

Music Technology WCIL 2025-2026

This year for the first time we are delighted to offer WCIL Music Technology to a limited number of schools. This new programme is designed to introduce students to a variety of different skills required for the modern musician. This includes key skills such as using Digital Audio Workstations (DAW's), understanding and inputting MIDI, recording and editing audio, sampling as an art form, composing through technology and recording live instruments. Students will examine these skills through a series of project-based works, studying a variety of different iconic electronic music genres. Each week students will have to opportunity to listen to, discuss, analyse and create music using the computer as an instrument and will develop their own arrangements and original compositions to showcase their newly developed skills.

Targeted Student ages: Years 4 - 6

What we provide:

x1 Class set of headphones

x1 Class set of YuStudio Log ins

x1 Class set of Ableton Move Devices [x1 Term] These are stored in a laptop trolley and must be stored safely between lessons. Devices will also need to be charged regularly to ensure that they are prepared for lesson delivery.

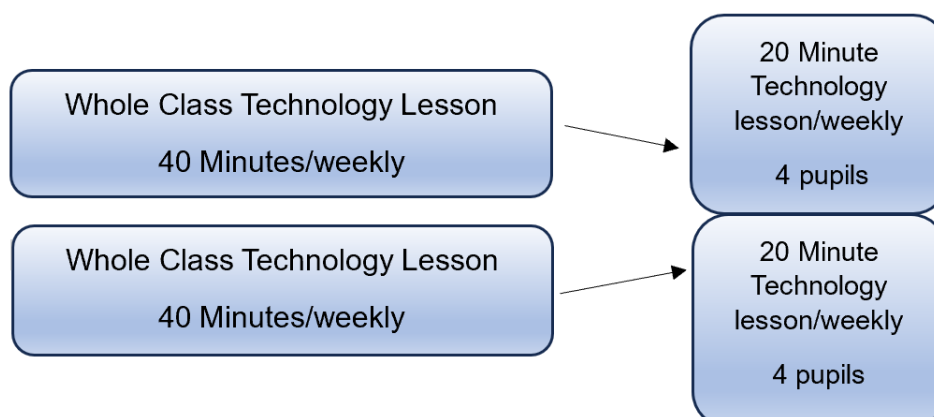
What you must provide:

x1 Class set of Computers/Laptops [These MUST be available for the booked time each week and have a stable internet connection]

Students must have their own Log In details

An appropriate learning environment such as a music room, IT suite or other suitable space

The following websites would need to be accessible: [Get started | Learning Synths](#) // [The playground | Learning Music](#) // [Login – Bradford Music & Arts Service](#) // [Hooktheory: Create amazing music.](#) // [YOUDJ - MIX MUSIC ONLINE for free :\)](#)



WCIL Music Technology Overview (MOVE Route)

Half Term 1: Introduction to Music Technology and the Move

Throughout this half term students will be introduced to some of the key concepts of music technology. Students will initially develop their understanding of the Ableton Move and learn how to use it as an instrument. Students will experiment with loops, layering and drum machines whilst having the opportunity to experiment with this across a wide variety of electronic genres. Students will learn the key features of genres such as house, drum and bass, trap, hip hop and dubstep and will have learn to create drum beats suitable for these genres that are stylistically appropriate whilst also developing confidence when working with the Move.

Half Term 2: Introduction to Synthesis

House Music Project – Throughout half term 2 and 3 students will delve deeper into one of the most iconic genres of electronic music, House. Students will learn the basics of synthesis for the first time and will have the opportunity to create their own, original sounds that can be applied into their own projects. These new skills will then be combined with their learning from the previous half term to create an original composition that is authentic to the genre and demonstrates their understanding of both the genre and DAW's.

Half Term 3: Introduction to Sampling

Hip Hop Project – During this project students will be introduced to manipulating and editing audio for the first time. Students will learn how to cut and edit audio and how to input this into a sampler to create new, original sounds. They will then use these samples as the basis for creating their own hip hop beat. Once a beat has been created, students will then examine the art of rapping, learning how to write and perform lyrics in a stylistically appropriate manner.

Half Term 4: Introduction to recording Live Sound

Foley Sound Effects Project – Foley sound is the art of creating sound effects for moving images such as film, games and TV. During this project students will examine how sounds are created, layered and edited to create unique and iconic sounds. Students will learn how to record live sounds in a practical way, examining how to capture sounds accurately using a microphone and the impact different types of recording techniques can have on a sounds capture. They will then learn how to edit, layer and process these recordings before syncing them to an advert or short cartoon.

Half Term 5 and 6: Remix Competition

Remix Project: Throughout HT6 students will apply all the skills and knowledge gained throughout the year into a final celebration of their success. Students will remix a popular song into a different style or genre using electronic instruments, MIDI, Sampling and audio editing. This will be done to a brief to mimic both the real-world approach of composing and BTEC Component 3.