

GLASSBORO SCHOOL DISTRICT

Updated 2/1/05

Monthly Board Items

Date Submitted: **06/09/2021**

Proposed Effective Date: **09/01/2021**

Grade(s) impacted:
9-12

Name: Robert Preston	Position/Item: Course Additions	Submitted By: Robert Preston Richard Morrison	Building: C&I GHS
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Proposed cost/amount: \$75,000	Funded through: ESSER II/Perkins (ongoing)	Hours/Days per wk:	Benefits: Y or <u>N</u> (circle one)
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Is candidate currently employed by District: <input type="checkbox"/> No <input checked="" type="checkbox"/> Yes	Is candidate a former employee: <input type="checkbox"/> No <input type="checkbox"/> Yes
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(if yes, what position) _____ If yes, part time of <u>full time</u> (circle one)	Check references/review district personnel file? <input type="checkbox"/> No <input type="checkbox"/> Yes
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Board Action Requested: I am requesting that Music Technology I be added to the Glassboro High School Program Planning Guide for the 2020-2021 school year.

Details & Ramifications: This course is offered to students with an interest in music and audio production. The course will explore and develop both technical and creative elements of music and audio production, encompassing a wide range of digital and analog technologies.

Positives: In today's world, advances in technologies have allowed people to explore and develop their creative impulses in ways barely imagined a generation ago. While students already engage in such creative projects on their own, there is a demand for courses that help students take their skills and knowledge to the next level, as evidenced by the extreme popularity of the Graphic Design course. In fact, you might think of this as the sound/music version of the Graphic Design course.

Concerns: Certification, Perkins approval, and scheduling logistics are the primary hurdles for now.

Other Comments: This introductory course is part of a broader plan to further expand the high school's range of CTE electives. Ultimately, along this particular track, we would like to introduce additional courses that allow students to pursue the recording arts and sciences on increasingly advanced levels. (e.g. **FOR OFFICE USE ONLY**; and IV)

Board Date: _____

Approved: Y or N

Index #: _____

Course Description: Music Technology I

Students will learn the basics of live audio production, including: acoustics, microphone techniques, signal flow, recording techniques, managing analog and digital audio, and more. Experience gained in the live audio unit will serve as a springboard and guide to digital audio/music production techniques “in the box” utilizing industry standard DAW Logic Pro 10. (Note: DAW = Digital Audio Workstation.) Students will also learn techniques for editing sound for video in iMovie and Final Cut Pro.

Grade Level: This introductory course is available to students of all grade levels, 9-12.

Rationale: GHS is currently suffering from a supply and demand problem in its course offerings. There exists, among both current students and potential incoming students, a demand for course electives that stimulate and excite, that operate in the context of the modern world, that cultivate both their creative brains and their technical brains, and that help them explore and unleash their potential in ways that translate into real and substantive end products. Such courses are too few at GHS under the existing program planning guide, and those that do exist, such as Graphic Design, fill to capacity in a blink. Demand is high, supply is low. This course aims to help address this issue by providing students possessing an inclination toward the recording arts and sciences (including live audio recording, sound design for video games, audio for film/TV/video, film scoring, music production, etc.) an opportunity to learn the tools and techniques involved in such creative and technical endeavors.

Student Learning Objectives/Outcomes:

- Students will learn fundamental techniques for recording live audio in a studio setting.
- Students will learn fundamentals of signal flow, from acoustic sources, to analog signals, to digital signals and back again.
- Students will learn to use Logic Pro 10 to tackle a variety of audio projects, including: creating public service announcements, podcasts, literary soundscapes, amateur film scores, sound design for video games and film, and music production.

Learning Outcomes will manifest in the form of completed projects large and small.

NJ CTE Standards (9.3):

- 9.3.12.AR.1
- 9.3.12.AR.6
- 9.3.12.AR-AV.1
- 9.3.12.AR-AV.2
- 9.3.12.AR-AV.3
- 9.3.12.AR-AV.4