

# Subject guidance for internally assessed qualifications in 2020-21

Please read this document in conjunction with [guidance for the assessment of internally assessed qualifications issued to centres in August 2020](#).

This document covers a range of units from the **Music, Music Business and Sound Production** verification groups following the generic guidance for the assessment of internally assessed qualifications issued to centres in August 2020.

<b>Group Award Codes:</b>	<b>Group Award Titles:</b>
<b>Music qualifications</b>	
GP12 15 and GP15 16	HNC and HND Music (SCQF levels 7 and 8)
G978 46	NC Music (SCQF level 6)
GF8A 45	NC Music (SCQF level 5)
GF8N 46	NPA Music for Wellbeing (SCQF level 6)
G9L6 46	NPA Music Performing (SCQF level 6)
GC7Y 45	NPA Contemporary Gaelic Songwriting and Production (SCQF level 5)
<b>Music Business qualifications</b>	
GP11 15 and GP14 16	HNC and HND Music Business (SCQF levels 7 and 8)
G9KN 46	NPA Music Business (SCQF level 6)
<b>Sound Production qualifications</b>	
GP13 15 and GP16 16	HNC and HND Sound Production (SCQF levels 7 and 8)
G977 46	NC Sound Production (SCQF level 6)
G9L5 46	NPA Sound Production: Live (SCQF level 6)
G9L4 46	NPA Sound Production: Recording (SCQF level 6)

## Units and/or outcomes where conditions of assessment can or cannot be altered

The following units have outcomes that should normally be assessed under closed booked and supervised conditions. However, as detailed in the [Supporting the delivery, assessment and verification of SQA units, session 2020–21: Information and guidance for centres](#) document, centres can gather evidence for these outcomes under open book conditions if this is more practicable for 2020-21.

### Music units

- ◆ [DJ28 33](#) — Keyboard Skills for Music Production (SCQF level 6)
- ◆ [F58L 11](#) — Music: Aural Skills (SCQF level 5)
- ◆ [F5EA 11](#) — Music: Literacy (SCQF level 5)

### Music Business units

- ◆ [J00Y 34](#) — Music Industry (SCQF level 7)
- ◆ [J011 34](#) — Music Industry: Budgeting and Accounts (SCQF level 7)
- ◆ [J013 34](#) — Music Law (SCQF level 7) — outcomes 1 and 2
- ◆ [J017 35](#) — Music Law (SCQF level 8) — outcome 3
- ◆ [F8LG 12](#) — Music: Management in the Music Industry (SCQF level 6) — outcome 1
- ◆ [FT2D 12](#) — Intellectual Property (SCQF level 6) — outcome 4

### Sound Production units

- ◆ [DJ1W 35](#) — Acoustics 1 (SCQF level 8) — outcome 1

Examples of alternative assessment could be questions that have been answered and submitted by learners in a given time period, an electronic presentation with questions and answers, case studies, professional discussions, viva voce examinations or a report. Centres must ensure that the revised assessment task(s) is of the same level of demand for the learner as required by the original assessment requirements.

The units detailed below have assessment conditions that **cannot** be altered:

### Music units

- ◆ [J0MN 34](#) and [J0N3 35](#) — Music: Songwriting (SCQF levels 7 and 8)

### Sound Production units

- ◆ [J01B 34](#) — Sound Production: Skills for Business (SCQF Level 7)
- ◆ [J256 76](#) — Music Technology Skills (SCQF level 6)
- ◆ [J255 75](#) — Music Technology Skills (SCQF level 5)
- ◆ [J25A 76](#) — Music Technology in Context (SCQF level 6)
- ◆ [J259 75](#) — Music Technology in Context (SCQF level 5)
- ◆ [F5E2 12](#) — Music: Technical Support (SCQF level 6)

