

Module / Unit:	Module 1: Studio Basics	Estimated Time:	45–60 Minutes
Lesson Title:	Lesson 1: Intro to Studio Interface	Target Audience:	Elementary Music Students

TEACHER PREP CHECKLIST (BEFORE STUDENTS ENTER)

- Create "Assignment 1":** Create a New Track in your "Personal Project" library consisting of 4 BandLab Sounds Tracks using these instruments: Drums, Guitar, Bass, Piano.
- Deploy Lesson Template:** Copy and paste the "BandLab Assignment Template" into your class feed and attach your "Assignment 1" Personal Project.

LESSON OVERVIEW & OBJECTIVES

Overview: Now that students are successfully rostered, they must learn to navigate their digital tools. This lesson introduces the essential buttons, landmarks, and operational movements within the BandLab studio interface necessary to become successful music producers.

Learning Objective: By the end of this lesson, students will define a DAW, navigate basic transport controls, distinguish between tracks and clips, execute soloing/muting/deleting, and accurately loop multiple instruments up to measure 17.

REQUIRED MATERIALS & TECHNOLOGY HARDWARE

- **Teacher Requirements:** Projector/Display system showing the teacher's BandLab assignment view, Lesson Video Guide reference.
- **Student Requirements:** Classroom device (Computer/Chromebook), headphones, account login information.



LESSON SEQUENCE & IMPLEMENTATION TIMELINE

TIME ALLOCATION	ACTIVITY FOCUS	TEACHER ACTIONS & STEPS	STUDENT ACTIONS & ROLE
00 – 10 min	Introduction & DAW Log-in	Define a Digital Audio Workstation (DAW) as a music creation/mixing playground. Guide students step-by-step to log into BandLab, locate their classroom feed, click the assignment name, and select "Start Assignment" → "Teacher's Assignment."	Log in, navigate to the class feed, and load the pre-created 4-track project framework (Drums, Guitar, Bass, Piano).
10 – 20 min	Transport Controls & Common Errors	Explicitly show and demonstrate the Play, Pause, Stop, Rewind, and Cycle controls. Model tracking the playhead and resetting it to the start when it wanders out into dead space. Detail Stop vs. Pause differences.	Locate controls on their own screens, visual tracking check, and practice stopping/resetting playheads.
20 – 30 min	Clips vs. Tracks & Looping Basics	Demonstrate the difference between an entire track and a single block clip. Drag a clip to show separation. Teach Mute (hiding parts) and Solo (isolating parts). Show clip vs. track deletion. Explain looping (using the term <i>ostinato</i> if familiar).	Observe differences, respond to checks for understanding regarding soloing/muting purposes, and identify loop boundaries.
30 – 45 min	Guided Modeling & Independent Work	Model the explicit assignment steps. **CRITICAL: Explicitly demonstrate the UNDO button. ** Release students to independent practice while walking the room to monitor and debug workflow errors.	Independent Assignment Tasks: 1. Solo each track to hear it individually. 2. Mute parts to experiment with arrangements. 3. Delete the least favorite track/instrument entirely. 4. Loop remaining 3 instruments exactly to **Measure 17** .



CURRICULAR PRO-TIPS & TACTICAL TROUBLESHOOTING

The "Dead Space" Dragging Trap (Most Common Error)

When looping a track, elementary students will naturally grab the right side border and pull, which creates a massive section of empty, silent "dead space" instead of extending the sound block. Explicitly teach them to only click and pull the **"small looping circle icon at the top right edge"** of the clip.



The Cycle-Bar Accident & Runaway Playheads

Kids frequently misclick the red timeline bar or hit a keyboard shortcut, turning on the "Cycle" feature by accident, causing their loop to repeat abruptly out of sync. Teach them how to click the cycle button to turn it off. Similarly, show them how to jump back home when their playhead flies past the music region.




Accidental Editor Windows & Wrong Deletions

Students who rapid-fire double-click a clip will accidentally throw open the advanced MIDI/audio editor grid pane, hiding their tracks. Teach them to simply look for and click the "X" on that window panel. Remind them that for today's lesson, they need to delete an **"entire instrument track row"**, not just a single clip rectangle!



Extension Goal for Fast Learners

If you have students who are exceptionally tech-savvy or finish early, challenge them to click-and-drag select a giant boundary box around multiple clips to loop all three active instruments forward simultaneously.

 **Studio Reminder:** Reinforcing these interface landmarks early prevents students from feeling lost later. Keep a close eye on your wandering playheads!