

Course Outline

Textbooks and Software:

Music Lessons, Vols. I and II, Ear Training Software
Elementary Harmony, Theory and Practice, Robert Ottman (Prentice Hall)
Music for Sight Singing, Robert Ottman (Prentice Hall)
Sibelius 6, Music Notation Software (Sibelius)
PowerPoint, Presentation Software (Microsoft)
Scores and Recordings from the standard repertoire.

Communications: Leland High School 535-6290, ext. 301
Email: halpeterson@sjusd.org
<http://halpeterson.com/digitalmedialab/apmusictheory/apmusictheory.html>

Course Content and Standards: This course is designed to prepare students in the areas of music theory, analysis, and ear training to take the Advanced Placement Music Theory examination administered by the College Board in May of each school year. This will be achieved by developing each student's ability to recognize, understand, and describe the basic processes of music that are heard or presented in a score.

Class Formats: Students will work with MIDI notation and ear training software, listen to CDs and other recorded media, listen to lecture/demonstrations about music theory and literature, complete project based learning assignments, practice ear training and sight singing, and discuss the elements and structure of a wide variety of musical examples from the standard repertoire. Class time will be spent working with music software to complete assignments, study literature, and develop listening skills. Additionally, AP students will have homework and reading assignments to be completed outside of class time.

Additional Course Materials: Each student will need a three-ring notebook to store class handouts, assignments, lecture notes, and research materials every day. Each student should have a #2 pencil and eraser every class. Each student will need access to a stereo system with a CD and cassette player or personal portable players for home study. Access to a music keyboard or piano outside of class is highly desirable. Students are also encouraged to acquire personal copies of repertoire covered in class, in both score and recorded form.

Pre-requisites: Electronic Music 1-2, music fundamentals class, or consent of instructor. It is assumed that a student entering this course has had at least several years of training in music, can perform at an intermediate or advanced level, and can read music notation fluently.

Rules and Expectations: All students enrolled in this class are expected to know and abide by the Digital Media Lab rules as well as the Leland Student and Parent Handbook, and the San Jose Unified School District Student and Parent Information Handbook. A signed lab contract is necessary to use the lab and access the class server. A participation points grade is used to help enforce student conduct in the classroom, with infractions posted on the district grade book program.

Testing: Tests and quizzes. Quizzes will be completed using software or in written format. Tests will as much as possible follow the formats of the AP examination, which include multiple choice questions based on listening to musical examples, part writing in music notation based on harmonic and melodic dictation, Roman numeral analysis, or given melodies and figured bass lines, and sight singing of short four bar melodies. Prior to spring break, student will take an examination that is a prototype of an actual AP Music Theory test. Sign up and taking the 2012 AP Music Theory test is a requirement for this class. Students will received 50 bonus points the second semester for taking the AP examination.

AP Examination Basis: The College Board has stated that the AP Music Theory examination may include any or all of the following:

I. Musical Terminology

- A. Terms for intervals, chords, scales, and modes
- B. Terms pertaining to rhythm and meter, melodic construction and variation, harmonic functions, cadences and phrase structure, texture, small forms, and musical performance

II. Notational Skills

- A. Rhythmic and metric notation
- B. Clefs and pitch notation
- C. Key signatures, scales, and modes
- D. Intervals and chords
- E. Transposition of melodic lines

III. Basic Compositional Skills

- A. Four-voice realization of figured bass symbols and Roman numerals
- B. Composition of a bass line (with chord symbols) for a given melody

IV. Score Analysis (with or without aural stimulus)

- A. Small-scale and large-scale harmonic procedures, including:
 - 1. identification of cadence types
 - 2. Roman-numeral and figured bass analysis, including non-harmonic tones, seventh chords, and secondary dominant chords
 - 3. identification of key centers and key relationships; recognition of modulation to closely related keys
- B. Melodic organization and developmental procedures
 - 1. scale types; modes
 - 2. melodic patterning
 - 3. motive development and relationships (e.g., inversion, retrograde, sequence, imitation)
- C. Rhythmic/metric organization
 - 1. meter type (e.g., duple, triple, and quadruple) and beat type (e.g., simple, compound)
 - 2. rhythmic devices and procedures (e.g., augmentation, diminution, hemiola)
- D. Texture
 - 1. types (e.g., monophony, homophony, polyphony)
 - 2. devices (e.g., textural inversion, imitation)
- E. Formal devices and/or procedures
 - 1. phrase structure
 - 2. phrases in combination (e.g., period, double period, phrase group)
 - 3. small forms

V. Aural Skills

- A. Sight-singing
- B. Melodic dictation
- C. Harmonic dictation
- D. Identification of isolated pitch and rhythmic patterns
- E. Detection of errors in pitch and rhythm in one- and two-voice examples
- F. Identification of processes and materials in the context of music literature representing a broad spectrum of genres, media, and styles
 - 1. melodic organization (e.g., scale-degree function of specified tones, scale types, mode, melodic patterning, sequences, motif development)
 - 2. harmonic organization (e.g., chord function, inversion, and quality)
 - 3. tonal organization (e.g., cadence types, key relationships)

4. meter and rhythmic patterns
5. instrumentation (i.e., identification of timbre)
6. texture (e.g., number and position of voices, amount of independence, presence of imitation, density)
7. formal procedures (e.g., phrase structure; distinctions among literal repetition, varied repetition, and contrast; small forms)

Homework/Lab Work. Students are expected to use lab time to complete daily assignments in theory, analysis, musical forms, standard repertoire, and ear training. Incomplete lab work becomes a homework assignment for that day. Other homework will be reading assignments in the textbook(s).