## Adaptations to evidence requirements and guidance to help manage delivery and assessment for session 2020/21

Unit code	Unit title	Details
<b>HN Music units</b>		
<a href="#">J01K 34</a>	Music First Study: Instrument (SCQF level 7)	The evidence requirements for outcome 3 can be reduced. A minimum of three performances and three programme notes are required.
<a href="#">J01R 35</a>	Music First Study: Instrument (SCQF level 8)	The evidence requirements for outcome 3 can be reduced. A minimum of three performances and three programme notes are required.
<a href="#">J01M 34</a>	Music: Live Performance (SCQF level 7)	<p>The evidence requirements for this unit can be achieved by preparing for and performing for a minimum of 15 minutes. It is also acceptable to perform solo and, where required, accompanied by a backing track.</p> <p>It is acceptable to remove the assessment of outcome 1 if required.</p> <p>Centres could consider software platforms that may be used to facilitate a group performance, however the challenges of performing in real time are acknowledged.</p> <p>It is also possible for ensemble parts to be recorded individually by candidates and then mixed together if possible. This could be an option for players performing on classical instruments.</p> <p>The performance may be either in person, by live streaming or a filmed performance that is uploaded to for example, a social media platform.</p>

Unit code	Unit title	Details												
<a href="#">J01N 35</a>	Music: Live Performance (SCQF level 8)	<p>The evidence requirements for this unit can be achieved by preparing for and performing for a minimum of 20 minutes. It is also acceptable to perform solo and, where required, accompanied by a backing track.</p> <p>It is acceptable to remove the assessment of outcome 1 if required.</p> <p>The guidance provided above for the SCQF level 7 unit also applies to this unit.</p>												
<a href="#">J01L 34</a>	Music Theory (SCQF level 7)	<p>Assessment of the knowledge and/or skills for outcomes 1, 2 and 3 should be sampled. The unit specifications will be updated to reflect this and the volume of sampling will be as follows:</p> <table border="1" data-bbox="703 904 1390 1137"> <thead> <tr> <th data-bbox="703 904 906 1016"></th> <th data-bbox="906 904 1082 1016">Number of knowledge and skills</th> <th data-bbox="1082 904 1390 1016">Minimum of knowledge and skills to be sampled</th> </tr> </thead> <tbody> <tr> <td data-bbox="703 1016 906 1061">Outcome 1</td> <td data-bbox="906 1016 1082 1061">6</td> <td data-bbox="1082 1016 1390 1061">4</td> </tr> <tr> <td data-bbox="703 1061 906 1106">Outcome 2</td> <td data-bbox="906 1061 1082 1106">4</td> <td data-bbox="1082 1061 1390 1106">3</td> </tr> <tr> <td data-bbox="703 1106 906 1137">Outcome 3</td> <td data-bbox="906 1106 1082 1137">5</td> <td data-bbox="1082 1106 1390 1137">4</td> </tr> </tbody> </table> <p>In any assessment of the outcomes, the minimum number of knowledge and/or skills items should be sampled. To ensure that candidates will not be able to foresee what items they will be questioned on, a different sample of knowledge and/or skills items should be included each time the outcome is assessed.</p> <p>The unit assessment support packs for this unit will be updated as soon as possible to exemplify a satisfactory response for each sampled knowledge and/or skills. In outcome 1 for example it will be acceptable for candidates to correctly identify 5 out of the 6 time signatures detailed in the unit specification.</p>		Number of knowledge and skills	Minimum of knowledge and skills to be sampled	Outcome 1	6	4	Outcome 2	4	3	Outcome 3	5	4
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Outcome 1	6	4												
Outcome 2	4	3												
Outcome 3	5	4												

