



Music Production Lab

Learning Outcomes & Human Values

Companion to the four sample timetables

Every session pairs a musical skill outcome with a human values outcome, so pupils build technical ability in Logic Pro X alongside habits, curiosity, resilience, collaboration, and more — that transfer well beyond music. Both are written as "Pupils will be able to..." and can be lifted directly into a school-facing overview, a certificate, or an end-of-programme report.

Included formats

Single-Day Workshop · Weekend Event · Weekly After-School Term Module (10 Weeks) · Half-Day Taster Session

Core Values Framework

The values referenced throughout this document:

VALUE	WHAT IT LOOKS LIKE IN MUSIC PRODUCTION LAB
Curiosity	Exploring unfamiliar tools, sounds, and ideas with an open mind, and asking questions rather than waiting to be told.
Creativity	Generating and expressing original musical ideas, and making personal choices rather than copying a template exactly.
Focus	Sustaining attention and care during detailed technical work, such as editing, recording, or mixing.
Resilience	Persisting through mistakes, technical glitches, or a take that didn't work, and improving through iteration.
Collaboration	Working well with others, sharing equipment and space, and building on a peer's idea.
Confidence	Sharing work and ideas openly with the group, including work that isn't finished or perfect.
Respect	Listening to and valuing the ideas, tastes, and creative choices of others, even when they differ from your own.
Responsibility	Taking ownership of equipment, project files, and time, without needing to be reminded.

1. Single-Day Workshop

Starter / Mid / Pro Tiers

SESSION	STARTER	MID	PRO
Session 1 09:15–10:15	Navigate the Logic Pro X interface and identify key tools, including track view, the software instrument panel, and transport controls.	Record and edit an audio take, including trimming and basic comping between takes.	Apply quantisation and edit MIDI data with precision to tighten a performance.
Human value	Curiosity: explore an unfamiliar interface and try out tools before asking for help.		
Session 2 10:30–11:30	Programme a simple drum pattern using a software instrument.	Layer multiple samples and loops to build a rhythmic foundation.	Apply EQ and compression to begin shaping a balanced mix.
Human value	Creativity: make original rhythmic choices rather than copying a preset pattern exactly.		
Session 3 11:30–12:30	Add a simple bassline and melody to their track using a software instrument.	Record and tune a vocal take.	Use automation and effects chains to add dynamic interest across a track.
Human value	Focus: sustain concentration through a detailed recording or editing task without becoming distracted.		
Session 4 13:15–14:15	Arrange their track into a simple structure, such as intro, verse, and chorus.	Balance levels across a mixdown so all elements can be heard clearly.	Apply mastering fundamentals and export a finished, share-ready track.
Human value	Resilience: revisit and improve an earlier section of their track rather than settling for a first attempt.		
Showcase 14:15–15:00 whole group	Musical skill: Present their finished track to the group and describe one creative or technical choice they made.		
Human value	Confidence & Respect: share unfinished or imperfect work without embarrassment, and give one another genuine, supportive attention while listening.		

2. Weekend Event

Day 1: Foundations

SESSION	MUSICAL SKILL	HUMAN VALUE
Welcome & setup 09:00–09:30	Set up their own workstation, including headphones and project file, and explain the session's expectations.	Responsibility: take ownership of their own equipment and workspace from the start of the day.
Interface tour 09:30–10:30	Identify and use the core tools in Logic Pro X needed to start a project.	Curiosity: ask questions about unfamiliar tools and explore the software independently.
Building your first beat 10:45–12:00	Programme a basic drum pattern from scratch.	Creativity: make their own rhythmic choices rather than replicating an example exactly.
Recording & layering instruments 13:00–14:15	Record and layer at least two instrument parts within a single project.	Focus: sustain attention through a multi-step recording process.
Adding melody & bassline 14:30–15:30	Compose and record a simple melodic line and a complementary bassline.	Creativity: experiment with more than one musical idea before settling on a final version.
Day 1 wrap-up 15:30–16:00	Save and organise their project files ready to continue on Day 2.	Responsibility: leave their workspace and files in good order for the next session.

