Ira Carranza
Grade Level: 12

High School Unit Plan Outline

Unit Title: Producing a Song in Logic Pro

National Standards: MU:Cr1.1.6b; MU:Cr2.1.6a; MU:Pr4.1.6a; MU:Pr5.1.6a; MU:Re7.1.6a

Rationale:
This unit introduces high school students to professional-level music production through the use of Logic Pro. Students will explore how audio and MIDI elements are developed, manipulated, and arranged in a digital music environment. Emphasis is placed on creativity, technical skill, and artistic decision-making in order to produce an original composition.

Enduring Understanding:
- Logic Pro is a powerful tool for modern music creation and production.
- Music production blends technical skill with creative intent.
- Structuring and producing music digitally requires critical listening, planning, and editing.

Essential Questions:
- What are the main stages of producing a song in a DAW like Logic Pro?
- How can music technology enhance creative expression?
- What makes a digital composition engaging and well-produced?

Student Learning Objectives:
- Navigate and use key tools in Logic Pro (MIDI editing, mixing, plugins).
- Compose and produce a multi-layered original track.
- Demonstrate understanding of song structure and production techniques.

Proposed Assessment/Evaluation:
- Informal:
    - Daily work observations.
    - Peer reviews and class discussion during production labs.
- Formal:
    - Daily work observations.
    - Peer reviews and class discussion during production labs.
- Long-range project:
    - Collaborative group project to create a complete track.

Prior Knowledge and Skills:
- Familiarity with basic musical elements (tempo, harmony, rhythm).
- Experience using GarageBand or introductory DAW environments preferred.
- General comfort with computer navigation and file management.

Teaching Strategies:

- Visual: Screen projection demos of Logic tools.
- Auditory: Listening and comparing demos to peer work.
- Kinesthetic: Hands-on practice producing, editing, and mixing music.

Connections:

- Technology: Using pro-level software for music and audio engineering.
- Math: Quantization, rhythm alignment, and meter.
- Literacy: Reflecting and writing about musical decisions.
- Creativity: Artistic voice through songwriting, sound design, and production.
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Materials:
Macs or computers with Logic Pro X installed
MIDI keyboards (optional)
Headphones
USB audio interfaces (if recording live instruments/vocals)
Projector or classroom display for instruction
Digital rubric and reflection sheets

Lesson Outlines:

Lesson 1: Intro to Logic Pro & DAW Tools

- Main Learning Objective: Identify the purpose and basic functions of a DAW and navigate the Logic Pro interface.
- Lesson Sequence:
    - Opening (6m): Welcome and class discussion: “What does a music producer do?” Watch a short video showing how a song is built in Logic Pro.
    - Learning Activities (33m): Guided demo of Logic’s interface (track types, library, tools); students explore Logic on their computers with headphones, creating a basic loop.
    - Closing (6m): Class review of key Logic terms; exit ticket: “One thing I learned about Logic Pro today.”

Lesson 2: Using Loops and Building a Beat

- Main Learning Objective: Create a simple beat using Apple Loops and arrange it in GarageBand.
- Lesson Sequence:
    - Opening (8m): Recap of DAW basics; live demo of using MIDI and loop regions to build a beat.
    - Learning Activities (31m): Students build a short 8-bar beat using MIDI drums and instruments; experiment with rhythm, quantization, and tempo.
    - Closing (6m): Share beats in small groups; reflect on how different elements work together in a groove.

Lesson 3: Recording and Editing Sounds

- Main Learning Objective: Record audio and edit clips in Logic Pro using key tools and effects.
- Lesson Sequence:
    - Opening (6m): Intro to software instrument and audio tracks; discuss recording options.
    - Learning Activities (33m): Students record short melodies or rhythms using on-screen keyboards or microphones; edit for timing and balance.
    - Closing (6m): Share and reflect on challenges and discoveries in the editing process.

Lesson 4: Arranging a Full Song

- Main Learning Objective: Combine loops, recordings, and effects to build a multi-section song in GarageBand.
- Lesson Sequence:
    - Opening (6m): Listen to a sample Logic project; label parts (intro, verse, chorus).
    - Learning Activities (33m): Students structure their own song using previous beats/recordings; begin adding automation and effects.
    - Closing (6m): Exit ticket: “Which section of your track is most complete? What will you work on next?”

Lesson 5: Project Showcase and Assessment

- Main Learning Objective: Demonstrate understanding of Logic Pro tools and creative decisions through a completed project.
- Lesson Sequence:
    - Opening (4m): Review final project checklist and presentation expectations.
    - Learning Activities (35m): Students finalize, bounce, and present tracks to peers with a short explanation of process and choices.
    - Closing (6m): Written reflection: “How did Logic Pro help you create and shape your song?”