Unit code	Unit title	Details
<a href="#">JOMX 35</a>	Music Theory (SCQF level 8)	<p>Assessment of the knowledge and/or skills for outcome 1 should be sampled. The unit specification will be updated to reflect this.</p> <p>In any assessment of this outcome a minimum of three out of the five knowledge and/or skills items should be sampled. In order to ensure that candidates will not be able to foresee what items they will be questioned on a different sample of knowledge and/or skills items should be included each time the unit is assessed. Candidates must provide a satisfactory response to all three knowledge and/or skills items.</p> <p>The unit assessment support packs for this unit will be updated as soon as possible to exemplify a satisfactory response for outcome 1.</p> <p>Assessment of the knowledge and/or skills for outcomes 2 and 3 must not be sampled.</p>
<a href="#">JON1 35</a>	Music: Session Skills (SCQF level 8)	<p>Evidence requirements for this unit can be reduced. It is acceptable for candidates to prepare and undertake a minimum of two sessions as a musician. Both must be on a different musical piece. The candidate must respond to musical parts communicated in at least two ways from: verbally, aurally, written.</p>
<a href="#">JOMM 34</a>	Music: Recording Techniques for Musicians (SCQF level 7)	<p>If it is not possible to access studio facilities to undertake the recording aspect for outcome 2, candidates could record at home. However, centres should ensure that the proposed recordings are of sufficient scope to fulfil the requirements of this outcome. In this situation, multi-track recording of a drum kit or other multi-channel recordings may not be possible. The project should contain rhythmic, harmonic, and melodic elements and be of a similar overall complexity to the example provided in the guidance in the unit specification.</p> <p>It is not necessary for candidates to demonstrate studio etiquette and protocol as detailed in the evidence requirements for outcome 2.</p>
<a href="#">JOMR 34</a>	Music: Vocal Ensemble Singing (SCQF level 7)	<p>Evidence requirements for this unit can be reduced. A minimum of 2 songs require to be performed with a minimum total duration of 7 minutes 30 seconds.</p>

<b>Unit code</b>	<b>Unit title</b>	<b>Details</b>
<a href="#">J0MK 34</a>	Music: Instrumental Accompaniment (SCQF level 7)	Evidence requirements for this unit can be reduced. A minimum of 2 contrasting pieces in different styles require to be accompanied from at least two different stimuli sources.
<a href="#">J0ML 34</a>	Music: Organising a Community-based Musical Activity (SCQF level 7)	Evidence can be generated from a series of online (virtual) musical activities for the selected community group.
<a href="#">J0MY 35</a>	Music: Instrumental Instruction (SCQF level 8)	Evidence can be generated from online (virtual) lessons.
<a href="#">J0MP 34</a>	Music: Stagecraft for Musicians (SCQF level 7)	The evidence requirements for this unit can be achieved by performing for a minimum of 15 minutes.  Centres and candidates may be restricted to the venues that performances can take place in. It may not be possible for lighting to be varied and therefore candidates do not require to be assessed on the planning or implementation of any lighting plans for their performance.
<b>NC and NPA Music units</b>		
<a href="#">F5E5 12</a>	Music: Live Performance (SCQF level 6)	The evidence requirements for this unit can be achieved by preparing for and performing for a minimum of 15 minutes. It is also acceptable to perform solo and where required accompanied by a backing track.  Centres could consider software platforms that may be used to facilitate a group performance, however the challenges of performing in real time are acknowledged.  It is also possible for ensemble parts to be recorded individually by candidates and then mix the tracks if possible. This could be an option for players performing on classical instruments.
<a href="#">F3F4 13</a>	Performing Music on One Instrument or Voice (SCQF level 7)	The evidence requirements for this unit can be achieved by preparing for and performing for a minimum of 12 minutes.

<b>Unit code</b>	<b>Unit title</b>	<b>Details</b>
<a href="#">F3F4 12</a>	Performing Music on One Instrument or Voice (SCQF level 6)	The evidence requirements for this unit can be achieved by preparing for and performing for a minimum of 8 minutes.
<a href="#">F3F4 11</a>	Performing Music on One Instrument or Voice (SCQF level 5)	The evidence requirements for this unit can be achieved by preparing for and performing for a minimum of 3 minutes 30 seconds.
<a href="#">F3F4 10</a>	Performing Music on One Instrument or Voice (SCQF level 4)	The evidence requirements for this unit can be achieved by preparing for and performing for a minimum of 3 minutes.
<a href="#">F3F4 09</a>	Performing Music on One Instrument or Voice (SCQF level 3)	The evidence requirements for this unit can be achieved by preparing for and performing for a minimum of 2 minutes and 30 seconds.
<a href="#">H1WY 12</a>	Music: Organising a Community-based Musical Activity (SCQF level 6)	Evidence can be generated from an online (virtual) musical activity with the selected community group.
<a href="#">H1X0 12</a>	Music: Using Technology in Delivering Music for Wellbeing (SCQF level 6)	Evidence can be generated from an online (virtual) musical activity with the selected community group.
<a href="#">FN42 11</a>	Contemporary Gaelic Music and Song (SCQF level 5)	The evidence requirements for this unit can be achieved by preparing for and performing a minimum of 10 minutes of Gaelic songs featuring at least two contrasting genres and 8 minutes of Celtic instrumental music which complement the choice of songs.

