



9166

INTRODUCTION TO
SOUND ENGINEERING (10)

20S/20E/20M

A Sound Engineering Course

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Course Description

This course introduces students to the field of sound engineering. Students will learn the importance of safe practices while performing entry-level activities related to live performances and studio work. Students will learn music and audio theory, as well as how to play a musical instrument at an introductory level and participate in a live performance.

Goal 1: Describe and apply appropriate **health and safety** practices.

GLO 1.1: Describe and apply appropriate **health and safety** practices.

- SLO 10.1.1.1 Create and maintain a safe and organized working environment.
- SLO 10.1.1.2 Give examples of workplace safety and health hazards related to sound engineering.
- SLO 10.1.1.3 Discuss sound pressure levels and their relationships to hearing loss.
- SLO 10.1.1.4 Use hearing protection as required.
- SLO 10.1.1.5 Demonstrate proper selection and use of a variety of personal protective equipment (PPE).
- SLO 10.1.1.6 Outline the safety principles for working on and around electrical and sound equipment.
- SLO 10.1.1.7 Outline workplace fire safety principles.

Goal 2: Demonstrate an understanding of **audio theory** and **music theory**.

GLO 2.1: Demonstrate an understanding of **audio theory**.

- SLO 10.2.1.1 Demonstrate a basic understanding of sound.
 - SLO 10.2.1.2 Demonstrate an understanding of the basic principles of acoustics.
 - SLO 10.2.1.3 Describe frequency and pitch.
 - SLO 10.2.1.4 Demonstrate a basic understanding of psychoacoustic phenomena.
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GLO 2.2: Demonstrate an understanding of **music theory**.

- SLO 10.2.2.1 Define music.
 - SLO 10.2.2.2 Identify basic intervals and rhythms by ear.
 - SLO 10.2.2.3 Demonstrate an understanding of basic notation.
 - SLO 10.2.2.4 Describe the typical components of song composition.
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Goal 3: Communicate by **making music**.

GLO 3.1: Communicate by **making music**.

- SLO 10.3.1.1 Interpret the musical alphabet on a musical instrument.
 - SLO 10.3.1.2 Demonstrate an understanding of simple chords and rhythms.
 - SLO 10.3.1.3 Play a simple melody on an instrument.
 - SLO 10.3.1.4 Play basic piece on an instrument.
 - SLO 10.3.1.5 Demonstrate the I, IV, V form on an instrument.
 - SLO 10.3.1.6 Improvise musical ideas over a I, IV, V form.
 - SLO 10.3.1.7 Participate in a percussion ensemble (e.g., drum circle).
 - SLO 10.3.1.8 Participate in a non-percussion ensemble.
 - SLO 10.3.1.9 Sing intervals.
 - SLO 10.3.1.10 Sing a simple melody.
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GLO 3.2: Participate in a **musical performance**.

- SLO 10.3.2.1 Demonstrate the skills required to participate in a musical performance at an entry level.
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Goal 4: Engineer studio sessions and live performances.

GLO 4.1: Demonstrate the identification, selection, and management of **musical instruments** and **recording equipment**.

- SLO 10.4.1.1 Discuss the importance of managing and storing musical instruments and recording equipment.
- SLO 10.4.1.2 Identify, select, and manage musical instruments and recording equipment.
- SLO 10.4.1.3 Differentiate between different types of microphones, and describe their applications.
- SLO 10.4.1.4 Differentiate between different types of electrical cables and connections, and describe their applications.
- SLO 10.4.1.5 Identify musical instruments.
- SLO 10.4.1.6 Identify parts of musical instruments.

SLO 10.4.1.7 Describe the characteristics of various musical instruments and how they are used in the recording process.

GLO 4.2: Perform **pre-production** sound engineering duties.

SLO 10.4.2.1 Participate in a sound check.

SLO 10.4.2.2 Describe pre-production sound engineering duties in a studio session.

