

Music Technology Skills

SCQF: level 6 (6 SCQF credit points)

Unit code: J256 76

Unit outline

The general aim of this Unit is to enable learners to develop a range of skills and techniques relating to the creative use of music technology hardware and software to capture and manipulate audio. Learners will explore a range of uses of this technology through practical activities.

Learners who complete this Unit will be able to:

- 1 Use hardware and software effectively to capture audio from a range of sources
- 2 Use hardware and software effectively to manipulate audio from a range of sources

This Unit is available as a free-standing Unit. The Unit Specification should be read in conjunction with the *Unit Support Notes*, which provide advice and guidance on delivery, assessment approaches and development of skills for learning, skills for life and skills for work. Exemplification of the standards in this Unit is given in *Unit Assessment Support*.

Recommended entry

Entry to this Unit is at the discretion of the centre. However, learners would normally be expected to have attained the skills, knowledge and understanding required by the following or equivalent qualifications and/or experience:

- ◆ National 5 Music Technology Course

Equality and inclusion

This Unit Specification has been designed to ensure that there are no unnecessary barriers to learning or assessment. The individual needs of learners should be taken into account when planning learning experiences, selecting assessment methods or considering alternative evidence. For further information, please refer to the *Unit Support Notes*.

Standards

Outcomes and assessment standards

Outcome 1

The learner will:

- 1 Use hardware and software effectively to capture audio from a range of sources by:**
 - 1.1 Selecting and using appropriate audio input devices and sources
 - 1.2 Applying appropriate microphone placement and techniques
 - 1.3 Designing and constructing the signal path for multiple inputs
 - 1.4 Setting appropriate input gain and monitoring levels
 - 1.5 Overdubbing tracks

Outcome 2

The learner will:

- 2 Use hardware and software effectively to manipulate audio from a range of sources by:**
 - 2.1 Applying creative/corrective equalisation
 - 2.2 Applying dynamic processing and time domain and other effects
 - 2.3 Applying a range of mixing techniques to achieve a balanced and creative mix
 - 2.4 Editing tracks
 - 2.5 Editing multiple takes into a single take

Evidence Requirements for the Unit

Assessors should use their professional judgement, subject knowledge and experience, and understanding of their learners, to determine the most appropriate ways to generate evidence and the conditions and contexts in which they are used.

For this Unit, learners must provide evidence of their ability to use a range of hardware and software *effectively* to capture and manipulate audio. Evidence may be generated through a single activity or as naturally occurring evidence produced over a series of activities. Evidence may include appropriate screen shots, track sheets, session data files and audio files, supplemented by observational evidence of the Assessment Standards.

Exemplification of assessment is provided in *Unit Assessment Support*. Advice and guidance on possible approaches to assessment is provided in the *Unit Support Notes*.

Assessment standard thresholds

If a candidate successfully meets the requirements of the specified number of Assessment Standards they will be judged to have passed the Unit overall and no further re-assessment will be required.

The specific requirements for this Unit is as follows:

- ◆ 8 out of 10 Assessment Standards must be achieved.

It should be noted that there will still be the requirement for candidates to be given the opportunity to meet all Assessment Standards. The above threshold has been put in place to reduce the volume of re-assessment where that is required.

Development of skills for learning, skills for life and skills for work

It is expected that learners will develop broad, generic skills through this Unit. The skills that learners will be expected to improve on and develop through the Unit are based on SQA's *Skills Framework: Skills for Learning, Skills for Life and Skills for Work* and drawn from the main skills areas listed below. These must be built into the Unit where there are appropriate opportunities.

3 Health and wellbeing

3.1 Personal learning

4 Employability, enterprise and citizenship

4.2 Information and communication technology (ICT)

5 Thinking skills

5.2 Understanding

5.3 Applying

5.4 Analysing and evaluating

Amplification of these is given in SQA's *Skills Framework: Skills for Learning, Skills for Life and Skills for Work*. The level of these skills should be at the same SCQF level as the Unit and be consistent with the SCQF level descriptor. Further information on building in skills for learning, skills for life and skills for work is given in the *Unit Support Notes*.

Administrative information

Published: July 2019 (version 3.0)

Superclass: LH

History of changes to National Unit Specification

Version	Description of change	Authorised by	Date
1.1	Page 3 — Assessment Standard 1.1 amended: 'and sources' added. Assessment Standard 2.2 amended: 'and other' added.	Qualifications Development Manager	April 2014
2.0	Level changed from Higher to SCQF level 6.	Qualifications Manager	September 2018
3.0	Unit code updated	Qualifications Manager	July 2019

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