

Marking Period 1 (MPI)	Music Technology Curriculum Pacing Guide – Level I
<p><b>MP 1</b></p> <p><b>Standards for Music Technology Elective</b></p>	<ul style="list-style-type: none"> <li>• <b>1.5.HS.MU.Cr1a</b> Generate musical ideas using digital tools, sound sources, and basic music technology concepts.</li> <li>• <b>1.5.HS.MU.Cr2a</b> Organize and develop musical ideas using digital audio workstations, MIDI input, and simple compositional structures.</li> <li>• <b>1.5.HS.MU.Cr3a</b> Refine and complete musical works through editing, revision, and application of feedback using music technology tools.</li> <li>• <b>1.5.HS.MU.Pr4a</b> Perform, produce, or present music using digital tools with technical accuracy and appropriate expressive intent.</li> <li>• <b>1.5.HS.MU.Re7a</b> Analyze, evaluate, and describe music and audio projects using appropriate music and technology vocabulary.</li> <li>• <b>1.5.HS.MU.Cn10a</b> Relate music technology practices to personal expression, contemporary music culture, and real-world applications.</li> </ul>
<p><b>MP 1</b></p> <p><b>Topics</b></p>	<p>Introduction to DAW &amp; Interface basic navigation, terminology (MU.Pr4.1.HSI)</p> <p>Digital audio basics waveform, volume, panning, levels (MU.Pr5.1.HSI)</p> <p>MIDI fundamentals virtual instruments, note entry (MU.Cr2.1.HSI)</p> <p>Loops &amp; simple sequencing building a track (MU.Cr2.1.HSI)</p> <p>Multitrack recording layering audio/MIDI (MU.Pr5.1.HSI)</p> <p>Basic editing cut, copy, quantize, trim (MU.Cr3.1.HSI)</p> <p>Intro to mixing balance, panning, EQ basics (MU.Pr5.1.HSI)</p> <p>Effects reverb, delay, filters (MU.Pr5.1.HSI)</p>



	<p>Exporting and sharing file formats and platforms (MU.Pr6.1.HSI)</p> <p>Final short project individual composition &amp; reflection (MU.Pr6.1.HSI, MU.Re9.1.HSI)</p>
<p><b>MP 1</b></p> <p><b>Skills- Concepts</b></p>	<ul style="list-style-type: none"> <li>• <b>Digital Production &amp; DAW Technique (MU.Pr5.1.HSI, MU.Pr6.1.HSI):</b> Students operate a DAW, record audio, perform basic editing, mix tracks, and export finished digital compositions.</li> <li>• <b>Composition &amp; Digital Creating (MU.Cr1.1.HSI, MU.Cr2.1.HSI, MU.Cr3.1.HSI):</b> Students create loop-based compositions, sequence MIDI, arrange digitally, revise musical ideas, and shape expressive outcomes.</li> <li>• <b>Expressive Interpretation &amp; Musical Decision-Making (MU.Pr4.1.HSI):</b> Students make intentional choices about structure, sound layers, dynamics, and mood in digital works.</li> <li>• <b>Listening, Evaluation &amp; Contemporary Music Understanding (MU.Re7.1.HSI, MU.Re9.1.HSI, MU.Cn11.1.HSI):</b> Students analyze digital music, evaluate sound design choices, and connect production techniques to modern musical genres and culture.</li> </ul>
<p><b>MP 1</b></p> <p><b>Core Materials</b></p>	<ul style="list-style-type: none"> <li>• Computer or Chromebook</li> <li>• DAW software (GarageBand, BandLab, Soundtrap, etc.)</li> <li>• Headphones</li> <li>• MIDI keyboard (optional but recommended)</li> <li>• Audio interface or USB mic (class set or shared)</li> <li>• Internet access for digital resources</li> </ul>



