

# Music Tech Transition Project



We follow the Pearson QCF Level 3 BTEC Specification for Music Technology, made up of practical and written assignments, studying the following topics:

- Music Production Techniques
- Sequencing Systems and Techniques
- Sound Creation and Manipulation
- Delivering a Music Product (EP Album)
- Special Subject Investigation (Mini EPQ)
- Music and Sound for the Moving Image

<https://qualifications.pearson.com/en/qualifications/btec-nationals/music-2010.html>

The BTEC course has a balance of practical and supporting theoretical work to help prepare you for a wide variety of music production higher education courses and employment. To help you prepare and perhaps introduce you to new elements of music technology over the summer, **choose and complete one or more of the investigations outlined below**. You may then choose to extend and apply your learning with suggested practical projects, according to your circumstances.

The number of platinum records indicates the level of difficulty of each task. These mirror the progression which you will experience over the course.

 Small step-up from GCSE – builds on knowledge & skills you (may) already have.

 Larger step-up from GCSE – builds new knowledge & skills.

 Complex ideas & concepts.

We'd like you to bring your investigation(s) to enrolment in August, but if you'd like to get in touch about the project, get some feedback or find out more about the course, please email Arran at [aho@woking.ac.uk](mailto:aho@woking.ac.uk).

| Task  | Extension   |
|---|---|
| <p><b>Write</b> a beginner's guide to audio and how to record sound using hardware and DAW software. </p> <p><b>You should</b> support your guide with illustrations where relevant, i.e. pictures from your smart device and/or screenshots from your computer.</p> <p><b>You must also</b> identify any sources of information you've used to help you write your guide.</p> <p><b>You may</b> use these resources to help:</p> <ul style="list-style-type: none"> <li>- <a href="#">Beginner's Guide to Home Recording (Part 1 - Setup)</a></li> <li>- <a href="#">Beginner's Guide to Home Recording (Part 2 - Mics)</a></li> <li>- <a href="#">Beginner's Guide to Home Recording (Part 3 - Recording and Editing)</a></li> </ul> | <p><b>Either</b> </p> <p><b>Record</b> a selection of five different sounds and/or instruments using a smart device. These could be:</p> <ul style="list-style-type: none"> <li>- traditional e.g. electric guitar</li> <li>- sound effects e.g. footsteps or doors closing</li> <li>- atmospheres e.g. wind, water outside</li> </ul> <p><b>OR</b></p> <p><b>Video</b> yourself setting up a microphone, connecting to an audio interface and recording five different sounds and/or instruments.</p> |

| Task   | Extension  |
|--|--|
| <p><b>Write</b> an instructional script about the parts and their functions for one of the following instruments: </p> <ul style="list-style-type: none"> <li>- Electric Guitar/Bass/Keys/Drum Kit</li> <li>- Synthesiser</li> <li>- Sampler</li> <li>- DJ Decks</li> </ul> <p><b>You should</b> support your script with illustrations where relevant, i.e. pictures from your smart device and/or screenshots from your computer.</p> <p><b>You must also</b> identify any sources of information you've used to help you write your script.</p> <p><b>You may</b> use these resources to help:</p> <ul style="list-style-type: none"> <li>- <a href="#">Electric Guitar Guide</a></li> <li>- <a href="#">Electric Bass Guide</a></li> <li>- <a href="#">Electric Keyboard Guide</a></li> <li>- <a href="#">Electric Drum Kit Guide</a></li> <li>- <a href="#">DJ Decks Guide</a></li> </ul>  | <p><b>Video</b> yourself demonstrating the parts and functions of the instrument you've written about. </p> <p><b>You should</b> use your smart device, or completing a screen capture on your computer.</p> <p><b>You must also</b> demonstrate how to play the instrument, and how manipulating different parts changes the sound of the instrument output.</p>   |
| <p><b>Write</b> an analysis of music and sound from one of your favourite films. </p> <p><b>You should:</b></p> <ul style="list-style-type: none"> <li>- Identify features (musical and technological)</li> <li>- Link the use of these features to the visuals (how do they create required mood/emotion or represent actions)</li> <li>- Suggest how these could have been created using real or synthetic instruments, and how they might have been manipulated to suit the visual (you may refer to equalisation, dynamics and effects processors and panning).</li> </ul> <p><b>You may</b> use these resources to help:</p> <ul style="list-style-type: none"> <li>- <a href="#">The Incredibles (Score Reduction &amp; Analysis)</a></li> <li>- <a href="#">Film and TV Music - BBC Bitesize</a></li> <li>- <a href="#">Film Language (Sound) - BFI</a></li> <li>- <a href="#">Holey Foley (Sounds for Nature) - Earth Touch</a></li> </ul> | <p><b>Compose</b> music and record and manipulate sound to represent the mood and actions of your chosen favourite film. </p> <p><b>Your composition should:</b></p> <ul style="list-style-type: none"> <li>- demonstrate an appropriate melody, harmony, rhythm, texture and structure. You may compose your ideas using notation or music production software, or compose and record your ideas live on your chosen instrument(s).</li> <li>- demonstrate appropriate use of sounds to help create the mood and accompany visual actions. For example, this could be footsteps/doors closing in a building, or perhaps wind and water at the beach.</li> </ul> |

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