

# Audio Technology- Pro Tools 101

Content Area: **Performing Arts**  
Course(s):  
Time Period:  
Length: **20 Weeks**  
Status: **Published**

## Standards

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- 1.3 (Elements and Principles) All students will demonstrate an understanding of the elements and principles of dance, music, theater, and visual art.
- 1.5 (History/Culture) All students will understand and analyze the role, development, and continuing influence of the arts in relation to world cultures, history, and society.
- Standard: 1.2 (Creation and Performance) All students will utilize those skills, media, methods, and technologies appropriate to each art form in the creation, performance, and presentation of dance, music, theater, and visual art.

TECH.8.1.12.A.2

Produce and edit a multi-page digital document for a commercial or professional audience and present it to peers and/or professionals in that related area for review.

## School Mission Statement

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The mission of Chartertech is to provide artists the opportunity to blend principles of artistic expression with cutting-edge technology, so artists will excel in academic, career, and civic pursuits and contribute to the harmony and productivity of the 21<sup>st</sup> century.

**Artistic integration:** Performing arts will be accessible to all artists as a skill and content area and will serve as a vehicle for imparting, enlivening, and motivating excellence in all academic topics, as well as providing a platform for learning multicultural appreciation and empathy, not just tolerance.

**Technological integration:** Technology will serve as the foundation for instructional delivery systems leading to knowledge acquisition, concept understanding, and skill mastery in all academic subjects. Technology will not be studied as a separate entity but infused into the very fabric of educational pursuits, exactly as it occurs in the business world. Artists will be prepared to compete in the modern workplace or post-secondary institution.

*"Education has always been torn between vocational and utilitarian purposes on one hand and creative and holistic purposes on the other... We are rapidly entering a world that is hard to imagine. By developing the problem-solving skills, creativity, and discipline required in the arts, artists can prepare for life in the 21<sup>st</sup> century."*

From Understanding How the Arts Contribute to Excellent Education

National Endowment for the Arts, 1991

## **School Goals**

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### **Goals for Arts Education:**

**Artists will learn the knowledge, skills, and abilities necessary to turn their passions and gifts in the arts into vocations or serious avocations.**

Objective 1: Each year, each artist will take two semesters (10 credits) of career-oriented training (80 minutes per day) in their artistic major.

Objective 2: Each marking period, each artist will perform or produce frequently, in diverse settings and for diverse audiences.

Objective 3: Artistic instruction will be integrated into the study of all academic subjects.

Objective 4: Each year, each artist will complete at least twenty after-school “lab” hours in their artistic major.

These will constitute career-oriented service to the school and/or community, and demonstrate accomplishment of the NJCCCS crosscutting workplace readiness standards.

### **Goal for Technology:**

**Chartertech will model the technology-intense workplace and artists will be able to compete successfully and perform well in a technology-intense workplace.**

Objective 5: Each artist will routinely use technology in a workplace-like manner to acquire, analyze, communicate, and present information in every subject.

Objective 6: Each artist will have access to a computer every day, every class so that automated sources will be the main conduit for educational content.

Objective 7: All administrative and instructional functions of the school will be supported by the most modern technology available.

### **Goals for Academic Achievement:**

**Artists will apply themselves in the serious pursuit of knowledge and skills, especially skills in critical thinking, problem solving, decision making, and communication.**

Objective 8: Each year, and to be promoted to the next grade each artist will pass five credits in English, Health, Social Studies, Science, Mathematics, and PE/Health. Between grades 9-12 artists will also complete 1 year of Spanish.

Objective 9: In each academic subject, each year, each artist will complete a significant project that involves critical thinking, problem solving, decision making, and communication skills, and which demonstrates cross-content workplace readiness skills.

Objective 10: Each year artists will develop a artist resume to guide his/her academic and artistic studies and to document his/her academic and artistic accomplishments. This work will be done under the mentorship of the faculty in the artist’s artistic major.

Objective 11: Academic instruction in all subjects will be highly cross-curricular, in accordance with curricula design and continuously improved by teachers, in compliance with the New Jersey Artist Learning Standards.

## **Course Description**

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<b>Course Title:</b>	Audio Technology- Pro Tools 101
<b>Department:</b>	Arts
<b>Prerequisite:</b>	Basic Computer skills
<b>Number of Credits:</b>	5
<b>Grade Level(s):</b>	10-12
<b>Standards:</b>	Aligned to New Jersey Artist Learning Standards for Career Technical Education
<b>Description of Course</b>	<p>Pro Tools 101 covers the fundamentals of audio recording, editing, mixing, mastering and post production. Avid's Pro Tools software, currently at version 12, is the international industry standard for audio recording and post production studios. As an Avid learning partner, "Pro Tools 101" is the official text for the first course in Avid's Pro Tools industry certification program. The Avid, Pro Tools certification could very well be the vehicle for an artist to obtain their dream job in the industry. In Pro Tools 101 an artist will learn the potential of the software and hardware. Part 1 of the lesson includes 10 lessons and 10 exercises. The first 2 lessons provide background information and history of digital recording software and hardware. The subsequent lessons present specific processes and techniques that an artist will use to complete a project, from creating a new session to recording, editing, mixing and completing a final bounce. Each section is followed by an exercise that provides an artist practice and application. Part 2 of the lesson is a hands on projects section with two sessions and instruction for completion. One session is geared toward music the other toward post production.</p> <p>These courses must be taught by an Avid Certified Instructor. Pro Tools 101 will culminate with an online fifty question multiple choice exam. The exam must be proctored by the ACI. Upon passing the exam an artist may now begin the Pro Tools 110 class, the final step to procure a "User" industry certification.</p>

## Overview & Pacing

Unit #	Major Content	Expected Time
Section 1	Getting to know Pro Tools	2 weeks
Section 2	Getting Inside Pro Tools	2 weeks
Section 3	Creating Your First Session	2 weeks
Section 4	Making Your First Audio Recording	2 weeks

Section 5	Importing and Working with Media in a Session	2 weeks
Section 6	Making Your First MIDI Recording	2 weeks
Section 7	Selecting and Navigating	2 weeks
Section 8	Basic Editing Techniques	2 weeks
Section 9	Basic Mixing Techniques	2 weeks
Section 10	Finishing Your Work	2 weeks