

Music in Practice 2019

Study plan

Section 1: School statement

School:	Queensland Curriculum and Assessment Authority
Subject code:	6414
Combined class:	No
School contact:	SEO
Phone:	(07) 3864 0375
Email:	seo@qcaa.qld.edu.au

Section 2: Course and assessment overview

Music in Practice is a four-unit course of study.

Units 1 and 2 of the course are designed to allow students to begin their engagement with the course content, i.e. the knowledge, understandings and skills of the subject. Course content, learning experiences and assessment increase in complexity across the four units as students develop greater independence as learners.

Units 3 and 4 consolidate student learning.

QCAA approval

QCAA officer:

Date:

Unit	Module number and description	Time in hours	Electives	Core concepts and ideas	Assess no.	Assessment technique, description and conditions	Dimensions
1	<p>Module 1: Playing around This module develops students' skills in singing and playing, both individually and in groups. Students will investigate, analyse and evaluate music industry practices and culture, such as venue hire and workplace health and safety requirements.</p>	55	<ul style="list-style-type: none"> The music industry Practical music skills 	<p>Music principles</p> <ul style="list-style-type: none"> C1.1 Functions and purposes of music C1.2 Elements of music, structural devices and symbols <p>Music practices</p> <ul style="list-style-type: none"> C2.1 Music skills, techniques and processes C2.2 Music industry practices and cultures C2.3 Using digital technologies C2.4 Problem solving C2.5 Awareness of self and others 	1	<p>Investigation Investigate, analyse and evaluate an aspect of the music industry in Australia.</p> <ul style="list-style-type: none"> Multimodal response — presentation Slideshow presentation, with visual, auditory and spoken elements. 3.0–5.0 minutes <p>2</p> <p>Performance Perform an approved song to the class.</p> <ul style="list-style-type: none"> Music performance Individual or as a member of a group. Minimum: 2.0 minutes 	<ul style="list-style-type: none"> Knowing and understanding Applying and analysing Creating and evaluating <ul style="list-style-type: none"> Knowing and understanding Applying and analysing Creating and evaluating
2	<p>Module 2: Going live This module focuses on the development of composition and production skills for live performance. Students engage with sound production and related aspects of stage management for a school or community music event, including safe handling of equipment on stage, technical rehearsal and setting the stage for a performance.</p>	55	<ul style="list-style-type: none"> Live production and performance Songwriting 	<p>Music principles</p> <ul style="list-style-type: none"> C1.1 Functions and purposes of music C1.2 Elements of music, structural devices and symbols C1.3 Music conventions, forms, styles, genres and terminology <p>Music practices</p> <ul style="list-style-type: none"> C2.1 Music skills, techniques and processes C2.2 Music industry practices and cultures C2.3 Using digital technologies C2.4 Problem solving C2.5 Awareness of self and others 	3	<p>Product (Composition) Create a piece of music suitable to be performed as pre-show, interval or post-show music during a music event.</p> <ul style="list-style-type: none"> Arranging and creating Music track using samples and found sounds. Minimum: 30 seconds <p>4</p> <p>Project Demonstrate technical production skills as a member of the production team for the school or community music event.</p> <ul style="list-style-type: none"> Performance component Sound design for a chosen section of the music event. Variable conditions Multimodal component — non-presentation Digital analysis and evaluation of technical production tasks completed for the music event (including self and peer evaluations). Maximum: 6 A4 pages (or equivalent) 	<ul style="list-style-type: none"> Knowing and understanding Applying and analysing Creating and evaluating <ul style="list-style-type: none"> Knowing and understanding Applying and analysing Creating and evaluating

Unit	Module number and description	Time in hours	Electives	Core concepts and ideas	Assess no.	Assessment technique, description and conditions	Dimensions
3	<p>Module 3: The top 100 This module develops students' skills in the performance, composition and sound production of contemporary music. They also develop skills in analysing and evaluating processes and procedures associated with concert production. Working in groups, students plan, implement, analyse and evaluate stage management for the school's arts evening.</p>	55	<ul style="list-style-type: none"> Contemporary music 	<p>Music principles</p> <ul style="list-style-type: none"> C1.1 Functions and purposes of music C1.2 Elements of music, structural devices and symbols C1.3 Music conventions, forms, styles, genres and terminology <p>Music practices</p> <ul style="list-style-type: none"> C2.1 Music skills, techniques and processes C2.4 Problem solving 	5	<p>Product (Composition) Create a piece of music that uses pre-recorded samples and loops, or similar, in a style of contemporary music.</p> <ul style="list-style-type: none"> Manipulating existing sounds Music track to be played at the school's arts evening. Minimum: 2.0 minutes 	<ul style="list-style-type: none"> Knowing and understanding Applying and analysing Creating and evaluating
6	<p>Project Perform in or manage sound for the school's arts evening.</p> <ul style="list-style-type: none"> Performance component Performance of a contemporary music work (student's own composition or the work of a classmate) in front of a live audience, or management of the sound production for the school's arts evening. Variable conditions Written component A journal containing the planning, analysis and evaluation of the effectiveness of processes used in rehearsal, bump in and out and/or sound production for the school's arts evening. 500–900 words 	<ul style="list-style-type: none"> Knowing and understanding Applying and analysing Creating and evaluating 					

Unit	Module number and description	Time in hours	Electives	Core concepts and ideas	Assess no.	Assessment technique, description and conditions	Dimensions
4	Module 4: Making a demo This module develops and refines students' skills in recording songs for the purpose of creating a demo track. Using recording and mixing software, students develop and refine skills in recording and mixing techniques.	55	<ul style="list-style-type: none"> • Music technology and production 	Music principles <ul style="list-style-type: none"> • C1.1 Functions and purposes of music • C1.2 Elements of music, structural devices and symbols • C1.3 Music conventions, forms, styles, genres and terminology Music practices <ul style="list-style-type: none"> • C2.1 Music skills, techniques and processes • C2.2 Music industry practices and cultures • C2.3 Using digital technologies • C2.4 Problem solving • C2.5 Awareness of self and others 	7	Product (Composition) Create a song to be recorded as part of a demo track that would be sent to a venue or record company. <ul style="list-style-type: none"> • Arranging and creating Composition, using mostly live instruments, that applies technical and expressive skills. Minimum: 60 seconds 	<ul style="list-style-type: none"> • Knowing and understanding • Applying and analysing • Creating and evaluating
					8	Performance Create/record a performance suitable for a demo track, demonstrating planning and application of technical and expressive skills. Complete one response mode from the options below. <ul style="list-style-type: none"> • Production performance Demo track suitable for a music production company. Variable conditions • Music performance Performance of the music to be recorded for the demo track. Minimum: 2.0 minutes 	<ul style="list-style-type: none"> • Knowing and understanding • Applying and analysing • Creating and evaluating

SAMPLE

Music in Practice 2019

Teacher:

Student name:

Class:

Year:

Unit	Module of work	Assessment Instrument No.	Assessment Instrument	Formative or Summative	Knowing and understanding	Applying and analysing	Creating and evaluating
1	Module one Playing around	1	Investigation	F			
		2	Performance	F			
2	Module two Going live	3	Product (Composition)	F			
		4	Project	F			
Interim Standards							
Interim Result							
3	Module three The top 100	5	Product (Composition)	S			
		6	Project	S			
4	Module four Making a demo	7	Product (Composition)	S			
		8	Performance	S			
Exit Standards							
Exit Result							

