



NCFE Level 1 Technical Award in Music Technology (601/6777/4)

NCFE Level 2 Technical Award in Music Technology (601/6774/9)

Past Paper

Monday 21 February 2022 – Friday 11 March 2022

Time allowed: 2 hours

Learner instructions

- Use black or blue ink.
- Answer **all** questions.
- Read each question carefully.
- Write your responses in the spaces provided.
- All of the work you submit **must** be your own.

Learner information

- The marks available for each question are shown in brackets.
- The maximum mark for this paper is 60.

Resources

- Headphones.
- Individual workstation with listening capabilities.
- Audio files:
 - Audio File Q22
 - Audio File Q23
 - Audio File Q24
 - Audio File Q25
 - Audio File Q26.

To be completed by the examiner	Mark
Section 1	
Section 2	
TOTAL MARK	

Please complete the details below clearly and in BLOCK CAPITALS.

Learner name _____

Centre name _____

Learner number

Centre number

Do not turn over until the invigilator tells you to do so.

Section 1

This section has a possible 52 marks.

We recommend that you spend 90 minutes on this section.

Answer **all** questions in the spaces provided.

- 1 **Figure 1** shows an audio interface. Identify the **two** audio interface features indicated by the arrows.

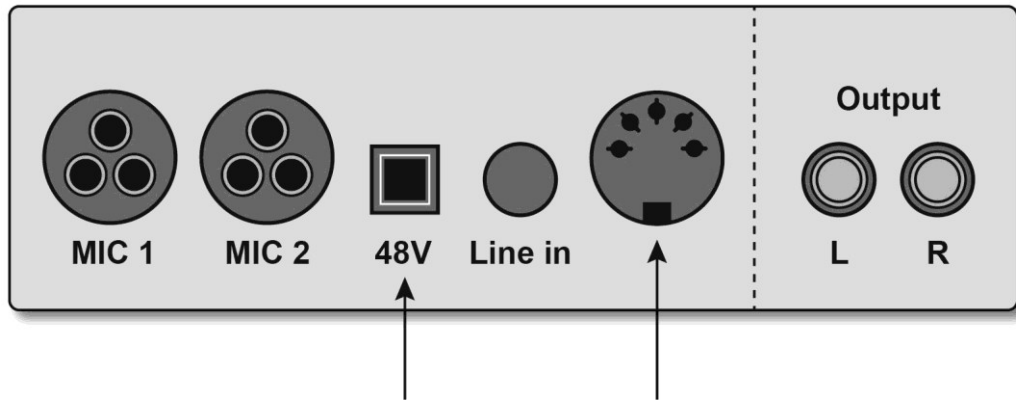


Figure 1

[2 marks]

- A EQ control
- B Gain control
- C MIDI socket
- D Pan control
- E Phantom power

Answer 1 _____

Answer 2 _____

2 You are getting ready to record to a DAW from a microphone. You need to make sure that the signal from your microphone is reaching the DAW software.

Which **one** of the following settings would you check in your DAW software?

[1 mark]

- A Arpeggiator on/off
- B Audio input
- C Audio output
- D Automation on/off

Answer _____

3 MIDI devices such as keyboards and percussion pads allow users to record MIDI information into a DAW.

State the term used to describe all MIDI devices of this type.

[1 mark]

4 You are asked to create a new sound using a software synthesiser. The software synthesiser has many controls including filter settings.

Explain **two** ways that a filter can be used to change the tone of a synthesised sound.

[4 marks]

1 _____

2 _____

5 You are a producer and want to add reverb to a recording you have made. You can either:

- record the natural reverb of your studio room **or**
- use a DAW effect plug-in to apply reverb.

Evaluate **both** of these approaches for adding reverb to a recording.

[6 marks]

6 When they create music, composers think about how each of the sections in the structure of a song work together.

State **two** typical features of a **verse** section in a song structure.

[2 marks]

1 _____

2 _____

7 Instrumentation is a key musical element which often defines style.

Which **two** of the following would typically be associated with hip-hop?

