Stephen Principato
Valley Stream Central High School District
Grade 9
Electronic Music

Standard 1: Creating, Performing, and Participating

Students will compose original music and perform music written by others. They will understand and use the basic elements of music in their performances and compositions. Students will engage in individual and group musical and music-related tasks, and will describe the various roles and means of creating, performing, recording, and producing music.

Standard 2: Knowing and Using Arts Materials and Resources

Students will use traditional instruments, electronic instruments, and a variety of nontraditional sound sources to create and perform music. They will use various resources to expand their knowledge of listening experiences, performance opportunities, and/or information about music.

NanoStudio - http://blipinteractive.co.uk
The app can be downloaded on your iPad from the App Store. Search for *nanostudio*.

NanosStudio is a Digital Audio Workstation for iPad. It has analogue synthesizers, sample trigger pads, a sequencer, a sample editor, a mixer and numerous audio effect processors combined in a single application. It's cost is $13.99 with an add on for additional instrument tracks for $4.99. The company that created this powerful yet inexpensive app, http://blipinteractive.co.uk/, has provided a completely free, full operating version for Mac or PC desktops /laptops. Users are able to integrate the ipad app with the power of a desktop computer. Projects created within the app, personal recordings of instruments, voices, and sound effects can be transferred between the app and desktop via wifi. Go to the website and download it for your iPad, desktop or laptop. It is truly amazing.

This app is an excellent opportunity for students to have access to a professional digital recording studio on their iPad. Students can learn the conventions of digital audio recording, sound synthesis, sound design, music production and audio engineering. Basic electronic music concepts of analog synthesis, sequencing, waveform editing, effect processing, digital recording techniques, mixing and mastering can all be explored while learning the basic elements of music. Students can compose, arrange, and orchestrate music with on board instruments, third party samples or their own recordings. The final product can be tailored with the sophisticated yet easy to understand tools provided within the app. When a project is completed they then can render and export the final product in several file types. While the program can be very difficult to master the app lends itself to the simplicity of a beginner's ability.

The Elements of Music provide numerous lessons that can be structured around this app. While students learn the concepts of electronic music in a high tech app they can be learning the basics of music. In addition, with the plethora of sample libraries available literally every genre of music can be used as source material (many can be downloaded for free from http://blipinteractive.co.uk/samples.php). So many different areas of music, music history, music

theory etc. can be taught using this app. The electronic environment creates a myriad of teaching opportunities if simply juxtaposed with the Elements of Music. Beat, tempo, and meter can all be explored, examined, experimented with the various components of this app (in particular with the 16 sample trigger pads and sequencer). Musical form, harmony, melody and musical texture can be explored using samples and the sequencer of this app as well. Timbres can be explored in great detail with the sample editor. The possibilities for providing music learning with this app are limitless.