

Create with YuStudio: Grime Project

Project Overview

Music technology offers students new routes into music, helping to expand their musical tastes, experiences and knowledge while unlocking their creativity – which is why we've added YuStudio, a full-featured digital audio workstation (DAW), to the Musical School programme.

Your students can access YuStudio via Yumu, our online learning space. Visit My Workspace and create a Student Group to share it with them.

Create with YuStudio's Grime Project is one of a series of music projects introducing students to the creative possibilities of our DAW. It's a flexible three-lesson music technology project in the form of an instructional video series that will guide learners through the process of creating their own Grime track from start to finish. They will be taught and mentored by leading artists and practitioners.

In each lesson, the videos will demonstrate and teach the activities needed. Students will then have the opportunity to experiment with YuStudio and create original compositions.

At the end of the project, there is an opportunity for students to reflect on their journey and learning. They will have created a complete Grime track which will include an original drumbeat (featuring open and closed hi-hat, kick and snare drum sounds), a bassline, melody, chords, sound effects and audio samples.

Students are also encouraged to consider ideas for a performance – either as a class or individually – or even *plan* a performance, allowing them the full opportunity to showcase their potential and efforts.

Learning Focus and Outcomes

By the end of this series, students will have learnt invaluable skills in music production that will enrich and enhance their musical journey and inspire their creativity, inside and outside the classroom.

Musical Learning in This Project

The students will:

- Learn to arrange and mix their own composition in a Grime style using YuStudio
- Have complete creative control and make musical decisions
- Balance the overall sound of their tracks

- Create drum beats, melodies and basslines with note guidance, which will prepare them for further exploration in composition and production
- Build chords and melodies based on a chosen musical key and scale
- Use articulation (staccato/legato/pizzicato)
- Use different instruments in YuStudio
- Use sound effects eg EQ and delay

YuStudio – Production Knowledge and Skills

The students will learn to:

- Choose a musical key which fits with a Grime style
- Add a new Drum Track and select 'Grime sounds'
- Add a new note clip to input kick and snare drum notes
- Turn on the loop whilst experimenting with notes – shorten/extend
- Add a title and save track
- Add a new Synthesizer (Subtrakt) Track (Drum, Subtrakt, Audio)
- Use the piano roll to compose within the chosen key and find different octaves
- Create a bassline and then simplify it
- Choose notes and sounds based on personal preference
- Choose an audio sample from the A Capella section
- Duplicate bars in order to create a longer track
- Create structure by adding and removing notes to create a varied texture
- Learn how to change articulation from staccato to legato
- Choose an instrument from the SoundBank
- Add sound effects to the track (Sound FX) eg riser to build tension
- Use volume sliders to change the overall balance and mix the track: + and -

The Project Structure and a Summary of Lesson Activities

How is This Project Organised?

Each section of the lesson is a whole-class activity led by the artist/practitioner through the instructional video on the screen.

Each lesson has three sections:

1. Introduction: Creative Learning Focus
2. Create
3. Share and Evaluate

At the end of the project, plan to perform your tracks.

A Suggested Lesson Structure Based on Working as a Whole Class

Lesson	1. Introduction	2. Create Using YuStudio	3. Share and Evaluate
1.	Video 1 – Artist Introduction The Artist Introduction video by Eyez aims to contextualise the project and provide inspiration.	Video 2 – Drums Activity 1: Create an original drumbeat in a Grime style. Video 3 – Bass Activity 2: Add basslines to accompany tracks in a Grime style.	Share and discuss work, and eventually perform.
2.	Revisit Video 1 – Artist Introduction	Video 4 – Adding Rap, Mix and FX Activity 3: Use audio clips to add a Rap verse to tracks. Mix and arrange original tracks in a Grime style.	Share and discuss progress, and eventually perform.
3.	Option: Revisit Video 1 – Artist Introduction	Continue/complete projects.	Video 5 – Artist Evaluation with Eyez Share reflections and evaluations with the class.
Perform Perform your compositions to an audience.			

Individual Video Summaries

Video 1 – Artist Introduction

The Artist Introduction video by Eyez aims to contextualise the project and provide inspiration.

Video 2 – Drums

Create an original drumbeat in a Grime style.

Video 3 – Bass

Add basslines to accompany their tracks, which fit with the Grime style they are working in.

Video 4 – Adding Rap, Mix and FX

Learn to use audio clips to add a Rap Verse to the tracks. Mix and arrange original tracks in a Grime style.

Video 5 – Artist Evaluation

The Artist Evaluation video by Eyez provides an opportunity for students to reflect on their progress and learning, as well as any areas where they feel they might do things differently in the future. Students are encouraged to share their reflections and evaluations with the class via group discussion.

Optional Video

Artist Inspiration video by Lady Ice.

Musical Terminology Used in This Project

- Bar – a segment of time in music, which is divided into a specific number of beats
- Tempo – how fast or slow the music goes
- Octave – the distance between two musical notes that have the same letter name
- Structure – the shape of a piece of music; how it is put together