Unit code	Unit title	Details
<b>HN Music Business units</b>		
<a href="#">J00W 34</a>	Music Business: Communication Skills (SCQF level 7)	Evidence requirements for outcome 1 can include the candidate participating in a virtual networking event.  For outcome 2, the candidate's participation in a music industry negotiation can take place via a virtual online platform where the assessor can attend and/or record and observe the assessment.
<a href="#">J015 35</a>	Music Business: Professional Development Project (SCQF level 8)	The devised market-facing music business project could focus on a virtual business idea, with the assessor ensuring that the idea is viable. A viable project could be defined as a project that has the potential to create an income, generate traffic, receive future funding assistance, and/or is a product, therefore could attract advertising income.
<a href="#">J0M5 34</a>	Music Business: Running a Live Music Event (SCQF level 7)	The evidence requirement of the candidate to plan, promote and stage a live music event can include a virtual live music event.  Each evidence requirement could be contextualised for a live streamed music performance.
<a href="#">J0M1 34</a>	Music Business: Artist Management (SCQF level 7)	Evidence requirements for this unit can be entirely based on the candidate planning and implementing virtual activity for the artist.  For outcome 2, this can be reduced to promoting a minimum of two artist performance events.  A virtual artist performance event can be defined as an activity that promotes an artist online. For example, a live streamed performance, a real time online question and answer session, a listening party, or an artist focused podcast. This is not an exhaustive list.
<a href="#">J0M4 34</a>	Music Business: Releasing a Record (SCQF level 7)	All evidence requirements can be contextualised for an online music release as a physical release is not an evidence required.  Learners can also still manufacture physical copies and distribute via mail or courier services if it is possible to do so.



<b>Unit code</b>	<b>Unit title</b>	<b>Details</b>
<a href="#">J0MC 35</a>	Music Business: Running a Record Company (SCQF level 8)	<p>For outcome 2, the format of the required recordings could include live recordings from a streamed live event, a remix or remaster.</p> <p>The communication evidence requirements for managing the process of preparing the artist(s) track(s) for release, can be conducted virtually. For example, virtual meetings or providing feedback via email or through telephone calls would be acceptable instead of attending a studio to liaise with the sound engineer.</p>
<b>NPA Music Business units</b>		
<a href="#">F8LF 12</a>	Music: Promotion in the Music Industry (SCQF level 6)	For outcomes 2 and 3, the music product or service to be promoted could be a live streamed event.
<b>HN Sound Production units</b>		
<a href="#">J01C 34</a>	Sound Production: Sound for Live Events (SCQF level 7)	<p>Centres could utilise virtual soundchecks where multi-channel audio material is replayed through the sound reinforcement system to allow simulated sound checks and assessment of mixing sound for live events. A minimum of 8 channels should be utilised in the virtual soundcheck.</p> <p>During a virtual soundcheck, the candidate should be situated in the same room as the sound reinforcement system and would use pre-recorded multi-channel material as an alternative to a live band being present.</p> <p>For aspects of assessment that require interaction with clients and/or performers, the assessor or tutor could assume the role of the client and/or performers.</p> <p>During simulated assessments, candidates must be given the opportunity to demonstrate competence in resolving feedback issues in sound reinforcement systems.</p>

Unit code	Unit title	Details
<a href="#">J01A 34</a>	Sound Production: Recording and Mixing (SCQF level 7)	<p>For aspects of assessment that require interaction with clients and/or performers, the assessor or tutor(s) could assume the roles of the client and/or performers.</p> <p>Centres could make use of cost-effective software or free 'trial periods' from software vendors to allow remote access for candidates to software for this unit.</p> <p>Track counts are not used as assessment criteria for this unit. However, centres are reminded that assessment briefs should be sufficiently demanding to offer scope for the learner to demonstrate achievement of all evidence requirements. It is recommended that candidates use at least one phantom powered condenser microphone, at least one dynamic microphone and 2 Direct Injected (DI'd) sources. This may allow candidates to complete other aspects of the multi-track recording for outcome 1 on their own equipment at home.</p> <p>The mix-down for outcome 2 does not necessarily have to be of one of the candidate's own recordings. Pre-existing multitrack material could be used for this outcome with centre staff assuming the role of the client.</p>
<a href="#">J018 34</a>	Sound Production: Audio Skills (SCQF level 7)	<p>Integration of assessment can be achieved with this unit, Sound Production: Recording and Mixing (SCQF level 7) and Sound Production: Sound for Live Events (SCQF level 7). This may allow for a reduction of time and access to the specialist facilities required to complete these units.</p> <p>In addition, partial integration opportunities exist between outcome 3 of this unit and aspects of outcomes 1 and 3 of Sound Production: Acoustics (SCQF level 8), if centres are delivering this optional unit.</p>

