



Electronic Music Production

Course Outline

Course Overview

In this course, students will explore how music is made electronically, the history of electronic music, and most importantly, how to produce their own music using free online tools. Over five units, the course covers what electronic music is by reflecting on a number of classic EDM (Electronic Dance Music) songs. Students will be given the chance to create their own music, starting with some lessons on adding the drums and bass, and then working into adding the melody. Students will also practice how to work with sound effects and filters, such as reverb, delay, and many more! At the end of the course, students will use what they've learned to make three original songs.

Course Content and Suggested Timelines

The suggested timeline is based on students aiming to complete the course in one semester (5 months). Double the timeframes for two semesters (10 months).

Unit One: Introduction to Electronic Music Production – 20% of Grade (Suggested time: 4 weeks)

1.1: In this lesson, you'll start by taking a look at the history of EDM (Electronic Dance Music). You will be shown some classic EDM songs, and will be prompted to reflect on what you heard and the overall mood of each. You will also share some of your own favorite examples of electronic music.

1.2: This lesson teaches some of the technical skills involving counting and arranging music.

Unit Two: Rhythm – 20% of Grade (Suggested time: 4 weeks)

2.1: Basics of Rhythm: This lesson teaches you about counting to time, particularly 4/4 time.

2.2: Drum Programming: In this section, you will make their first drum beat using Soundtrap. You will review some different beats and then recreate them using this software.

2.3: Drop that Bass: Here, you will practice a variety of methods to adding a bass track, and will share an original bass track project with the teacher.

2.4: Bass and Drums Together: In this section, you will finalize and upload your drum/bass track.

2.5: Write Three Different Grooves: In this final assignment for the second unit, you will use what you have learned to create and upload three different drum and bass tracks.

Unit Three: Melody and Harmony – 20% of Grade (Suggested time: 4 weeks)

3.1: Music Theory Basics – C Major: In this section, you will be looking at scales and chords, particularly the C Major Scale.

3.2: Jamming in C Major: In this section, you will create a melody in the key of C Major by jamming along with a provided Soundtrap file.

3.3: Chords: Here, you are going to learn a simple way to find new major and minor chords in any key by counting the steps between the notes.

3.4: Chord Changes: You will be creating and sharing different chord sequences in Soundtrap.

3.5: Melody Over Chords: In this section, you will be using chord progressions to create a verse and chorus, which will be shared with your teacher.

Unit Four: Loops, Effects, Arrangement – 20% of Grade (Suggested time: 4 weeks)

4.1: Effects: This lesson covers two important audio terms: “dry” and “wet” instruments or sounds. You will review and reflect on some examples to strengthen your understanding.

4.2: Effects that Add Echo and Space: In this section, you will review some other important sound effects: Reverb and Delay.

4.3: Effects that Change Tone: In this section, you will learn about filter effects - including Low and High Pass Filters – along with some modulation effects such as chorus, flanger, and phaser. You will be given a number of audio samples, and be challenged to name the effects being used.

4.4: Effects on the Drums: In this lesson, you will add various sound effects to drums, and practice by creating and submitting a drum mix.

4.5: Mixing: In this section, you will learn about mixing by looking at three elements: Balance, Tone, and Dynamics. You will be shown some badly mixed samples and be asked to balance the sounds.

Unit Five: Write Three Songs! – 20% of Grade (Suggested time: 4 weeks)

5.1: In this lesson, you will mix and submit a song with three sections: a verse, a chorus, and a bridge.

5.2: Build - Drop - Build – Drop: In this assignment, you will write a song that builds on a single groove, and then drops a ‘beat’.

5.3: Your Song: This assignment has no guidelines. Just use what you’ve learned to make a song you really like. Then write a paragraph explaining how you overcame some challenges in accomplishing this.

When Students are not Meeting the Learning Outcomes/Falling Behind

While E-Bus is self-paced, you are expected to stay actively engaged in the course. If you fall behind and do not hand in an assignment for four or more weeks (without notifying me with a plan) you will receive reminder emails until you catch back up. Students may be contacted via phone as well, if deemed necessary.

This process escalates with each reminder email sent, to the point where we have to make a decision about you continuing in the course. Your parents will be contacted as will the administration at that point. If you are not meeting the outcomes for the course you will receive an I plan and your parents will be contacted to discuss your plan for completing the course.

Without a response or renewed efforts in the course, the student may be assigned an F or withdrawn. Should they begin actively working in the course, the student may be given an alternate completion date.

Expectations

- Adhere to the EBUS Academic Integrity Policy
- Contact your teacher when help is needed
- Review feedback from assignments where applicable
- Work to complete the course in a timely manner
- Communicate respectfully
- Review weekly progress reports

Reporting to Parents:

There are 4 term report cards that can be downloaded from the student dashboard. A notice will go out when these report cards are available.

Every week that EBUS is in Session the teacher will send out a progress report showing the student's progress.

Contacting Your Teacher:

Your teacher will be available Monday through Friday, during regular school hours. If you are having trouble with any concepts, please contact your teacher right away!

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