

Engineering/Production SKILL LIST 30

Arts Education Component	Skill	Date Completed
Creative/Productive	M Demonstrate ability to create melody as theme & variation using software such as Garageband	
	Demonstrate advanced use of DAW	
	M/R Demonstrate increased working ability in notation writing software such as Finale, Sybellius, etc.	
	M Demonstrate application of key signatures in music	
	X Demonstrate increased ability to use samplers and plugins	
	X Demonstrate application of Overdubbing	
	H Demonstrate increased ability to create harmony using technology	
	H Demonstrate an understanding and application of advanced chord progressions	
	Develop increased usage and understanding of music vocabulary	
	R Demonstrate ability to read advanced rhythms	
	R Demonstrate an understanding & application of complex 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 Create a unique arrangement of an existing cover song	
	Demonstrate use of amplification and appropriate use of all effects	
	Produce a “sound-alike” of a hit recording of an advanced level	
	Explore getting an original song onto itunes and/or spotify	
	X Demonstrate application of equalization, effects, reverb, delay & mixing in relation to musical style	
	Demonstrate understanding of the common uses of dynamic, condenser, tube & ribbon mics	
	Explore Blumlein pair mic placement vs. XY coincident pair	
	Demonstrate appropriate application of pre-amps	
	Demonstrate advanced decision-making in response to gauges, dials, indicators & the musicians	
	Demonstrate advanced use of midi keyboard	
	Demonstrate modeling of the role of the audio engineer in relation to the artists one works with	
	Demonstrate advanced attention to detail	
	T Demonstrate application of High-pass/low cut filter and Low-pass/high-cut filter	
	T Demonstrate decision-making ability to create a balanced sound in both recording & live settings	
	Demonstrate team leadership	
	X Using technology, demonstrate increased 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	
	Prepare, market, and produce a live musical show	
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	
	Use critical thinking to establish a budget for producing a live performance & producing a record	
	Use critical peer-reflection to improve production	
	Demonstrate increased ability to differentiate between critical analysis and personal preference	
	Demonstrate complex problem-solving ability to evaluate options and implement solutions	
	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 perceptions of recording quality have been influenced by cultural norms (ie: the return of the LP)	
	Attend live performances	
	Investigate the influence of society and history on existing careers in the field of music	
	Identify influential Indigenous artists throughout history	
	Identify influential women in the music industry	
	Investigate how music is impacted by and can influence issues of social justice	

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)