Absence/Makeup Work. Whenever possible course materials and the class calendar will be available on my teacher website — <http://halpeterson.com/digitalmedialab/apmusictheory/apmusictheory.html>. Students who are absent are expected to keep informed as to homework assignments. Students who miss turning in an assignment due to excused absence may turn in the assignment when they return to class.

Tardy, Participation Policies: These are defined and discussed in the lab contract.

Written Work Policy. Coursework will normally be submitted and played using Sibelius music notation software, other assignments are hand written, or presented in PowerPoint software. Each student will prepared one exercise from four part harmony or other analysis assignments in Sibelius for presentation to the class on our regularly scheduled “show and discuss” days.

Grading Basis: Individual grades are based on completion of class assignments, units in ear training, chapter quizzes and tests. Tests will as much as possible follow the formats of the AP examination, which include multiple choice questions based on listening to musical examples, part writing in music notation based on harmonic and melodic dictation, Roman numeral analysis, or given melodies and figured bass lines, and sight singing of short four bar melodies. Students will take a practice AP test in April.

Lifelong Learning Standards or Expected Life-Long Learning Results stressed in this course are:
Students Will Be Informed Thinkers who develop the skills to process and apply the techniques of music theory and analysis in order to be successful on the AP Music Theory Examination.
Students Will Be Collaborative Workers who assist each other and learn from each others’ work.
Students Will Be Effective Communicators who can present information about music to others.

Student Contract for the Digital Media Lab (DML)

The **Leland High School Digital Media Lab** is a teaching lab with complicated audio, video, and Ethernet networking. Its primary purpose is to deliver technology instruction for the classes that are offered in the lab each semester. The hardware and software installation for each computer in the lab is designed to implement that instruction and is not to be altered by students. If there is a problem with any equipment, the student should report the problem to the instructor and let the computer lab staff fix the problem.

Food: No food, drinks, or gum chewing is permitted in the DML area. This includes bottles of water. This is a general rule at Leland, but is especially important in the lab. Liquids like water can destroy a computer keyboard, which is why they are not permitted in the lab area. Food creates a mess and attracts rats and cockroaches. There is a designated area for any food item brought into the classroom — the shelves on at the front of the classroom by the door. If you need a drink of water during class, you can go up there to have it. Eating food during class will result in a dock of five points from your professional points. Leaving food litter hidden under the keyboards or the work stations has the same penalty. Continued violation of this rule will result in a lab clean up detention after school, or referral to the AP of Discipline.

Backpacks: Place all backpacks on the ledge under your workstation so that other students and staff can walk around without tripping. This also keeps your backpack safe and avoids a safety hazard. Two point dock from professional points for each occurrence.

Care of Your Desk Return: Only lean or write on the upper desk surface and not on the computer keyboard shelf. The shelf is not designed to hold your weight and will break if you are not careful with it. If you notice that the shelf is loose or wobbly report this to the instructor immediately so it can be fixed. Do not force the shelf open or closed.

Cleanup of Class and Personal Materials: Replace any manual you have used during class time to its proper location at the end of class. Be sure to take any personal papers, pencils, litter or media with you each day. Students should log off their accounts at the end of their session each day. You must quit any Internet browser prior to logging off or it won't log off.

Non-Instructional Games, Videos or Music: Students are not permitted to listen to personal CDs, iPods, or other mp3 players, play games on their cell phones, or play computer games during class time. Student Internet access is meant for research and creative assignments. It's not there so you can listen to non-class related music or videos. Students need to give 100% of their attention to the class material. You can't do that while listening to outside music.

Cell Phones and Texting: This is not permitted in the classroom on a school-wide basis. There are designated times for that and it's not class time. Use the class time for class work; do your texting during your free time at home.

Software: All software permitted on the lab computers is for instructional purposes and is licensed for legal use by the school and school district. Students are not allowed to bring in or run any other software unless they have the express permission of the instructor. This includes any utility, game and Internet software. Students are to use class time to work on class projects and assignments. All of the software you need to complete the course requirements will be provided to you in the lab and is activated for your particular lab account.

Computer Desktop and Peripheral Hardware: Each student is assigned an individual seat and computer. That is where that student is expected to sit and work on class assignments. Student desktops and software icons are set as part of our lab clone. Students are not permitted to change the desktop on their computer. These computers are part of a lab set, and need to remain consistent in appearance so that they are easy to maintain and troubleshoot problems. Likewise, students are not permitted to run the computers from other hard drives. Each station has several peripheral devices, a MIDI Interface, a MIDI keyboard, an M-Box2, and a USB Hub. Students are directed on the use of these devices depending on which digital media lab course they are taking.

