Unit 4: Basic Audio Recording

Content Area: **Arts**
Course(s): **Guitar**
Time Period: **Semester 1 & 2**
Length: **3-4 Weeks**
Status: **Published**

Standards

1.3E.12acc.Cr2	Organizing and developing ideas.
	Plan, Make
1.3C.12adv.Cr2a	Select and develop composed and improvised ideas into draft musical works organized for a variety of purposes and contexts.
1.3E.12acc.Cr2a	Select melodic, rhythmic and harmonic ideas to develop into a larger work that exhibits unity and variety using digital and/or analog tools.
1.3C.12adv.Cr3	Refining and completing products.
1.3E.12acc.Pr4c	Demonstrate how understanding the style, genre, context, and use of digital tools and resources in a varied repertoire of music influences prepared or improvised performances and performers' ability to connect with audiences.
VPA.1.1.12.B	Music
VPA.1.1.12.B.2	Synthesize knowledge of the elements of music in the deconstruction and performance of complex musical scores from diverse cultural contexts.
VPA.1.3.12.B	Music
VPA.1.3.12.B.4	Arrange simple pieces for voice or instrument using a variety of traditional and nontraditional sound sources or electronic media, and/or analyze prepared scores using music composition software.
VPA.1.3.12.B.CS1	Technical accuracy, musicality, and stylistic considerations vary according to genre, culture, and historical era.
VPA.1.3.12.B.CS4	Basic vocal and instrumental arranging skills require theoretical understanding of music composition.
CAEP.9.2.12.C.3	Identify transferable career skills and design alternate career plans.
TECH.8.1.12.A	Technology Operations and Concepts: Students demonstrate a sound understanding of technology concepts, systems and operations.
TECH.8.1.12.A.CS1	Understand and use technology systems.
TECH.8.1.12.E	Research and Information Fluency: Students apply digital tools to gather, evaluate, and use information.

Enduring Understandings

1. Effective use of recording technology can facilitate the practice and performance process.
2. Practical and creative use of various effects "pedals" can transform the timbral qualities of the guitar.
3. Quality recordings in the music industry are often the product of several takes.

Essential Questions

1. How can a Digital Audio Workstation be used to make simple recordings?
2. How have famous guitarists used effects and stomp boxes to create individual and iconic guitar tones?
3. Why is the production and scrutinizing of personal recordings beneficial to reaching performance goals?

Knowledge and Skills

Piano/Keyboarding students will be able to:

- Navigate the interface of a digital audio workstation and arm recording devices.
- Record and render performances of preselected compositions.
- Utilize basic editing tools to cut, paste and sequence multiple recorded takes.
- Identify optimal exporting settings and render a finished performance for playback.
- Implement effect pedals to create unique timbral transformations.

Terminology:

- Digital Audio Workstation
- FL Studio
- Audacity
- Mixer
- Track
- Multi-track
- Playlist
- Comp
- Crossfade
- Bleed
- Export
- MP3
- WAV
- Audio Interface
- TS Input
- Tip Sleeve
- Tip Ring Sleeve

- Group Educational Controller (GEC)

Resources

- Yousician Instructional Software (https://yousician.com/schools)
- Stratocaster Guitars
- Sibelius Notational Software (https://www.avid.com/sibelius)
- Chordify.com Performance Software (https://chordify.net/)
- FL Studio Recording Software (https://www.image-line.com/flstudio/)
- Ultimate Guitar Tabs Website (https://www.ultimate-guitar.com/)
- Noteflight Website (https://www.noteflight.com/)

Transfer Goals

1. Students will be able to utilize digital audio workstations to arm, record, edit and render performances of selected compositions.
2. Students will be able to explore the implementation of various digital effects to transform and enhance the timbral qualities of recorded performances.

Assessments

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Modifications

Modifications