

National 5 Music Technology (Course Code: C851 75)

SCQF Level 5 (24 Credit Points)

Why study Music Technology?

Studying music technology allows you to express yourself through music while developing your knowledge of music and technology. You will develop a broad understanding of the music industry and the skills it requires, such as planning and organising, creative thinking, research, critical thinking and decision making, as well as working both collaboratively and independently.

This course is especially suitable if you have broad musical interests, and are particularly interested in music technology and 20th and 21st century music. This course also provides pathways to higher levels of study.

The skills that you develop in Music Technology are useful in careers such as musician, DJ, sound technician, roadie and musical instrument technologist.

Career Pathways

To see what career areas this subject could lead to and the routes to get there, download and view these career pathways:

[Communications and Media](#)

[Performing Arts](#)

What do I need to get in?

Entry is at the discretion of the school or college but you would normally have achieved:

- **National 4 Music Technology**

What will I study?

You will develop technical and creative skills through practical learning, and understand the skills and knowledge required by the music industry. You will use your imagination, creativity and technical problem solving skills through practical learning, as you develop, review and refine your musical ideas and music technology skills. You will learn to critically reflect on your own work and that of others.

The course comprises **three** areas of study.

Developing an understanding 20th and 21st Century Music

You will develop:

- knowledge and understanding of 20th and 21st century musical styles and genres
- an understanding of how music technology as influenced and been influenced by 20th and 21st century

musical developments

- a broad understanding of the music industry, including basic awareness of the implications of intellectual property rights.

Music Technology Skills

You will:

- develop a range of skills and techniques relating to the creative use of music technology and hardware and software to capture and manipulate audio
- use appropriate audio input devices, applying microphone placement techniques, constructing the signal path for multiple inputs, setting input gain and monitoring levels, overdubbing and editing tracks, equalisation, time domain and other effects, and mixing techniques.

Music Technology Contexts

You will:

- gain experience in using music technology skills to capture and manipulate audio and sequenced data, and mix down to an audio master in appropriate file format, in a range of contexts such as live performance, radio broadcast, composing and/or sound design for film, audiobooks and computer gaming.

How will I be assessed?

Course Assessment

The course assessment has **two** components **totalling 140 marks**:

- Component 1: question paper – worth 40 marks (scaled to 30 towards overall exam total)
- Component 2: assignment – worth 100 marks (scaled to 70).

For the assignment component you will be asked to compose 2 pieces of music. The assignment comprises of 3 parts: Planning the production (10 marks), Implementing the production (30 marks), and Evaluating the production (10 marks). This will be marked externally by the SQA.

The question paper will be set and marked externally by the SQA.

The grade awarded is based on the total marks achieved across all course assessment components.

The course assessment is graded A-D.

Study Materials

- [SQA Past Papers Music Technology National 5](#)
- [SQA Specimen Paper Music Technology National 5](#)
- [SQA Understanding Standards Music Technology](#)
- [BBC Bitesize National 5 Music Technology](#)

What can I go on to next?

If you complete the course successfully, it may lead to:

- **Higher Music Technology**

Further study, training or employment in:

- Communications and Media
- Music Technology
- Performing Arts