

Music Technology 4 Pacing Guide
Course: Music Technology 4

Grade: 11-12

<u>Months/Days</u>	<u>UNITS</u>	<u>STANDARDS</u>	<u>CONTENT</u> Topics being covered? What do students need to know? (<i>nouns</i>)	<u>ACTIVITIES</u> w/Integration of Technology & Career Ready Practices	<u>ASSESSMENTS</u> What evidence (formative/summative) is utilized to establish that the content, standards, & skills have been mastered?
Year-long	1	9.3.12.AR.1 9.3.12.AR.2 9.3.12.AR.3 9.3.12.AR.4 9.3.12.AR.5 9.3.12.AR.6	Structured Learning Experience (SLE) - Live Audio Production	Students operate an in-house sound company for producing events that require live audio (i.e. Renaissance, Senior Class events, Pep Rallies, etc.)	A complete production serves as a summative assessment. Troubleshooting is where formative assessments take place.
Year-long	TBD *This is based on how students design their projects and choose to take on new software or hard skills throughout the music technology curriculum.	9.3.12.AR.1 9.3.12.AR.2 9.3.12.AR.3 9.3.12.AR.4 9.3.12.AR.5 9.3.12.AR.6	DAWs and Logic Pro X Students expand LPX experience ProTools Reason Abelton Pioneer DJ Package Other student-designed projects	Composition Lesson design Comparative analysis of DAWs Advanced sound production through advanced mixes	Quizzes on terminology Mix assessments Classwork grades for long-term projects