or other materials on the lab keyboards. Treat the keyboards with care. Do not pound the keys or write on them. When in use, fold the keyboard cover into its attached pouch. At the end of the period, replacing the keyboard cover is part of your cleanup.

**Coping of files and other peoples work.** Students are to work only from copies of tutorial files provided by their instructor. Copying and submission of other people's work as your own is a cheating violation and will be dealt with under the appropriate school policies.

**Lab Environment.** The Digital Media Lab has assigned seating due to the complex nature of the classes, and proprietary requirements of some software. Each class will have their own log in account and desktop. Students are requested to leave other student computers alone.

**Participation Points.** As part of your grade in DML classes, all students will receive lab participation points, normally 30-50 per semester. Points are docked for not being on task, wandering around the classroom, bringing food or drink into the lab area, making noise that disrupts the class environment or class presentations, tardies, general rule violations, altering lab equipment, leaving a mess or not cleaning up their individual work stations at the end of class, or disruptive behavior that prevents others from learning. Any student receiving a referral will be docked five points.

**File Server.** Students must place all assignment files on the lab file server for grading, unless instructed otherwise by their instructor. If you take work home, you must update the server copy the next day. Students are encouraged to make backup copies of their work on CD-R disks or USB thumb drives, but the MASTER file must be located on the lab file server. Students will lose 10% of their grade on big projects for violating this rule.

**Campus Pass.** No student is permitted to leave the classroom without the instructor's knowledge and permission. Students are allowed two bathroom passes per semester; after that participation points are docked. Students who never use the bathroom pass receive bonus points. Only one student out at a time, during lab time, and you must have the class pass. No passes are given during the presentation time at the beginning of each class.

**Cleanup.** Lab cleanup starts 2 minutes prior to the class bell. Students are to remain in their seats until the bell rings. Students who do not complete clean up at their stations will lose participation points. Cleanup includes logging off, covering the equipment, replacing manuals, taking all personal papers and disks, and making sure your chair is replaced where it belongs.

**Consequences.** First time=warning (except for food/drink). Second time= after school lab cleanup. Third time=referral for campus trash cleanup. Fourth time= parent contact for behavior modification Fifth time=class suspension and administrative intervention; removal from class.