

# Music Production

- **General Details**

- 75 Min
- 20-30 Students recommended
- High School grade level

- **Summary of activity**

- The activity introduces students to multi-track audio production and editing with the Digital Audio Workstation (DAW) Garageband. The first part of the activity familiarizes students with the basic functions of a DAW including cutting/pasting, looping, panning and effects. Students then use their knowledge to create remixes of the songs made available to them.

- **Pre-requisite knowledge requirements**

- None

- **Dependencies on other SMT activities**

- None

- **Learning objectives**

- After this lesson, students should be able to perform basic editing of digital audio using Garageband.

- **Relevant educational standards** (download Mathematics PDF and Science and Technology PDF from [here](#))

- 3.7.10 C-D

- **List of materials**

- iPad
  - Garageband Software
  - Multi-Track session (alternate songs can be obtained for free through sites like [Indaba Music](#) or [Sound on Sound](#))
- Instruction Sheet
- Headphones
- Teaching Assistants (one assistant for every 5 students)

- **Detailed description of the activity**

- Introduction/motivation
  - Instructor should show students example of remixes for the song(s) used in the activity. Encourage students to have a plan for what they want to do with their remix, not just blindly apply processing to the song.
- Background
  - Songs are created using DAWs to edit and manipulate audio for a desired result.
- New Vocabulary/Definitions
  - Loop
  - Plugin
- Procedure
  - **Before the Activity** - Ensure that all iPads have the multi-track session loaded in Garageband and are ready for use.
  - **With the Students** - Take them through the procedural handout step by step. If students fall behind have the assistants help them. Some students may already be familiar with Garageband, encourage them to help others. Once the tutorial is complete, have students work on their own remix.
  - **After the Session** - Encourage students to play their remixes for the class and talk about why/how they completed the task the way they did. It may help to incentivize students to show their completed project.
  
- **Investigating question**
  - A quiz-type question they should be able to answer after the activity.
  
- **Assessments**
  - Discussion about the remixes the students created.