



Light The Music: Scope and Sequence

Our goal is to help students create music in a way that is authentic, relevant, and meaningful to them. Using a digital audio workstation (DAW), students will learn about the fundamentals of music all while creating music of their own. The Light the Music curriculum provides a standards-based method of teaching music and music technology that your students are sure to love!

Unit 1: The Game

In this unit, students will explore the music industry and get an introduction to technology that can be used to create music. Students will use Groove Pizza and the Chrome Music Lab to learn about loops and create music using multiple elements. Students will also create their own *artist personas*, developing an artist portfolio to use throughout the curriculum.

Session 1: “The Game”	Students will be able to: <ul style="list-style-type: none"> • Understand a high-level view of the music industry • Understand digital citizenship related to intellectual property in music creation, performance & distribution • Create their Artist Profile in Google Slides
Session 2: What’s Your Jam?	Students will be able to: <ul style="list-style-type: none"> • Give and receive feedback that is kind, specific, helpful, and honest (KSHH) • Use critical listening to identify and describe aspects of music and how technology played a part in it • Describe songs using musical terminology
Session 3: What’s a Loop?	Students will be able to <ul style="list-style-type: none"> • Understand and describe loops in music • Create and understand rhythmic loops using Groove Pizza
Session 4: What’s in a Song	Students will be able to: <ul style="list-style-type: none"> • Identify four elements of a song: rhythm, bass, chords, and melody • Create a song in Chrome Music Lab - Song Maker that contains rhythm, bass, and melody

Unit 2: The Studio

In this unit, students will learn about Digital Audio Workstations, also known as DAWs. Students will experiment in the DAW to create their first piece of music and work through the creative process to get feedback and make revisions.

Session 1:
What's a DAW?

Students will be able to:

- Understand the basic features of a digital audio workstation (DAW)
- Create a simple composition using a DAW (Soundtrap)

Session 2:
Make Something

Students will be able to:

- Use a drum machine, MIDI instruments, and record audio within a DAW
- Create a sonic collage inspired by abstract art

Session 3:
Make it Better

Students will be able to:

- Understand that revisions are part of the creative process
- Describe differences between noise and music
- Use feedback and critical listening to make revisions to their sonic collage

Unit 3: The Rhythm

In this unit, students will learn about rhythm and its function in music. Students will begin by re-creating a familiar beat, then remix it into something new. Finally, students will add their own groove by playing an instrument (real or digital) along with their remix.

Session 1:
The Beat

Students will be able to:

- Understand beat mapping
- Understand how to use the Patterns Beatmaker to recreate rhythms
- Create their own version of the *We Will Rock You* beat

Session 2:
The Rhythm

Students will be able to:

- Understand what a remix is
- Create a remix of their *We Will Rock You* beat

Session 3:
The Groove

Students will be able to:

- Understand how to groove (on an instrument/voice) along with a steady beat
- Create a groove along with a rhythm track

Unit 4: The Structure

In this unit, students will learn about how chords and bass can help form the structure of a piece of music. Students will learn how to create basic chords and chord progressions within a DAW and how to create an accompanying bass line. They will re-create the chords and bass to a familiar melody and then create new chords and a bass part for their own songs.

Session 1:
Build it Up

Students will be able to:

- Understand the basic definition of a chord
- Create chords in a DAW

Session 2: Ch-Ch-Ch-Changes	Students will be able to: <ul style="list-style-type: none"> Understand the basics for how chords and triads are formed on a scale Create a remix of chords from <i>Lean on Me</i>
Session 3: It's All About That Bass	Students will be able to: <ul style="list-style-type: none"> Understand the role the bass part plays in a piece of music Create a bass part for chords they created
Session 4: Build Your Own	Students will be able to: <ul style="list-style-type: none"> Understand how to use and create chord charts Create chords and bass for their own song

Unit 5: The Melody

In this unit, students will learn about melodies and their roles in music. Students will have the opportunity to re-create a familiar melody, remix that melody, and then create a new melody of their own.

Session 1: Ode to Melody	Students will be able to: <ul style="list-style-type: none"> Understand how pitches and intervals create a melody Create the melody to <i>Ode to Joy</i>
Session 2: The Hook and the Worm	Students will be able to: <ul style="list-style-type: none"> Understand hooks in music Understand how effects and instrument choices can impact the tone of a song Create a remix of the <i>Ode to Joy</i> melody
Session 3: My Melody	Students will be able to: <ul style="list-style-type: none"> Understand how to notate a new melody Create a new melody for their own song

Unit 6: The Piece

In this unit, students will use their knowledge of rhythm, chords, bass, and melody to create a piece of music! Students will start by playing a collaborative music-making game to practice, then will have options on how to proceed in creating their own piece of music. Students will also learn about musical form and various ways to expand upon a musical idea.

Session 1: All Together Now	Students will be able to: <ul style="list-style-type: none"> Work collaboratively to create a piece of music that includes rhythm, chords, bass, and melody
Session 2: The Power to Create	Students will be able to: <ul style="list-style-type: none"> Identify 4 bars of music they will use to create a final piece Generate musical ideas to consider when editing and refining music
Session 3: Change and Arrange	Students will be able to: <ul style="list-style-type: none"> Expand their 4-bar section of music Continue editing and refining their musical ideas

Session 4: Shape the Form	Students will be able to: <ul style="list-style-type: none"> • Understand how to describe the form of a piece of music • Expand their 16-bar section into a full piece of music • Continue editing and refining musical ideas
Session 5: Mix Master	Students will be able to: <ul style="list-style-type: none"> • Apply basic mixing and mastering techniques to a musical composition
Unit 7: The Video In this unit, students will take their newly created piece of music and turn it into a music video. Students will first learn how to create a storyboard, then will film and edit their videos.	
Session 1: Lights, Camera, Action!	Students will be able to: <ul style="list-style-type: none"> • Understand how a story arc is used to create a video • Create a storyboard for a music video • Create an “animatic” for a music video
Session 2: The Art of the Edit	Students will be able to: <ul style="list-style-type: none"> • Understand various video editing techniques • Create a rough cut music video
Session 3: Reflect, Revise, and Publish	Students will be able to: <ul style="list-style-type: none"> • Create a final music video
Unit 8: The Show It’s time for the show! In this unit, students will present their final music videos and reflect on their learning throughout the last eight units.	
Session 1: The Show	Students will be able to: <ul style="list-style-type: none"> • Present their final music videos to the class • Reflect on their progress and growth in creating music

The Standards

The *Light the Music* curriculum focuses on the *creating* strand of the [National Core Arts Standards](#). In each unit, students work through the artist process as described in these standards.

- **Imagine:** Generate musical ideas for various purposes and contexts
- **Plan and Make:** Select and develop musical ideas for defined purposes and contexts
- **Evaluate and Refine:** Evaluate and refine selected musical ideas to create musical work that meets appropriate criteria
- **Present:** Share creative musical work that conveys intent, demonstrates craftsmanship, and exhibits originality