



Grade 9-12 Piano & Digital Audio - Unit 1 - Getting to Know the Keyboard and Digital Software

Unit Focus

In this first unit, students will learn the basics of piano, as well as the digital music software. Learning experiences will include finger recognition and keyboard patterns, note names, and basic rhythms. In addition, students will learn how to navigate the DAW platform and create original drum beats, using the digital software program, GarageBand.

Stage 1: Desired Results - Key Understandings

Standard(s)	Transfer	
National Core Arts Standards Music Technology: HS Proficient <ul style="list-style-type: none"> Generate melodic, rhythmic, and harmonic ideas for compositions or improvisations using digital tools. (MU:Cr1.1.T.HSI.a) Share compositions or improvisations that demonstrate a proficient level of musical and technological craftsmanship as well as the use of digital tools and resources in developing and organizing musical ideas. (MU:Cr3.2.T.HSI.a) Describe how context, structural aspects of the music, and digital media/tools inform prepared and improvised performances. (MU:Pr4.2.T.HSI.a) Madison Public Schools Profile of a Graduate <ul style="list-style-type: none"> Design: Engaging in a process to refine a product for an intended audience and purpose. (POG.2.2) Decision Making: Make responsible decisions, based on potential outcomes. (POG.4.2) 	<i>Students will be able to independently use their learning to...</i> T1 Create works of art to personally engage in the artistic process and/or communicate meaning T2 Develop and refine techniques and skills through purposeful practice and application to become more fluent	
	Meaning	
	Understanding(s)	Essential Question(s)
	<i>Students will understand that...</i> U1 the piano keyboard has a basic structural pattern of whole steps and half steps. U2 the structure of whole steps and half steps creates the basis for both melody and harmony. U3 the beat is the pulse of the music, and the subdivision of a beat is variable depending on the note/rest value. U4 correct mechanics are essential for technical proficiency. U5 technology is a useful tool for learning and creating music.	<i>Students will keep considering...</i> Q1 How did it go / how did it turn out so far? How does it measure up to the established criteria? What is important to focus on next? Q2 What (skill/technique) am I focusing on? How do I get better at this? How do I know I'm making progress?
	Acquisition of Knowledge and Skill	
	Knowledge	Skill(s)
	<i>Students will know...</i> K1 the structure of a major scale, utilizing half steps and whole steps. K2 root position triads and inversions. K3 the process for utilizing loops and beats in a DAW program. K4 note names on the keyboard. K5 basic navigation of a DAW software. K6 basic rhythms, as they relate to a steady beat. K7 I-V-vi-IV chord progressions.	<i>Students will be skilled at...</i> S1 playing a C major chord (blocked and arpeggiated) with the proper hand position, using both hands, in different inversions. S2 playing the C scale and arpeggios with proper fingering in both hands. S3 playing the C chord with LH and C scale/arpeggio with RH, and then switching hands.

Stage 1: Desired Results - Key Understandings

K8 the following piano vocabulary: scale, arpeggio, RH, LH, triad, inversions, root position, half step, whole step, metronome, tempo.

K9 the following GarageBand vocabulary: Apple Loops, audio, automation, bar, beat, BPM, control bar, count-in, dynamics, fade-out, tracks, master track, metronome, mix, pan, playhead, region, software instrument, tempo, time signature, velocity, volume.

S4 incorporating drum beats/loops using the DAW software.

S5 playing I-V-vi-IV chord progressions.

S6 play simple melodies by rote.

S7 playing melodies and chords over a steady beat and/or pattern.

S8 recording in the DAW software.