Creating Music with SoundTrap

Teacher Name:		Duration (in minutes): 120-160
Grade Level: 4+	Subject/Course: Music	Unit: SoundTrap
Resources needed: (On-site people, facilities, tools, technology, materials, community connections)	• Chromebook with access to the internet • Headphones • SoundTrap for Education subscription	
Learning Standards: (content + CS & DF)	4-6.DL.4, 4-6.DL.2, 4-6.NSD.2, 4-6.CT.8	
Big Idea:	Creating a song using loops with a DAW (digital audio workspace)	
Authentic Purpose: (Why does this matter to your students?)	Having something tangible they can create, which links to music they are exposed to every day in their lives (both inside and outside of school).	
Future-Ready Competencies: _**X**_Collaboration _**X**_Communication _**X**_Critical Thinking & Problem Solving _**X**_Creativity & Innovation ___Other:	Objectives: - Create a song using a library of loops and audio samples - Learn how to fade tracks in and out - Learn how to manipulate tracks to be different lengths - Work with peers to review, share ideas, and help working in the application	
Project Statement: (Include: issue, problem or challenge; student role, purpose, beneficiary, and desired outcomes)	Create a musical work (song) that is comparable to what many musical artists currently make and share online. Develop skills needed to create or edit music for presentations and other projects.	
Empathy Anchor: (How will students develop empathy and care about this problem)	Students will connect to this project through music they listen to online from their favorite artists. This gives them an opportunity to create music in the same way.	
Public Audience & Reveal: (Experts, audiences, or product users students will engage with during and at the end of project)	Playlist of final projects will be shared with the school, Future Ready showcase.	
Knowledge Construction: (How are students going to construct content knowledge and practice it) Each of the following is a 40 minute lesson 1st lesson gets students enrolled and an overview of how the app works 2nd lesson is exploration of features, practice, help from teacher 3rd lesson starts final project with guidelines/parameters set by teacher 4th lesson is independent work and check-in with teacher Student/peer interaction takes place during the 3rd and 4th lesson, where they share ideas with each other and comment on each other's projects. This is encouraged by students plugging their headphones into someone else's project to listen. There is a live collaboration feature that students will discover, and they need to be warned not to open other students' projects, as to not accidentally change or delete something.		Student Assessment: Teacher will go around and listen to student work as it is created, and provide help, feedback, additional instruction.

Design Process:	Describe what (& how) students are going to do in each step:
1. Discover 2. Research & Empathize 3. Brainstorm 4. Choose 5. Build 6. Test 7. Communicate 8. Redesign	1. Discover - spend time looking through the library (which is vast) to choose loops they like the sound of 2. Students review music and choose music of interest 3. While browsing, students will see and think of the types of loops they will like the best 4. Students take note of their favorite loops (there is a heart indicator) 5. Students add loops to their projects and create multiple layers of loops that fit together 6. Listen to their project to see how it sounds 7. Share with a peer or teacher to get feedback 8. Make changes to the number of loops, how they fit together, volume of each loop, fade in and out