



QUALIFICATION PATHWAY LEVEL 1

M&M Music and Performing Arts Academy is a full-fledged Performing Arts Vocational Academy offering Career opportunity studying in **Music, Dance, Musical Theatre and Performing Arts Business**. Below is a comprehensive outline of the study pathways and subject lists.

Academic Subjects

M&M provides as an optional choice academic subjects for Grade 10-12 students who desire to obtain their NQF4. These academic subjects are:

- Maths Literacy
- English
- Afrikaans up to Grade 11

Music Pathway

Aims and Broad Objectives

The aim is to provide a flexible, vocationally-relevant suite of popular music qualifications, which will equip learners with the skills to develop realistic employment opportunities in the music industry or to progress in to Higher Education.

The broad objectives are:

- To focus delivery and assessment on practical music making, music production and development of music business skills through learner centred activity;
- To embed transferable skills and functional skills into the qualifications.

Rationale

This suite of qualifications has been designed to provide vocationally relevant courses in popular music aimed at beginners through to semi-professionals, which allow for both direct progression into the industry and/or progression to a higher level of study. It focuses upon the recognition of achievement through **practical musical skills, business skills and music technology skills**, as well as offering flexibility of unit combination. The qualifications range from Level 1 to Level 3, with four pathways at each level. The final qualification will be awarded upon successful completion of a specified number of credits at each level to obtain a Diploma.

Instrument Selection

Learners will choose their main instrument/vocals. On offer will be:

1. Drums
2. Piano/Keys
3. Guitar
4. Bass
5. Vocals
6. Music Production



QUALIFICATION PATHWAY LEVEL 1

Qualification Pathways

Learners then choose to follow a specific pathway from the four pathways indicated below:

1. Performance
2. Technology
3. Business
4. Composition

At a Level 1, they can accumulate credits within their chosen pathway to work towards a Diploma at Levels 1 - 3.

The pathways are common to all three levels and there are elements of each to be found in all. For non-instrumentalists, the Technology and Business pathways provide a route towards working in the music industry.

Each pathway embodies a specific profile of study and this informs the unit choices, which you are guided to make. The profile of each pathway at each level is described in more detail below.

Learners will be guided by M&M when choosing the pathway options available to them. There are no pre-requisites which will compel learners to choose one pathway within a level and learners are at liberty to

choose a different pathway when moving from level to level. Learners will additionally receive guidance from M&M on the options available to them when choosing their unit options.

The aim of the various pathways (Performance, Technology, Business, Composition) are to equip learners with various music industry relevant skills, ranging from basic knowledge at Level 1 through to nearing professional capacity at Level 3. The definition of each pathway is as follows:

Performance

Learners will:

- perform effectively on their instrument/voice;
- rehearse and display musicianship skills;
- initiate and develop repertoire;
- rehearse effectively and perform music live;
- understand contextual issues relating to music style, audience and the music industry;
- understand relevant aspects of music technology.

Technology

Learners will demonstrate:

- sound recording skills;
- mixing and mastering skills;
- sequencing and production skills;
- live sound skills;
- radio programming skills;
- video production skills;
- understanding of contextual issues relating to music technology.

M&M Music & Performing Arts Academy



QUALIFICATION PATHWAY LEVEL 1

Business

Learners will demonstrate:

- sound business and financial skills;
- marketing skills;
- understanding of music contracts;
- media communication skills;
- freelance practice;
- artist management and artist representation skills;
- event management skills.

Composition

Learners will:

- compose and arrange music;
- initiate and develop repertoire;
- develop musicianship skills through using a harmony instrument;
- use computers and sequencing and recording software/hardware;
- understand contextual issues relating to music style, audience and the music industry.

These skills will form a skill-set whereby the successful learner at Level 3, is able to work in a near professional capacity (i.e. be a recording and performing artist, music producer, composer or entrepreneur/industry professional etc.)

Types of Units

All qualifications consist of two types of unit: internally assessed core (mandatory) units and internally assessed supporting units. Core units have been chosen for their relevance to the overall qualification. The optional units can then be added to the core units to make up a programme, which qualifies for the chosen qualification.

Core Units

In all qualifications at Levels 1, 2 & 3, learners must take one core unit from their chosen pathway.

The core units have been chosen to define the pathway, which the learner has chosen.