Lab Chairs: Each seat in a lab has a chair that goes with it. There is a number on the back of the chair that corresponds with the computer number. **Do Not** feel free to rearrange the furniture when you come into the lab. When you leave each day as part of your cleanup, the chairs should match the computer number. If there is a problem with a chair, talk to the instructor about it. Do not remedy the problem by taking someone else's chair.

Staff Areas in the Classroom: This includes the teacher work station, file server work station, and the instructor's desk in the front. Materials on these desks are not for students. Do not help yourself to things left on these desks. How would you like it if I went and helped myself to things in your backpack?

We Are Not a Stationery Store: If you need office supplies for your work in other classes, e.g. paper, pencils, pens, scotch tape, it is your responsibility to get those items on your own, not ask for them here.

We do have a few limited items in the TA drawer. We do provide things needed for assignments in this class, but not other classes.

We Are Not A Homework Center: Class time in the DML is for work on our assignments, not your math or history homework, or your English term paper, or your stock market quotes. That also applies to our classroom printers and paper supply. Those are for our assignments, thank you. When you are given a long term assignment in here with several days of lab time to work on it, the expectation is that you are working on it during our lab time. If you are given four hours of lab time to work on a creative assignment, that is what you would need to spend to get a good grade on the assignment.

Digital Lockers and File Backup: The district is in the process of redoing the whole digital locker system. Your main source of back up this year for personal file storage should be a personal UBS flash driver or portable hard disk in addition to the hard drive of your lab computer. Instead of charging a lab fee this year, all students are required to have their own back up device. Our lab file server (Big Mac) contains student assignments and drop boxes for completed work. Usage of lab servers is governed by San Jose Unified School District rules as described in the student handbook.

MIDI Keyboards. You are the main student responsible for the MIDI keyboard at your station. Every day at the end of class they should be left turned off and covered. Please do not place heavy books or other materials on the lab keyboards. Treat the keyboards with care. Do not pound the keys or write on them. When in use, fold the keyboard cover into its attached pouch. At the end of the period, replacing the keyboard cover is part of your cleanup.

Coping of files and other peoples work. Students are to work only from copies of tutorial files provided by their instructor. Copying and submission of other people's work as your own is a cheating violation and will be dealt with under the appropriate school policies. When a student cheats on a tutorial or given class assignment, he or she is only cheating themselves, because to go to the second level of learning, creative processing, you must understand how things actually work from doing, not copying. Plus there are serious consequences if you are caught!

Lab Passwords. Part of your signed, returned lab contract includes the request for a personal password for your lab account. Do not give this out to anyone else. Why would anyone else have your password except to copy or cheat on an assignment?

Lab Environment. The Digital Media Lab has assigned seating due to the complex nature of the classes, and proprietary requirements of some software. Each class has their own log in accounts and desktop. Students are requested to maintain an appropriate work environment at all times. Talking loudly across the room would be an example of inappropriate behavior. Wandering around the classroom even to help someone else is not your job. If you have a question, raise your hand and ask the instructor.

Professional Points. As part of your grade in DML classes, all students will receive professional points, normally 100 per semester. Points are docked for not being on task, food or drink violations, wandering around the classroom, making noise that disrupts the class environment or class presentations, tardies, general rule violations, altering lab equipment, leaving a mess or not cleaning up their individual work stations at the end of class, or disruptive behavior that prevents others from learning. Student violations will result in two to ten points docked from their professional points per violation. More serious violations will result in a parent meeting or referral to the Leland AP of Discipline.

File Server. Much of the class work is available on our class file server called Big Mac. Students will learn to download files from the server for class assignments and projects. Students are reminded to only work on copies of these assignments. Students are not permitted to make changes on the server.

Grades. If you have a question about your grade on an assignment, you need to make an appointment with the instructor to discuss it after school. Individual grades will not be discussed openly in class or in front of other students. Since this is an AP course, students are expected to complete all work on time. The work is college level, and students should understand that an A grade is difficult to achieve and a B grade is very typical.

Campus Pass. No student is permitted to leave the classroom without the instructor's knowledge and permission. Students are allowed up to 5 bathroom passes per semester at a cost of 2 professional points per visit. Student bathrooms are twenty feet away from room J-3. Students should use the bathrooms during their passing periods, not class time. Only one student is permitted out of class at a time, during lab time, and you must have the class pass. No passes are given during the presentation time at the beginning of each class. Don't come in before the period begins and ask permission to go. You don't need a teacher's permission during the passing periods.

Cleanup. Lab cleanup starts 2 minutes prior to the class bell. Students are to remain in their seats until the bell rings. Students who do not complete clean up at their stations will lose participation points. Cleanup includes quitting all software, logging off, covering the equipment, replacing manuals, taking all personal papers and disks, and making sure your chair is replaced where it belongs.

Consequences. Most rule infractions involve docks of participation points. If a student is continually breaking a rule or class rules in general the next step is a student/teacher conference and then if the behavior continues, a student/parent/teacher meeting to discuss the problem. The next stage is referral to the AP of Discipline. An egregious offense, like fighting in the classroom, or defiance will result in immediate referral to the AP of Discipline.