

Year 11 Transition Work Summer Term 2020

A Level Music Technology

This work is split into three sections, one theory, one music history of music production and one practical task. These will help prepare you for the A Level Music Technology course.

When working through the 'History of Music Production' section you may want to research in detail how these albums were recorded using these websites:

<https://www.udiscovermusic.com>

<https://www.soundonsound.com>

<https://www.discogs.com>

Theory

Working from this link [Musictheory.net](https://www.musictheory.net)

The Basics – all sections

Rhythm and Metre – all sections

Scales and Key Signatures – all sections

Intervals – all sections

Chords – first three sections

Diatonic Chords – first four sections

Chord Progressions – sections two 'Phrases and Cadences', three 'Circle Progressions' and four 'Common Chord Progressions'

History of Music Technology

Listen to the following artists/albums. Read as much as you can about the process of production for each album and write a comparison that details how the production techniques, equipment and processes have changed over the last 70 years.

Buddy Holly – Buddy Holly

The Beatles - Revolver

Queen – A Night At The Opera

The Prodigy – Music for a Jilted Generation

Moby – Play

Practical Task

Use the link here which will take you to the Cambridge Music Technology site.

<https://cambridge-mt.com/ms/mtk/>

Find the artist James May and his track *Hold On You*. You will have to scroll down the page to find it. Listen to the full multitracked mix of this song, and the other mixes that are available

Download the 9 tracks that make up this song (Full multitrack version). Using whichever DAW you are familiar with (Garageband/Logic/Pro Tools/Audacity) upload all the tracks and create your own mix of the song.

If you do not have a DAW already installed, you can download Audacity for free

<https://www.audacityteam.org>

When creating your mix make sure you use panning, EQ and any plugins that you think will enhance the audio files to create a good mix. Once you have finished bounce down the final mix to a single audio file.