

A Level Music Technology Component 2 Technology-based Composition - Marking Grid

Assessment Grid 1 - Synthesis

Synthesis – designing own sounds, and manipulating using automation or real-time control of LFO, filter, envelopes; cut-off and resonance, attack, decay, sustain, release; mapping envelopes.				
Level	Mark	Create and edit sounds – synthesis	Tick Sheet	progress grade
	0	No rewardable material		
Level 1	1-2	* Limited use of synthesis technique * Synthesis use is ineffective and does not make a significant contribution to the piece overall		
Level 2	3-4	* Inconsistent use of synthesis techniques * Use of synthesis is evident but with some misjudgements		
Level 3	5-6	* Competent use of a range of synthesis techniques * Use of synthesis is evident and makes a positive contribution to the piece overall		
Level 4	7-8	* Excellent use of a range of synthesis techniques throughout * Synthesis has been used creatively with a high level of skill and control to develop an original sonic palette		
Total for synthesis - 8 marks				

Assessment Grid 2 - Sampling

Sampling – using short audio files to develop new sonic elements; pitch-mapping, cutting/trimming, looping; creating new meanings or effect; sample rate and bit-depth; manipulation using sampling.				
Level	Mark	Create and edit sounds – sampling	Tick Sheet	progress grade
	0	No rewardable material		
Level 1	1-2	* Limited use of sampling techniques * Sample use is ineffective and does not make a significant contribution to the piece overall		
Level 2	3-4	* Inconsistent use of sampling techniques * Sample use is evident but with some misjudgements		
Level 3	5-6	* Competent use of a range of sampling techniques * Sample use is evident and makes a positive contribution to the piece overall		
Level 4	7-8	* Excellent use of a range of sampling techniques throughout * Samples have been used creatively with a high level of skill and control to develop an original sonic palette		
Total for Sampling - 8 marks				

Assessment Grid 3 - Creative Effects

Creative effects – adding time-based effects or processors to modify existing sounds; control of core and detailed parameters.				
Level	Mark	Create and edit sounds – creative effects	Tick Sheet	progress grade
	0	No rewardable materia		
Level 1	1-2	* Limited use of creative effects techniques * Creative effects use is ineffective and does not make a significant contribution to the piece overall		
Level 2	3-4	* Inconsistent use of creative effects techniques * Creative effects use is evident but with some misjudgements		
Level 3	5-6	* Competent use of a range of creative effects techniques * Creative effects use is evident and makes a positive contribution to the piece overall		
Level 4	7-8	* Excellent use of a range of creative effects techniques throughout * Creative effects have been used imaginatively with a high level of skill and control to develop an original sonic palette		
Total for Creative Effects - 8 marks				

Assessment Grid 4 - Processing and Balance

Editing of mix must consider balance and processing to include stereo, EQ, dynamics, mix effects, master level, top and tail.				
Level	Mark	Create and edit sounds Editing of mix – control of processing and balance	Tick Sheet	progress grade
	0	No rewardable material. Parts missing or inaudible		
Level 1	1-2	Unconvincing editing of mix Handling of processing and balance is limited		
Level 2	3-4	Generally convincing editing of mix Handling of processing and balance is mostly successful		
Level 3	5-6	Excellent editing of mix All aspects of processing and balance are handled successfully throughout		
Total for Processing and balance - 6 marks				

Assessment Grid 5 - Response to brief

Marking Instructions: No higher than level 2 will be awarded if the submission is longer than the required length.				
Level	Mark	Structure sounds Response to brief – sonic and musical ideas combined to reflect the requirements of the brief	Tick Sheet	progress grade
	0	No rewardable material		
Level 1	1-2	Unconvincing combination of sonic and musical ideas Sonic and musical ideas are limited in meeting the requirements of the brief		
Level 2	3-4	Generally convincing combination of sonic and musical ideas Sonic and musical ideas meet mostly the requirements of the brief		
Level 3	5-6	Excellent combination of sonic and musical ideas All aspects of the brief are successfully reflected throughout		
Total for Responding to brief - 6 marks				

Assessment Grid 6 - Style and coherence

Level	Mark	Structure sounds Style and coherence – use of stylistic conventions and control of flow and direction of ideas	Tick Sheet	progress grade
	0	No rewardable material		
Level 1	1-2	* Unconvincing flow and direction to the piece * Use of stylistic conventions is limited		
Level 2	3-4	* Generally convincing flow and direction to the piece * Use of stylistic conventions is mostly successful		
Level 3	5-6	* Excellent flow and direction to the piece * Stylistic conventions are used successfully throughout		
Total for Style and coherence - 6 marks				

For the following five assessment grids, all will be assessed but only the three highest marks will be used to calculate the total.

Assessment Grid 7 - Melody (Highest 3 **)**

Level	Mark	Structure Sounds – Melody	Tick Sheet	progress grade
	0	No rewardable material		
Level 1	1-2	* Limited or repetitive melodic ideas * Melodies are under developed and lack shape, fluency and direction		
Level 2	3-4	* Melodic ideas are developed in some places * Melodies are generally effective but may lack shape, fluency or direction		
Level 3	5-6	* Consistent development of melodic ideas throughout * Melodies have shape, fluency and a sense of direction		
Total for Melody - 6 marks				

Assessment Grid 8 - Harmony (Highest 3 **)**

Level	Mark	Structure sounds – harmony	Tick Sheet	progress grade
	0	No rewardable material		
Level 1	1-2	* Limited or misjudged harmonic ideas * Harmonies are underdeveloped and lack variety		
Level 2	3-4	* Harmonic ideas are mostly suitable * Harmonies are functional and show some development		
Level 3	5-6	* Harmonic ideas are imaginative * Harmony is well handled throughout with variety and development		
Total for Harmony - 6 marks				

Assessment Grid 9 - Rhythm (Highest 3 **)**

Level	Mark	Structure sounds – rhythm	Tick Sheet	progress grade
	0	No rewardable material		
Level 1	1-2	* Limited or repetitive rhythmic ideas * Rhythms are under developed and lack shape, fluency and direction		
Level 2	3-4	* Rhythmic ideas are developed in some places * Rhythms are generally effective but may lack shape, fluency or direction		
Level 3	5-6	* Consistent development of rhythmic ideas throughout * Rhythms have shape, fluency and a sense of direction		
Total for Rhythm - 6 marks				

Assessment Grid 10 - Texture (Highest 3 **)**

Level	Mark	Structure sounds – texture	Tick Sheet	progress grade
	0	No rewardable material		
Level 1	1-2	* Limited or misjudged use of texture * Texture is under developed and lacks variety		
Level 2	3-4	* Use of texture is mostly suitable * Texture is functional and shows some development		
Level 3	5-6	* Use of texture ideas is imaginative * Texture is well handled throughout with variety and development		
Total for Texture - 6 marks				

Assessment Grid 11 - Form and Structure (** Highest 3 **)

Level	Mark	Structure sounds – form and structure	Tick Sheet	progress grade
	0	No rewardable material		
Level 1	1-2	* Limited or repetitive structural ideas * Structure is under developed and lacks variety		
Level 2	3-4	* Structural ideas are mostly suitable * Structure is functional and shows some development		
Level 3	5-6	* Structural ideas are imaginative * Structure is well handled throughout with variety and development		
Total for Form and Structure - 6 marks				

Overall Progress Grade

Gate Assessed	Date:	Date:	Date:
Grade	/ 60	/ 60	/ 60
Comments for improvement			