SLO 10.4.2.3 Prepare for a session in a recording studio.

GLO 4.3: Demonstrate **blocking** a live performance.

SLO 10.4.3.1 Participate in the blocking of a simple stage.

GLO 4.4: Engineer studio sessions and live performances.

SLO 10.4.4.1 Compare and contrast sound engineering principles in a studio session and a live performance.

SLO 10.4.4.2 Demonstrate an awareness of the steps used in audio recording.

SLO 10.4.4.3 Describe sound engineering duties in a studio session and a live performance.

SLO 10.4.4.4 Participate in the sound engineering of a studio session and a live performance.

GLO 4.5: Perform **post-production** sound engineering duties.

SLO 10.4.5.1 Describe post-production sound engineering duties in a studio session and a live performance.

GLO 4.6: Demonstrate **striking** a live performance.

SLO 10.4.6.1 Strike a simple stage.

Goal 5: Describe and demonstrate the transferable **cross-curricular** knowledge and skills that are relevant to sound engineering.

GLO 5.1: Read, interpret, and communicate information that is relevant to sound engineering.

No applicable SLOs.

GLO 5.2: Apply the knowledge and skills from **mathematics** that are relevant to sound engineering.

SLO 10.5.2.1 Demonstrate an understanding of the relationship between fractions and rhythms.

SLO 10.5.2.2 Add, subtract, multiply, and divide fractions.

GLO 5.3: Apply the knowledge and skills from **the sciences** that are relevant to sound engineering.

SLO 10.5.3.1 Demonstrate an understanding of the physics of the human auditory system and the voice mechanism.

GLO 5.4: Apply the knowledge and skills from **other subject areas** (e.g., information and communication technology, electronics, the arts) that are relevant to sound engineering.

SLO 10.5.4.1 Demonstrate an awareness of music production software.

SLO 10.5.4.2 Input a simple score using music notation software.

Goal 6: Demonstrate an awareness of **sustainability** as it pertains to sound engineering.

GLO 6.1: Describe the impact of **human sustainability** on the well-being of those employed in the music industry and their consumers.

No applicable SLOs.

Goal 7: Demonstrate an awareness of the **ethical and legal standards** as they pertain to sound engineering.

GLO 7.1: Demonstrate an awareness of the **ethical and legal standards** as they pertain to sound engineering.

No applicable SLOs.

Goal 8: Demonstrate **employability** skills.

GLO 8.1: Demonstrate **fundamental employability skills**.

SLO 10.8.1.1 Demonstrate regular and punctual attendance.

SLO 10.8.1.2 Demonstrate the ability to communicate respectfully and effectively with teachers, supervisors, co-workers, and students.

SLO 10.8.1.3 Demonstrate accountability by taking responsibility for their actions.

SLO 10.8.1.4 Demonstrate adaptability, initiative, and effort.

SLO 10.8.1.5 Demonstrate teamwork skills.

SLO 10.8.1.6 Demonstrate the ability to stay on task and effectively use time in class and work environments.

SLO 10.8.1.7 Demonstrate the responsible use of wireless communication devices.

GLO 8.2: Demonstrate an awareness of **cultural proficiency** and its importance in the workplace.

No applicable SLOs.

GLO 8.3: Demonstrate **critical thinking skills**.

No applicable SLOs.

Goal 9: Demonstrate an understanding of the **industry**.

GLO 9.1: Demonstrate an understanding of the **scope** of the music industry.

No applicable SLOs.

GLO 9.2: Demonstrate an understanding of the **educational and career opportunities**, as well as **industry associations**, in the sound engineering industry.

No applicable SLOs.

GLO 9.3: Demonstrate an understanding of **working conditions** in sound engineering.

No applicable SLOs.

Goal 10: Demonstrate an awareness of the **evolution, technological progression**, and **emerging trends** in sound engineering.

GLO 10.1: Describe the **history, technological progression**, and **emerging trends** in sound engineering.

No applicable SLOs.