The core units in Level 1 are as follows:

- **Performance:** MUSPRA 119 Live Music Performance
- **Technology:** MUSPRA 113 Music Sequencing and Production
- **Business:** MUSPRA 111 Event Production
- **Composition:** MUSPRA 102 Composing Music Ideas



QUALIFICATION PATHWAY LEVEL 1

Core Supporting Units

- Music Arrangement
- Composing Lyrics
- Practical Harmony
- Listening to Music
- Sound Reinforcement
- Exploring a Career in Music
- Using a keyboard with a DAW
- Sound Recording
- Creating Music with mobile technology
- Next Steps/Auditioning
- Practical Musicianship
- Pack Equipment, Material and Tools
- Develop Disc-Jockey Ability
- Music in Various Cultures

Performing Arts Awards (Musical Theatre/Dance)

Aims and Broad Objectives

The aim is to provide a flexible, vocationally-relevant suite of qualifications which will equip learners with the skills to develop realistic employment opportunities in the creative and performing arts industries or to progress in to Higher Education.

The broad objectives are:

1. To focus delivery and assessment on practical performance, technical and business skills through learner centres activity;
2. To make the qualifications as flexible as possible;
3. To embed transferable skills and functional skills in the qualifications.

Rationale

This suite of qualifications has been designed to equip learners with the skills, knowledge and understanding for entry to employment in the creative and performing arts industries or progression to further study at a higher level. The qualifications aim to offer practical structured learning with the flexibility to specialise in different disciplines directly relevant to employment within the creative and performing arts industries, including performing and non-performing fields.

The qualifications are primarily practical and/or technical in nature, since they equip students wishing to gain a qualification in the vocational area of the creative and performing arts with the skills to develop realistic employment opportunities in their chosen industry or to progress to further study. They focus upon the recognition of achievement through **performing and creative skills, business skills and technical skills**, as well as offering flexibility of unit combination. The content of the pathways offered within these qualifications is



QUALIFICATION PATHWAY LEVEL 1

ideally suited to learners wishing to gain a qualification in these vocational areas, as outlined in the qualification specification.

The qualifications range from Level 1 to Level 3, with two pathways at each level. The qualification will be awarded upon successful completion of a specified number of units at each level.

Qualification Pathways

Learners choose to follow one of the following pathways:

1. Performing & Creating
2. Performing Arts Business & Production

At a Level 1, they can accumulate credits within their chosen pathway to work towards an Extended Diploma at Levels 1 and a Diploma at Levels 2 - 3.

The pathways are common to all three levels. For non-performers, the Performing Arts Business & Production pathway provides an alternative route towards working in the creative and performing arts industries.

Each pathway embodies a specific profile of study and this informs the unit choices, which you are guided to make. The profile of each pathway at each level is described in more detail below.

Learners will be guided by M&M when choosing the pathway options available to them. There are no pre-requisites which will compel learners to choose one pathway within a level and learners are at liberty to choose a different pathway when moving from level to level. Learners will additionally receive guidance from M&M on the options available to them when choosing their unit options.

The aim of the two pathways is to equip learners with various industry relevant skills, ranging from basic knowledge at Level 1 through to nearing professional capacity at Level 3. Those on the Performing & Creating pathway will have opportunities to demonstrate their acting, musical, and dancing skills. Those on the Business and Technical pathway will have opportunities to demonstrate their skills in other (non-performing) areas of the creative arts industry, e.g. marketing, PR, artist development, publishing, set design, lighting, set construction, sound, wardrobe etc.

Vocational Qualifications

Types of Unit

The qualification consists of two types of unit: internally assessed core (mandatory) units and internally assessed supporting units. Core units have been chosen for their relevance to the overall qualification. The supporting units are added to the core units to make up a programme, which qualifies for the Certification

Core Units

In all qualifications at Levels 1, 2 & 3, learners must take one core unit from their chosen pathway.

The core units have been chosen to define the pathway, which the learner has chosen.

The core units in Level 1 are as follows:

- **Musical Theatre and Dance:** PAA 101 Live Music Performance
- **Performing Arts and Business:** PAA 102 Technical Production

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QUALIFICATION PATHWAY LEVEL 1

Core Supporting Units (Musical Theatre/Dance)

- Acting Workshop
- Musical Theatre Performance
- Physical Theatre
- Vocal Techniques - Acting
- Dance Composition
- Dance Technique & Performance 1
- Dance Technique & Performance 2
- Global Dance Styles
- Life and Work of a Famous Choreographer

CORE SUPPORTING UNITS (Performing Arts Business)

- Events Management
- Branding, Marketing and Promotion
- Creating Digital Content
- Creative Industry Trends
- Management in the Creative Arts
- Backstage Safety
- Costume Management
- Introduction to Lighting
- Make-up & Prosthetics
- Set Construction
- Sound Technician Skills

POSSIBLE CAREER CHOICES