[2 marks]

- A Bowed bass
- B Choral vocal
- C Rapped vocal
- D Scratching vinyl
- E Strummed guitar

Answer 1 _____

Answer 2 _____

8 You are composing a piece of music and have decided to create a new piano part. You could record the part using an audio track or a MIDI track.

Give **one** possible **disadvantage** of recording the part using an audio track.

[1 mark]

9 A rhythmic feature associated with Dance music is '4 to the floor'.

Explain what the term '4 to the floor' refers to.

[2 marks]

10 Many instrument manufacturers have recently started to sell detailed recreations of drum machines that were first made in the early 1980s.

Explain **two** reasons why modern recreations of older technology are popular amongst music technologists.

[4 marks]

1 _____

2 _____

11 Audio interfaces are used to input and output audio signals.

Identify **two** different types of audio connector **and** state how each is used for **either** input or output.

[4 marks]

1 _____

2 _____

12 Which **one** of the following describes how DI is typically used in a recording session?

[1 mark]

- A Changes audio to MIDI
- B Changes balanced signals to unbalanced signals
- C Changes condenser microphones to dynamic microphones
- D Changes unbalanced signals to balanced signals

Answer _____

13 Using DAW software in a recording studio can cause eye strain.

Describe **one** measure that could be taken to avoid eye strain when using a DAW.

[1 mark]

Please turn over for the next question.

15 Which **two** of the following are forms of media?

[2 marks]

- A Ambience
- B Movies
- C Podcasts
- D Underscore
- E Voice-over

Answer 1 _____

Answer 2 _____

16 Which **two** of the following best describe **physical props** as a method of sound creation for an animated film?

[2 marks]

- A Items used to create digitally sampled sounds
- B Items used to create sounds for dialogue
- C Items used to create sounds for foley
- D Items used to create sounds onstage
- E Items used to create synthesised sounds

Answer 1 _____

Answer 2 _____

17 You have been asked to write music for a movie scene and you are planning your work. The director of the movie has asked for the music to become increasingly dramatic and exciting throughout the scene.

Describe **one** way that you could use a DAW to make the music more exciting over time.

[1 mark]

18 You have worked with an actor to record a voice-over for a TV advert and have recorded several versions of the voice-over.

Describe **one** reason that it is useful to record more than one version of a performance.

[1 mark]

19 A variety of types of sound creation are used in TV adverts.

Explain **one** way that foley may be used to enhance a TV advert.

[2 marks]

20 You are recording sounds to be used for ambience during a radio broadcast.

Explain **two** reasons why creating ambience for a radio broadcast might be more difficult than creating ambience for a movie.

[4 marks]

1

2

21 You are adding short sounds to a video game. You can get your sounds from an online effects library or create the sounds yourself.

Describe **one disadvantage** of getting your sounds from an effects library.

[1 mark]

Please turn over for Section 2.

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Section 2

This section has a possible 8 marks.

We recommend that you spend 30 minutes on this section.

Answer **all** questions in the spaces provided.

Questions in this section relate to the audio files provided with this assessment. You should listen to the audio files with your headphones at a safe volume level.

22 Listen to the audio file labelled **Audio File Q22**.

What editing tool has been applied from 0:37 onwards?

[1 mark]

23 Listen to the audio file labelled **Audio File Q23**. The composer was asked to create a disco style piece of music.

Identify **three** musical elements heard in **Audio File Q23** which are typical of disco music.

[3 marks]

Element 1

Element 2

Element 3

- 24** Listen to the audio file labelled **Audio File Q24**.
Identify the type of instrument which enters at 0:27.

[1 mark]

- A** Keyboard
- B** Percussion
- C** Strings
- D** Woodwind

Answer _____

- 25** Listen to the audio file labelled **Audio File Q25**.

A new synthesiser part enters the mix at 0:33.

Identify where in the stereo field the new synthesiser part at 0:33 is placed.

[1 mark]

- 26** Listen to the audio file labelled **Audio File Q26**.

Explain **one** way in which the music changes rhythmically between 0:24 and 0:33.

[2 marks]

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