Marking Period 2 (MPIO)	Music Technology Curriculum Pacing Guide – Level I
<p><b>MP 2</b></p> <p><b>Standards for Music Technology Elective</b></p>	<ul style="list-style-type: none"> <li>• <b>1.5.HS.MU.Cr1a</b> Generate musical ideas using digital tools, sound sources, and basic music technology concepts.</li> <li>• <b>1.5.HS.MU.Cr2a</b> Organize and develop musical ideas using digital audio workstations, MIDI input, and simple compositional structures.</li> <li>• <b>1.5.HS.MU.Cr3a</b> Refine and complete musical works through editing, revision, and application of feedback using music technology tools.</li> <li>• <b>1.5.HS.MU.Pr4a</b> Perform, produce, or present music using digital tools with technical accuracy and appropriate expressive intent.</li> <li>• <b>1.5.HS.MU.Re7a</b> Analyze, evaluate, and describe music and audio projects using appropriate music and technology vocabulary.</li> <li>• <b>1.5.HS.MU.Cn10a</b> Relate music technology practices to personal expression, contemporary music culture, and real-world applications.</li> </ul>
<p><b>MP 2</b></p> <p><b>Topics</b></p>	<p>Review classroom technology procedures, digital citizenship, file management, and safe use of music technology tools.</p> <p>Introduce digital audio workstations including interface navigation, tracks, transport controls, and basic workflow.</p> <p>Explore loops, sound libraries, and basic beat construction using tempo and meter.</p> <p>Create short musical ideas using MIDI input, virtual instruments, and simple melodic patterns.</p> <p>Develop basic song structures such as intro, loop-based form, verse, and chorus.</p> <p>Introduce audio recording techniques including microphones, signal flow, and basic recording setup.</p> <p>Edit audio and MIDI using trimming, looping, quantization, and basic effects.</p> <p>Apply basic mixing concepts including volume balance, panning, and introductory effects such as EQ and reverb.</p> <p>Refine and export a short digital music project demonstrating learned skills.</p> <p>Reflect on creative process, technical skills, and connections between music technology and modern music careers.</p>
<p><b>MP 2</b></p> <p><b>Skills- Concepts</b></p>	<p>• <b>DAW Navigation, Recording &amp; Editing Skills:</b> Students learn basic digital audio workstation operation, audio and MIDI recording, editing techniques, and responsible file management.</p>

	<ul style="list-style-type: none"> <li>• <b>Loop-Based Composition &amp; Virtual Instrument Use:</b> Students create beats and layered tracks using loops, MIDI input, and virtual instruments to build original digital compositions.</li> <li>• <b>Introductory Mixing, Sound Manipulation &amp; Effects:</b> Students apply basic mixing concepts, sound shaping, and effects processing to improve audio quality and balance.</li> <li>• <b>Creative Problem-Solving, Digital Citizenship &amp; Music Technology Awareness:</b> Students develop creative solutions in digital music-making while learning copyright basics and exploring music technology’s role in contemporary culture.</li> </ul>
<p><b>MP 2</b></p> <p><b>Core Materials</b></p>	<ul style="list-style-type: none"> <li>• Computers or tablets with music production software</li> <li>• MIDI controllers or virtual instruments</li> <li>• Headphones and audio interfaces as available</li> <li>• Microphones for basic recording</li> <li>• Digital audio workstation software</li> <li>• Teacher demonstrations and guided tutorials</li> <li>• Sample libraries and loop packs</li> </ul>



Marking Period 3 (MPIII)	Music Technology Curriculum Pacing Guide – Level I
<p><b>MP 3</b></p> <p><b>Standards for Music Technology Elective</b></p>	<ul style="list-style-type: none"> <li>• <b>1.5.HS.MU.Cr1a</b> Generate musical ideas using digital tools, sound sources, and basic music technology concepts.</li> <li>• <b>1.5.HS.MU.Cr2a</b> Organize and develop musical ideas using digital audio workstations, MIDI input, and simple compositional structures.</li> <li>• <b>1.5.HS.MU.Cr3a</b> Refine and complete musical works through editing, revision, and application of feedback using music technology tools.</li> <li>• <b>1.5.HS.MU.Pr4a</b> Perform, produce, or present music using digital tools with technical accuracy and appropriate expressive intent.</li> <li>• <b>1.5.HS.MU.Re7a</b> Analyze, evaluate, and describe music and audio projects using appropriate music and technology vocabulary.</li> <li>• <b>1.5.HS.MU.Cn10a</b> Relate music technology practices to personal expression, contemporary music culture, and real-world applications.</li> </ul>
<p><b>MP 3</b></p> <p><b>Topics</b></p>	<p>Review digital audio workstation workflow, file organization, and previously learned composition tools.</p> <p>Develop complete musical ideas using MIDI sequencing, melodic layering, and harmonic support.</p> <p>Explore rhythmic variation, tempo changes, and arrangement techniques.</p> <p>Refine MIDI performances using quantization, velocity editing, and automation basics.</p> <p>Edit audio tracks using trimming, looping, fades, and basic corrective techniques.</p> <p>Introduce mixing fundamentals including gain staging, track balance, and panning.</p> <p>Apply basic effects such as EQ, compression awareness, and reverb to enhance clarity.</p> <p>Revise and refine digital compositions based on teacher and peer feedback.</p> <p>Week 9</p> <p>Export and present completed digital music projects demonstrating technical and creative growth.</p> <p>Reflect on production process, creative choices, and connections to real-world music technology applications.</p>