Unit code	Unit title	Details
<a href="#">J019 34</a>	Sound Production: Digital Audio Workstations (SCQF level 7)	<p>It is acceptable to remove the assessment of outcome 1 if required.</p> <p>Centres could make use of cost-effective software or free 'trial periods' from software vendors to allow remote access for candidates to software for this unit.</p> <p>Integration of assessment can be achieved with this unit and the Sound Production: Recording and Mixing (SCQF level 7) unit. Integration is also possible with the optional unit, Audio Post Production: An Introduction (SCQF level 7). This may allow for a reduction of time and access to the specialist facilities required to complete these units.</p>
<a href="#">JO1D 35</a>	Sound Production: Digital Audio Workstations (SCQF level 8)	<p>Centres could make use of freeware plugins, cost-effective software or free 'trial periods' from software vendors to allow remote access for candidates to software for this unit.</p> <p>Centres could consider assessing the components of all outcomes as smaller standalone assessment tasks rather than the integrated project specified in the Assessment Support Pack. This will allow evidence to be gathered frequently and at appropriate points throughout delivery.</p> <p>Assessment of this unit can be integrated with optional units such as, Sound Production: Independent Studio Project (SCQF level 8) and Sound Production: Creative Music Re-mixing (SCQF level 7).</p>
<a href="#">JO1E 35</a>	Sound Production: Professional Development Project (SCQF level 8)	<p>Centres should support candidates to ensure, as much as possible, that proposals for their project are realistic and achievable given any constraints in place.</p>

Unit code	Unit title	Details
<a href="#">J01G 35</a>	Sound Production: Spatial Recording and Reproduction (SCQF level 8)	<p>Centres could plan delivery of this unit for times where access to the required specialist facilities are possible.</p> <p>Candidates may undertake recording aspects of this unit in small groups providing that it can be evidenced that all candidates have individually met the evidence requirements.</p> <p>Centres could make use of small portable multi-channel recorders and 'soundfield' type microphones to avoid the use of large microphone arrays. The use of binaural recording for this unit should also be considered.</p>
<a href="#">J01F 35</a>	Sound Production: Skills for Mastering and Final Format Production (SCQF level 8)	<p>Centres could make use of freeware plugins, cost-effective software or free 'trial periods' from software vendors to allow remote access for candidates to software for this unit.</p> <p>For the analogue transfer component of outcome 1, centres could provide candidates with raw transfers of analogue material as digital files for the candidate to perform audio restoration. If this approach is adopted, candidates must provide supplementary written/oral evidence describing the process of transferring archive analogue material to the digital domain.</p>
<a href="#">JOLA 34</a>	Sound Production: Recording Project (SCQF level 7)	<p>For aspects of assessment that require interaction with clients and/or performers, the assessor or tutor could assume the roles of the client and/or performers.</p> <p>Centres could make use of cost-effective software or free 'trial periods' from software vendors to allow remote access for candidates to software for this unit.</p> <p>Track counts are not used as assessment criteria for this unit. However, centres are reminded that assessment briefs should be sufficiently demanding to offer scope for the learner to demonstrate achievement of all evidence requirements. It is recommended that candidates use at least one phantom powered condenser microphone, at least one dynamic microphone and two Direct Injected (DI'd) sources. This may allow candidates to complete other aspects of the multi-track recording for outcome 1 on their own equipment at home.</p>

