

New and Emerging Sector

Music and Audio Technology Pathway



Learning the skills and knowledge for creating, refining and sharing work in the Arts, Media and Entertainment industry sector promotes teamwork, communication, creative thinking and decision-making abilities—traits that are necessary to function successfully in the competitive and media-rich 21st century. Through the manipulation of sight, sound, and motion, those choosing a pathway from this sector reach out in unique ways to enhance the quality of life for those around them.

New technologies are also constantly reshaping the boundaries and skill sets of many arts career pathways. Consequently, core arts-sector occupations demand constantly varying combinations of artistic imagination, metaphoric representation, symbolic connections and technical skills. Successful career preparation involves both broad and in-depth academic and technical preparation as well as the cultivation of 21st-century skill assets, such as flexibility, problem-solving abilities and interpersonal skills.



EGUSD ACADEMIES & PATHWAYS

- Florin High School,
Music and Audio Technology Pathway

CAREER OPPORTUNITIES

- Broadcast Technician
- Sound Technician
- Announcer
- Voice-over Artist
- Radio/Television Broadcaster
- Sound Engineer
- Sound Design Editor

CONTACT INFORMATION



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Audio Productions Pathway
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SAMPLE PROGRAM OF STUDY

The sample program of study outlined below lists academy-specific courses and does not include the full list of graduation requirements in writing, math, VAPA, WL, etc. These courses are subject to change based upon industry trends.

Career-Themed Course(s)

Computer Technology: This course focuses on the creative, collaborative, interdisciplinary and problem-solving nature of computing, featuring an inquiry-based approach to learning and teaching. As part of this curriculum, students will develop real-world computing problems that are culturally relevant and address social and ethical issues while delivering foundational computer science knowledge to students. Students will engage in several in-depth projects to demonstrate the real-world application of computing.

Music and Audio Technology: Audio Production 1 is designed to expose and prepare students for career opportunities in the audio field. Students will learn the basic principles of signal flow, multi-track recording, MIDI Programming and the features of digital audio workstations. This course will serve as an introduction to the theory and practice of audio production in radio, television, film, and music recording. Students will and carry out planned lab activities using industry standard software and produce their own electronic music. Students will have the opportunity to earn college credit from Cosumnes River College.

Advanced Music and Audio Technology: This course will allow students to examine the multiple uses of radio as a broadcast medium in various entertainment and industry sectors. They will receive task oriented training in pre, post, and "on air" production jobs and competencies, current and emerging technologies, and the collaborative nature of the creative process involved in radio production. In addition to "on air" performance techniques, students will examine the technological interface of sound, recording, audio switching, and computer modification involved in radio broadcast production.