<p><b>MP 3</b></p> <p><b>Skills- Concepts</b></p>	<p><b>Digital Composition, MIDI Sequencing &amp; Arrangement:</b> Students create original music using digital composition workflows while developing MIDI sequencing, editing, and arrangement skills.</p> <p><b>Audio Editing, Effects &amp; Sound Design:</b> Students apply audio editing techniques and effects processing to shape sound, improve clarity, and support musical ideas.</p> <p><b>Mixing, Balance &amp; Production Fundamentals:</b> Students explore introductory mixing practices including balance, space, and basic production techniques within digital music projects.</p> <p><b>Creative Process, Critique &amp; Music Technology Applications:</b> Students refine projects through revision and peer critique while developing technical vocabulary and exploring the role of music technology in modern media and creative careers.</p>
<p><b>MP 3</b></p> <p><b>Core Materials</b></p>	<ul style="list-style-type: none"> <li>• Computers or tablets with music production software</li> <li>• Digital audio workstation software</li> <li>• MIDI controllers or virtual instruments</li> <li>• Headphones and audio interfaces as available</li> <li>• Sample libraries and loop packs</li> <li>• Teacher demonstrations and guided tutorials</li> <li>• Peer critique and discussion protocols</li> </ul>



Marking Period 4 (MPIV)	Music Technology Curriculum Pacing Guide – Level I
<p><b>MP 4</b></p> <p><b>Standards for Music Technology Elective</b></p>	<ul style="list-style-type: none"> <li>• <b>1.5.HS.MU.Cr1a</b> Generate musical ideas using digital tools, sound sources, and basic music technology concepts.</li> <li>• <b>1.5.HS.MU.Cr2a</b> Organize and develop musical ideas using digital audio workstations, MIDI input, and simple compositional structures.</li> <li>• <b>1.5.HS.MU.Cr3a</b> Refine and complete musical works through editing, revision, and application of feedback using music technology tools.</li> <li>• <b>1.5.HS.MU.Pr4a</b> Perform, produce, or present music using digital tools with technical accuracy and appropriate expressive intent.</li> <li>• <b>1.5.HS.MU.Re7a</b> Analyze, evaluate, and describe music and audio projects using appropriate music and technology vocabulary.</li> <li>• <b>1.5.HS.MU.Cn10a</b> Relate music technology practices to personal expression, contemporary music culture, and real-world applications.</li> </ul>
<p><b>MP 4</b></p> <p><b>Topics</b></p>	<p>Review expectations for the culminating project, assessment criteria, file management, and digital citizenship.</p> <p>Plan and outline a digital music project including genre, tempo, structure, and sound sources.</p> <p>Develop initial project tracks using MIDI sequencing, loops, and virtual instruments.</p> <p>Record or import audio as appropriate and refine arrangement and structure.</p> <p>Edit MIDI and audio tracks focusing on timing, clarity, and consistency.</p> <p>Apply mixing fundamentals including gain staging, volume balance, panning, and basic EQ.</p> <p>Apply effects such as reverb or delay to enhance musical space and expression.</p> <p>Revise projects based on teacher and peer feedback with attention to polish and clarity.</p> <p>Export and present final digital music projects in a listening or showcase format.</p> <p>Reflect on creative process, technical growth, challenges, and readiness for Music Technology Level II.</p>

<p><b>MP 4</b></p> <p><b>Skills- Concepts</b></p>	<p><b>Digital Composition, MIDI Sequencing &amp; Production Workflow:</b> Students create culminating digital compositions while applying complete music production workflows including MIDI sequencing and audio integration.</p> <p><b>Audio Editing, Effects &amp; Mixing Fundamentals:</b> Students refine projects through editing, basic mixing techniques, and the use of effects to enhance musical clarity and expression.</p> <p><b>Creative Decision-Making, Listening &amp; Revision:</b> Students develop critical listening skills while revising musical ideas through peer critique and reflective decision-making.</p> <p><b>Presentation, Digital Citizenship &amp; Future Study:</b> Students present digital music projects while practicing responsible digital citizenship and copyright awareness and preparing for advanced study in music technology.</p>
<p><b>MP 4</b></p> <p><b>Core Materials</b></p>	<ul style="list-style-type: none"> <li>• Computers or tablets with digital audio workstation software</li> <li>• MIDI controllers or virtual instruments</li> <li>• Headphones and audio interfaces as available</li> <li>• Microphones for recording as available</li> <li>• Sample libraries and loop packs</li> <li>• Teacher demonstrations and guided tutorials</li> <li>• Peer critique and reflection tools</li> </ul>