



Making Beats with Code (Student Version)

Corresponding Material

Introduction to Coding in Music: Lesson 1 - Making Beats with Code

Discussion

In this exploration, you'll learn about how computer programming is being used in music production and code your own beat program. Complete the following activity as you complete each portion of this exploration.

Class Exercise

Video: Made with Code - WondaGurl, Music Producer

Reflect and Share: What did you find inspiring about this video? What did you find surprising?

Video: As you watch the introduction video, answer the following questions:

1. What does computer programming allow us to do?
2. What language will we be using to code our programs?
3. Use a search engine to find another popular coding language. Write the name of the programming language here:
4. What type of coding environment will we be using in our activity?

Before we begin, check out the examples we have provided for you!

Beats Activity: After completing the beats activity, reflect on your process and product by answering the following questions:

1. What was your initial plan to create your beat?



Making Beats with Code (Student Version)

2. Did this process change as you started using the coding blocks? Explain.
3. How long did it take you to create a beat you felt proud of?
4. What additional sounds would you have liked available for your beats program?

Connection: As you watch the associated connection, answer the following questions:

1. What is Google's Magenta project trying to accomplish?
2. What is 'machine learning'?
3. What does NSynth stand for?
4. What does the 'NSynth Super' do?
5. Would these sounds be possible if not for computer programming? Why or why not?

Conclusion Questions

1. What industry are you most interested in working in one day?
2. Can you see where this industry could use computer programming? If so, where and how?
3. Search the web to find one place where your chosen industry makes use of computer programming. Explain it below in a few sentences.