Unit code	Unit title	Details
<a href="#">H1MO 35</a>	Sound Production: Sound Reinforcement 2 (SCQF level 8)	<p>For aspects of assessment that require interaction with clients and/or performers, the assessor or tutor could assume the roles of the client and/or performers.</p> <p>Centres could utilise virtual soundchecks where multi-channel audio material is replayed through the sound reinforcement system to allow simulated sound checks and assessment of mixing sound for live events. A minimum of 12 channels should be utilised in the virtual soundcheck.</p> <p>During a virtual soundcheck, the candidate should be situated in the same room as the sound reinforcement system and would use pre-recorded multi-channel material as an alternative to a live band being present.</p> <p>During simulated assessments, candidates must be given the opportunity to demonstrate competence in resolving feedback issues and equalisation in sound reinforcement systems.</p>
<a href="#">DJ1W 35</a>	Acoustics 1 (SCQF level 8)	Partial integration opportunities exist between outcomes 1 and 3 of this unit and outcome 3 of the Sound Production: Audio Skills (SCQF level 7) unit.
<a href="#">JOL4 33</a>	Sound Production: Audio for Multimedia (SCQF Level 6)	Integration of assessment can be achieved with Sound Production: Audio for Multimedia (SCQF Level 7). This may reduce the time and access to the specialist facilities required to complete these units.
<a href="#">JOL6 34</a>	Sound Production: Audio for Multimedia (SCQF Level 7)	<p>Outcome 1 – candidates are required to investigate a minimum of three multimedia contexts. It is an acceptable modification to reduce this number to two contexts.</p> <p>Integration of assessment can be achieved with Sound Production: Audio for Multimedia (SCQF Level 6). This may reduce the time and access to the specialist facilities required to complete these units. Partial integration opportunities also exist with this unit and Sound Production: Digital Audio Workstations (SCQF level 7).</p>

Unit code	Unit title	Details
<b>NC and NPA Sound Production units</b>		
<a href="#">F5E0 12</a>	Sound: Reinforcement (SCQF level 6)	<p>The event may be simulated with a small number of performers. The role of performer can be assumed by the assessor and/or tutors.</p> <p>Centres could utilise virtual soundchecks where multi-channel audio material is replayed through the sound reinforcement system to allow simulated sound checks and assessment of mixing sound for live events. A minimum of four channels should be utilised in the virtual soundcheck.</p> <p>During a virtual soundcheck, the candidate should be situated in the same room as the sound reinforcement system and would use pre-recorded multi-channel material as an alternative to a live band being present.</p>
<a href="#">F5DV 12</a>	Music: MIDI Sequencing (SCQF Level 6)	<p>Outcome 1 – the number of MIDI sequences may be reduced from two to one providing all other evidence requirements can be met by the use of one MIDI sequence.</p> <p>Outcomes 1, 2 and 3 – holistic assessment of this unit could be achieved by the use of one MIDI sequence in which the candidate must use arrangement or compositional elements, use editing functions to correct identified technical errors and produce a mix of the MIDI sequence. In the case of holistic assessment, all evidence requirements associated with the individual outcomes must be met. This may reduce the time and access to the specialist facilities required to complete this unit.</p>
<a href="#">F58H 12</a>	Sound Engineering and Production (SCQF Level 6)	<p>Integration of assessment can be achieved with Sound Engineering and Production (SCQF Level 5). This may reduce the time and access to the specialist facilities required to complete this unit.</p>
<a href="#">F5DW 11</a>	Sound Engineering and Production (SCQF Level 5)	<p>Integration of assessment can be achieved with Sound Engineering and Production (SCQF Level 6). This may reduce the time and access to the specialist facilities required to complete this unit.</p>
<a href="#">H7F9 46</a>	Sound: Understanding the Signal Path (SCQF Level 6)	<p>For outcomes 2 and 3, integration of assessment can be achieved with Sound Engineering and Production (SCQF Level 6) and Sound Reinforcement (SCQF Level 6).</p>

# **HN Music, Music Business and Sound Production Graded Units**

Guidance for the graded units is currently being developed and will be published as soon as we can.

## **Rationale**

These adaptations can be implemented by centres to reduce the volume of assessment in the current circumstances, where learners may be restricted by limited access to specialist equipment and resources. The guidance produced for some units also suggests possible contexts that could be explored this session while social distancing remains in place.