

Here's a draft **curriculum outline** for your **Music Technology I** course incorporating composing, remixing, sampling, podcasting, social-emotional learning (SEL), and Soundtrap as the central DAW platform:

Music Technology I Curriculum Overview

Course Duration: Full Semester

Platform: Soundtrap

Level: Introductory

Grade Levels: 9–12

Course Type: Project-Based

Enduring Understandings

- Technology empowers students to be creators of original music and media.
 - Composition and remixing are tools for self-expression and emotional awareness.
 - Sampling and podcasting promote creativity, critical thinking, and cultural exploration.
 - Collaboration and independent work skills are essential for success in digital audio environments.
 - Music creation supports personal growth and social-emotional development.
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Essential Questions

- How does technology help us create and share music?
- In what ways can music communicate emotion or tell a story?
- How can I remix existing material to create something new and original?
- What makes a podcast engaging and effective?

- How does music technology support my identity and emotional well-being?
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Unit Breakdown

♦ **Unit 1: Introduction to Soundtrap & Digital Audio Basics**

- Navigating Soundtrap interface
 - Loops library & track layering
 - Basic editing: cut, copy, paste, split
 - Intro to effects and automation (volume, pan, sweep)
 - **SEL Connection:** Building classroom community through creativity
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♦ **Unit 2: Composing with Loops**

- Create an original song using 10+ tracks
 - Genre exploration (Trap, Lofi, EDM, Boom Bap)
 - Use of automation and audio effects
 - **Project:** “Soundtrap Exit Slip” - 1-minute original track
 - **SEL Connection:** Self-awareness through musical choices
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♦ **Unit 3: Sampling and Remixing**

- History and ethics of sampling
- Importing and editing audio

- Using Time Stretch and EQ
 - **Project:** Remix a popular song or create a new track using samples
 - **SEL Connection:** Exploring identity and cultural expression through remixing
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♦ **Unit 4: Podcasting & Storytelling**

- Structure of an interview-style podcast
 - Script writing and voice recording
 - Using music and sound effects for emotion
 - **Project:** “Interview Podcast” – 10+ minutes with intro/outro and topic drops
 - **SEL Connection:** Building empathy, perspective-taking, and listening skills
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♦ **Unit 5: Sound Effects Story (Nonverbal SEL Expression)**

- Tell a story using only sound and music
 - Creative use of Foley, loops, and FX
 - **Project:** 2–4 minute Sound Effects Story
 - **SEL Connection:** Managing emotions and stress through storytelling
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♦ **Unit 6: Music Producer Podcast**

- Research a producer’s influence and legacy
- Include music examples and narration
- Use transitions and FX creatively

- **Project:** 15–30 minute podcast featuring a music producer
 - **SEL Connection:** Inspiration, goal-setting, and career exploration
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◆ **Unit 7: Beats Challenge & Final Showcase**

- Create a 1+ minute track with:
 - 10+ tracks
 - Volume, pan, and sweep automation
 - Sidechain, EQ, reverb
 - One sample from a real song
 - **Project:** “Beats Challenge” - judged peer-to-peer
 - **SEL Connection:** Growth mindset, perseverance, and sharing your voice
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Tools & Skills Developed

- DAW operation (Soundtrap)
 - Audio editing and effects
 - Composition and arrangement
 - Podcast production and storytelling
 - Sampling and remixing
 - Collaboration and critique
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Assessment Tools

- Standards-based rubrics (per project)
- Peer and self-reflections
- Check-ins focused on SEL (emotional check-ins, exit tickets)
- Final portfolio of work

Would you like this turned into a Google Doc or editable pacing guide? I can also align it with NAFME standards if needed.