

Program Overview - Studio Sessions™

▲ Outcomes mapped to the TEKS Texas Essential Knowledge and Skills - Studio Sessions meets concepts in 117.208, 209, 210, 310 & 311



Theme	Titles	Session Content	Outcomes ▲	Resources	Hardware Options	Supported Software
Be A Music Producer (Sessions 1 - 3)	Creating New Sounds	<ul style="list-style-type: none"> • Creating new sounds on a keyboard/MIDI sequencer • Adjusting attack, release, cutoff, vibrato, decay, and reverb • Major Scales & key signatures (C, F & G) • POP chord progressions & cyclical chord progressions (I, IV, V, vi) • Listening to recognise timbre of a tone, matching and recreating timbre from listening task 	<p>117.208 1A,B, 2B,C,5C 117.209 1B,D 2B ,5C 117.210 1B,D 2B ,5C</p>	<ul style="list-style-type: none"> • Interactive Presentations • Instructional Videos & YouTube Clips • Hardware/Technology Videos • Scores including Lead with Guitar Chords, Guitar Tab, Bb & Eb Parts + Ensemble Arrangement • Extension Activity 	Keyboards Computers iPads Session Mixer	Mixcraft Garageband Soundtrap ACID Bandlab
	Creating A Dance Track	<ul style="list-style-type: none"> • Changing octaves, velocity, reverb, and synthesised sounds • Minor scales & key signatures (A, D & E) • Create a Dance Synth Pop track • Listening Task: Characteristics of Dance-Style music • POP chord progressions & cyclical chord progressions (i, IV, V, vi) 	<p>117.208 1A,B,C 2B,C, 3G, 5C 117.209 1B,C 2B,C 3G ,5C 117.210 1B,C 2B,C, 3G,5C</p>			
	Compose Your Own Ringtone	<ul style="list-style-type: none"> • History of Ringtones • Texture: Monophonic, polyphonic, and true tone ringtones • Tone colour/timbre of an effective ringtone • Pitch: Arpeggios & how to use an arpeggiator • How to get your ringtone on your phone • Duration - bars & tempo • Planning your composition 	<p>117.208 1A,B,C 2B,C, 3G, 5C 117.209 1B,C 2B,C 3G ,5C 117.210 1B,C 2B,C, 3G,5C</p>			
Be An Audio Engineer (Sessions 4 - 7)	Multi-track Recording	<ul style="list-style-type: none"> • Pitch: Intervals & Interval quality • Labelling major/minor chords (Roman numerals) • History of multitrack recording • Recording 3 tracks and quantizing • Structure: Common Rock chord progressions (I, IV, V), • Texture: Layering sounds 	<p>117.208 1A,B,C,2B,C,3A,B,C,D,5C 117.209 1B,C 2B,C 3A,B,C,D, 5C 117.210 1B,C 2B,C, 3A,B,C,D, 5C 117.310 1A,B,C,D 2A, 3A,B,C,D,E 5E 6B,C 117.311 2A, 3A,B,C,D,E 5E</p>			
	Drum Parts	<ul style="list-style-type: none"> • Drum Patterns - basics of a rock beat: kick, snare and hi-hat patterns • Recording on separate tracks, mapping of sounds and quantizing • Editing rhythms and utilising onboard drum kits • Playing using body percussion, drum parts as notation • Copy & paste function in music software 	<p>117.208 1A,B,C,2B,C,3A,B,C,D,5C 117.209 1B,C 2B,C 3A,B,C,D, 5C 117.210 1B,C 2B,C, 3A,B,C,D, 5C 117.310 1A,B,C,D 2A, 3A,B,C,D,E 5E 6B,C 117.311 2A, 3A,B,C,D,E 5E</p>			

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Be An Audio Engineer (Sessions 4 - 7)	Recording the Blues	<ul style="list-style-type: none"> • Structure: 12 Bar Blues (Chords I, IV & V) • Pitch: Introduction to 7th chords & chord symbols • Recording a 12-bar blues bass line using 7th chords and multiple parts • Editing note length & pitch • Creating variations 	117.208 1A,B,C,2B,C,3A,B,C,D,5C 117.209 1B,C 2B,C 3A,B,C,D, 5C 117.210 1B,C 2B,C, 3A,B,C,D, 5C 117.310 1A,B,C,D 2A,3A,B,C,D,E 5E 6B,C 117.311 2A, 3A,B,C,D,E 5E	<ul style="list-style-type: none"> • Interactive Presentations • Instructional Videos & YouTube Clips • Hardware/Technology Videos • Scores including Lead with Guitar Chords, Guitar Tab, Bb & Eb Parts + Ensemble Arrangement • Extension Activity 	Keyboards Computers iPads Session Mixer	Mixcraft Garageband Soundtrap ACID Bandlab
	Create a Remix	<ul style="list-style-type: none"> • Further application of Sessions 4, 5, 6 to a modern-day remix • Layering as an arranging tool • Changeable elements such as tempo, style & instrumentation • Using cyclical chord progressions • Multitrack recording 	117.208 1A,B,C,2B,C,3A,B,C,D,5C 117.209 1B,C 2B,C 3A,B,C,D, 5C 117.210 1B,C 2B,C, 3A,B,C,D, 5C 117.310 1A,B,C,D 2A,3A,B,C,D,E 5E 6B,C 117.311 2A, 3A,B,C,D,E 5E			
Be A Film Composer (Sessions 8 - 10)	Storytelling Using Sound Design	<ul style="list-style-type: none"> • Using sound effects to tell or enhance a story • Using MIDI drums, percussion and SFX options • Planning a story • Radio play overview • Creating and recording using special effects 	117.208 1A,B, 2B,C,5C 117.209 1B,D 2B ,5C 117.210 1B,D 2B ,5C			
	Suspenseful Sounds	<ul style="list-style-type: none"> • Program & Mood music • Tone Colour: How to create suspense including: <ul style="list-style-type: none"> ◦ drones & repetition ◦ silence & dissonance ◦ changing registers and specific chords • Performing & recording music for images 	117.208 1A,B,C 2B,C, 3G, 5C 117.209 1B,C 2B,C 3G ,5C 117.210 1B,C 2B,C, 3G,5C			
	Compose a Soundtrack	<ul style="list-style-type: none"> • Create a soundtrack to a short animation or trailer including music and special effects • Syncing of sounds to vision & the process of film composition including timeline, team roles, spotting sessions and hit points 	117.208 1A,B,C 2B,C, 3G, 5C 117.209 1B,C 2B,C 3G ,5C 117.210 1B,C 2B,C, 3G,5C			