

TASC advice *The Arts* [as of 13 May 2020]

*Music Technology Projects - Foundation Level 2 (AUD215120)*

TASC, with a focus on honouring the nature and intention of **The Arts**, also recognises the extraordinary circumstances facing learners and teachers in 2020. Due to these extraordinary circumstances TASC has made the following necessary considerations for 2020 [only].

Recognising that access to technological equipment is fundamental if students are to demonstrate their learning in Music Technology Projects- Foundation, the course content remains even though students may not be able to provide evidence of their learning in the traditional means of engagement with the technological equipment as traditionally defined. These considerations are intended to give teachers maximum flexibility to help students provide evidence of their learning.

After consultation with the community of teachers of **The Arts – Music Technology Projects - Foundation Level 2 (AUD215120)** the following course content considerations have been made for 2020 [only]:

<i>Music Technology Projects – Foundation Level 2 (AUD215120)</i>	
Course Requirements   Work Requirements	<p><i>Scenario A - Medium term Return to school environment mid/end of July</i></p> <p><i>Specific 2020 considerations have been applied to this course for 2020 [only].</i></p> <p><b>Course requirements</b></p> <p>The five areas of study will be delivered and assessed in the order in which they are listed. <b>The sequence of delivery for each area of study will be made at the discretion of the teacher.</b></p> <p><b>TASC notation:</b> The sequence delivery for each area of study may be made at the discretion of the provider to allow a greater emphasis on the theoretical components during the period of learning in the home environment.</p> <p><b>Work requirements</b></p> <p>Learners <b>must may</b> engage in - and respond to - a range of audio tasks <b>(dependent on access to technology and resources while learning from home)</b> including:</p> <ul style="list-style-type: none"> <li>• stereo recording</li> <li>• audio product creation (such as a radio commercial)</li> <li>• individual instrument miking (including but not limited to voice, drum kit, acoustic/electric guitar, piano)</li> <li>• sound design (for example electronic music production using MIDI virtual instruments, soundtrack to video, preparation of dance tracks, sound effects)</li> <li>• small ensemble recording (using close and distant/multi-miking miking techniques)</li> </ul>

		<ul style="list-style-type: none"><li>• sound reinforcement system set up and operation (for example: vocal in a rock band, background music, playing of sound effects).</li></ul>
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