

Create a Digital Music Production Course at your School - Here's how to do it!

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- CASMEC Handout -

Resources to start:

- [Soundtrap](#) or similar low-cost DAW (Digital Audio Workstation)
- MIDI controller of some sort
- Computers (Chromebooks) or lab access
- Easy to use theory ed system ([musictheory.net](#) or [Breezin Thru Theory](#))

Ideas for a course sequence:

- Day one is [Chrome Music Lab](#) (Song Maker “musical squares” and spectrogram)
- Start with the piano (teach basic theory: rhythm pitch, music notation)
- Teach how to use your class DAW
- Have them **try** to write something with minimal experience (Hands-on learning)
- What is MIDI (Musical Instrument Digital Interface)
- Rock band (teach how to use drum pattern makers, research rock music)
- Synthesizer (teach sound waves and sound spectrum)
- Instrumental groups
- Jazz Band
- Orchestral composition
- LoFi
- Commercial Music (Short diverse multi-use tunes, like royalty-free music)
- Pop Music (drive song form!)
- Recording arts (audiobook or podcast) (Foley)
- Video game project
- Movie scoring
- Periodic free-writes! (They'll need to express themselves freely over the year)

Industry relevance:

- Find the industry in your area (Recording studios, game developers, movie production studios, live music production)
- Try to schedule a field trip and/or have industry experts come in and talk to your class in person or virtually
- Potential for CTE! (Career Technical Education) Tremendous funding opportunities for your program!

Questions:

- Please feel free to reach out to me at my website www.mekealianmusic.com

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