

This lesson originated from Katie Wardrobe of MidnightMusic.com.au. Please visit her website for an incredible array of teaching resources for all age groups. Don't forget to check out the special 2-week trial of her community for just \$1.

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Please contact me for the following services:

Consulting:

- Curriculum development
- Building and outfitting labs & studios

Professional development, faculty workshops, and online courses:

- Technology integration training for general education teachers including Google products integration and Learning Management Systems including Schoology, Canvas, Moodle, and Blackboard
- Technology integration and training for music teachers including specific software
- Music composition for 5 – 12 educators
- Audio engineering for music educators

Please ask me to develop a workshop for your district's needs!

Music and Sound for Video Assignment

The purpose of this assignment is to allow you to apply what you have learned about software instruments and the loop library to create sounds for a short (7 second) video.

Assignment: Add music and/or sound effects (sound FX) to the video provided. You must use at least four different sounds or instruments on four different tracks either from the software instruments that you record or from the loop library. None of the tracks can "overload" (go in the red) nor can the Master out (upper right volume control).

Rules:

- You can use any sound effect or create any imagery, as you like, as long as it is something we can play sitting next to your grandmother in a house of worship
- No explosions, gunshots, laser shots or any other sounds of destruction followed by people screaming and/or running away. Do not have it sound like something is being killed!
- No sounds of or like bodily functions.
- No sounds or imagery that might be offensive to an individual or group of people.
- Use your common sense. If you have a question about using a sound or producing an image in peoples mind through that sound, ask the teacher.

A violation of these rules will result in an automatic "F" for this project.

Procedure:

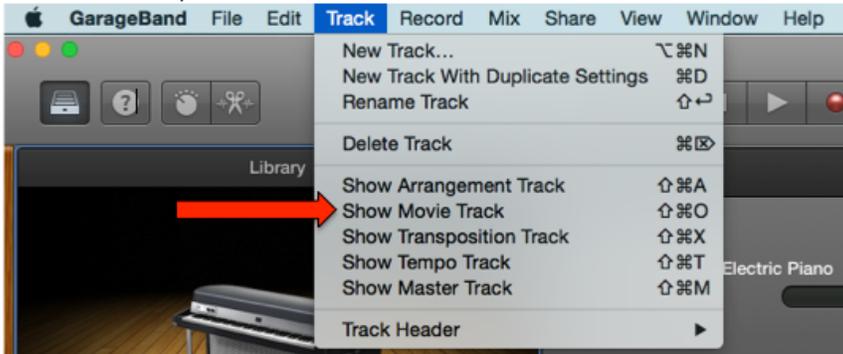
1. Check your computer's Download folder for the video. Otherwise, download the video that is in the Introductory Lessons folder called Car and Dog_mp4:

<video or image>

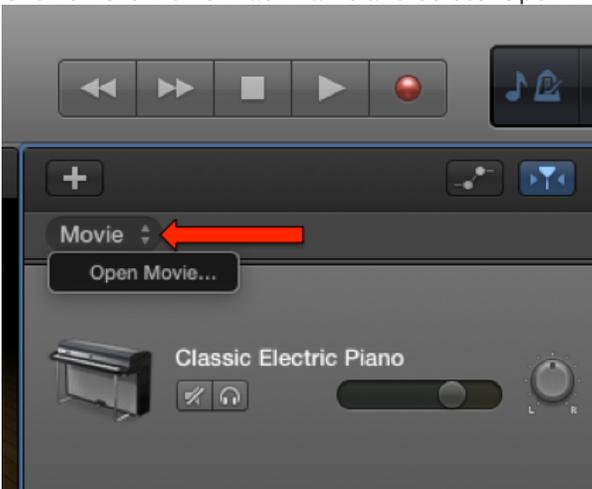
2. Open a new file in Garage Band.

Handout by Barbara Freedman barb@MusicEdTech.com <http://MusicEdTech.com>

3. Choose an Empty project.
4. Choose the default Software Instrument track.
5. Go to the File pull down menu and choose "Show Movie Track"



- 6.
7. Click on the Movie Track name and select "Open Movie"



8. Choose the movie from the Download folder by double clicking on it
9. This is a video on how to load the movie into GarageBand

<video>

1. **SAVE YOUR FILE as "Movie _ _" (your two initials)**
2. To select **Sound effects (sound fx) in the software instruments**, select the track Classic Electric Piano and try out some sound effects or ambient sounds from the

following pathway: [Legacy](#) > [Logic](#) > [Textures](#)



3. You can record your own sounds and music as you like as long as you follow the rules above.
4. These are videos on how to choose a **Software Instrument Sound FX**
5. 13) You can use music and sounds from the **Loops library**. If you use more than one loop, put each loop on a separate track.
14) Here's a video on how to load the loops into the piece.

13) You must have four different sounds or instruments so you will need a minimum of four tracks.

NO TRACK VOLUME CAN OVERLOAD (go in the red)

Here's a video on [track volume](#)

THINGS TO CONSIDER

1. Have you timed one element to the next so the listener is always interested and engaged?
2. Are the volume levels of each sound element even from one to the next?
3. When one element should be much louder or softer, is it?

Criteria	Grading Scale				
Use four different sounds or instruments You must use at least four different sounds or instruments	40 4	30 3	20 2	10 1	0 None
Used four different tracks Created one track per instrument software sound or loop	40 4 tracks	30 3 tracks	20 2 tracks	10 1 tracks	0 None
Volume Tracks and Master track should not overload (go in the red)	10 No tracks overloaded		5 Some tracks or Master track overloaded		0 Many or all overloaded
Participation Points will not be added if there are tardies or unexcused absences during the project class time. Extra points for, when appropriate: work ethic, participation, being a great student, creativity, musicianship or other good	10 YES!!!		7 YES!		5 Yes!

Hand

!