

Engineering/Production SKILL LIST 20

Arts Education Component	Skill	Date Completed
Creative/Productive	M Demonstrate ability to create melody as theme using software such as Garageband	
	Demonstrate understanding & application of DAW	
	M/R Demonstrate a working ability in notation writing software such as Finale, Sybellius, etc.	
	M Demonstrate understanding & application of key signatures in music	
	X Demonstrate increased ability to use samplers and plugins	
	X Demonstrate an understanding & application of Overdubbing	
	H Demonstrate increased ability to create harmony using technology	
	H Demonstrate an understanding and application of intermediate chord progressions	
	M Demonstrate understanding & application of transposition within software	
	Demonstrate understanding & application of Punching in	
	Develop increased usage and understanding of music vocabulary	
	R Demonstrate ability to read intermediate rhythms	
	F Demonstrate an understanding & application of Hook (Chorus)/Verse/Bridge	
	R Demonstrate an understanding & application of compound Time Signatures	
	R Demonstrate understanding of stylistic & rhythmic differences between musical genres	
	Demonstrate an understanding & use of Scratch Track & Comp	
	F Demonstrate understanding of song form differences between genres	
	F Compose a song that demonstrates an understanding of contemporary song form	
	F Compose a blues song with lyrics that demonstrates an understanding of standard blues form	
	Demonstrate ability to prevent feedback and clipping	
	Demonstrate an understanding & use of amplification	
	Produce a “sound-alike” of a hit recording of an intermediate level	
	Produce a single for an original recording artist	
	X Demonstrate understanding & application of equalization, effects, reverb, delay, and mixing	
	Demonstrate understanding of the differences between dynamic, condenser, tube & ribbon mics	
	Demonstrate an understanding & use of pre-amps to suit their purpose	
	Demonstrate ability to respond to gauges, dials, and indicators for improved quality of sound	
	Demonstrate application of midi keyboard	
	Demonstrate understanding of the role of the audio engineer in relation to the artists one works with	
	Demonstrate attention to detail	
	Be able to identify and appropriately use of XLR, Patch, and TRS cables	
	Apply knowledge of signal tracing & patching	

	T Demonstrate understanding of High-pass/low cut filter and Low-pass/high-cut filter	
	Demonstrate an understanding & application of Gain Staging	
	T Demonstrate decision-making ability to create a balanced sound	
	Demonstrate potential for team leadership	
	X Using technology, demonstrate ability to incorporate the elements of music that musicians desire	
	Use recording & editing technology such as Logic, Pro Tools, Propellerhead Reason, Ableton, etc. to produce a polished musical product	
Critical/Responsive	X Respond critically to music of varying genres	
	Use critical analysis to review musical differences between audio engineers	
	Use critical self-reflection to improve production	
	Use self-reflection to manage one's own time and the time of others	
	Compare & contrast the costs involved in producing a live performance vs. producing a record	
	Use critical peer-reflection to improve production	
	Demonstrate increased ability to differentiate between critical analysis and personal preference	
	Demonstrate increased ability to troubleshoot technology and gear failure	
	Demonstrate ability to adapt performance to the acoustical implications of a space	
	Investigate ways in which music is connected to other areas of study	
	Use various recording technology for self-assessment	
Cultural/Historical	Identify influential artists throughout history	
	Identify influential Canadian artists throughout history	
	Identify and describe influential audio engineers	
	Explore how recording quality has been impacted by technological development (ie: LP, 8 Track, cassette, CD, etc.)	
	Attend live performances	
	Demonstrate an awareness of existing careers in the field of music	
	Identify influential Indigenous artists throughout history	
	Explore the role of women in the music industry	
	Demonstrate an awareness of significant historic and political events as they relate to music	

Elements of Music Key:

- R = Rhythm: (beat, meter, tempo, syncopation)
- D = Dynamics: (forte, piano, [etc.], crescendo, decrescendo)
- M = Melody: (pitch, theme, conjunct, disjunct)
- H = Harmony: (chord, progression, consonance, dissonance, key, tonality, atonality)
- T = Tone color: (register, range, instrumentation)
- X = Texture: (monophonic, homophonic, polyphonic, imitation, counterpoint)
- F = Form: (binary, ternary, strophic, through-composed)