Day 2: Building & Showcase

SESSION	MUSICAL SKILL	HUMAN VALUE
Recap 09:00–09:15	Recall and explain the key skills covered on Day 1.	Confidence: explain their own progress and choices from Day 1 to the group.
Vocal recording & editing 09:15–10:30	Record and edit a vocal take, including basic tuning or comping.	Resilience: re-record a take that didn't work rather than giving up on it.
Mixing your track 10:45–12:00	Apply EQ, level balancing, and at least one effect to improve their mix.	Focus: make careful, incremental adjustments and evaluate the result each time.
Final touches & export 13:00–14:00	Finalise and export a complete, share-ready track.	Responsibility: see a piece of creative work through to a finished, deliverable outcome.
Showcase rehearsal 14:30–15:15	Prepare a short introduction to their track ahead of presenting it to an audience.	Collaboration: support peers as they also prepare to present, offering encouragement and practical help.
Live showcase 15:15–16:00	Present their finished track confidently to an audience of peers and parents/guardians.	Confidence & Respect: perform in front of an audience, and celebrate the work of other pupils generously.

3. Weekly After-School Term Module

10 Weeks

WEEK	MUSICAL SKILL	HUMAN VALUE
Week 1 Welcome to Music Production Lab	Navigate the Logic Pro X interface and open and save a project independently.	Curiosity: approach new software with confidence rather than fear of getting it wrong.
Week 2 Rhythm & beat-making basics	Programme a simple drum pattern using step or piano-roll entry.	Creativity: make a personal rhythmic choice rather than following one fixed method.
Week 3 Building drum patterns	Layer and vary a drum pattern to create a more developed rhythm track.	Resilience: keep refining a pattern that isn't working yet instead of abandoning it.
Week 4 Bass & melody writing	Compose and record a bassline and a simple melody using software instruments.	Creativity: generate more than one melodic idea and choose the one they prefer.
Week 5 Recording live/software instruments	Record a MIDI or audio take at the correct input level.	Focus: attend closely to technical detail, such as levels, during a recording task.
Week 6 Vocal recording techniques	Record and comp a basic vocal take.	Confidence: record their own or a peer's voice and share it with the group.
Week 7 Layering & arrangement	Structure a track into distinct sections, such as intro, verse, and chorus.	Collaboration: give and receive constructive feedback on a peer's arrangement.
Week 8 Mixing basics	Balance levels and apply basic EQ across a full mix.	Resilience: keep adjusting a mix that doesn't yet sound right, rather than accepting a weak first pass.
Week 9 Effects & automation	Apply reverb or delay, and use simple volume automation, to add depth to a mix.	Creativity: use effects to express a specific mood or idea, not just because a tool is available.
Week 10 Final mixdown, export & showcase	Export a finished mix and present it to the group, explaining the creative choices they made across the term.	Confidence & Respect: present a term's worth of work to the group, and listen supportively as peers do the same.

4. Half-Day Taster Session

SESSION	MUSICAL SKILL	HUMAN VALUE
Welcome & icebreaker 09:00–09:15	Describe, in simple terms, what music production involves.	Curiosity: ask questions about a new subject without needing prior experience.
Interface tour 09:15–09:45	Identify the key areas of the Logic Pro X interface.	Curiosity: explore the software hands-on rather than only watching a demonstration.
Build a beat together 09:45–10:30	Contribute to building a simple drum pattern with facilitator guidance.	Collaboration: contribute an idea to a shared, group creative task.
Add a bassline & melody 10:45–11:15	Add a basic bassline and melody to the group project with guidance.	Creativity: offer a musical idea, even a simple one, to the group's project.
Quick mix & listen back 11:15–11:45	Explain, in simple terms, how volume and balance affect how a mix sounds.	Focus: listen carefully and notice specific details in a piece of music.
Wrap-up 11:45–12:00	Identify at least one next step for continuing to learn music production, such as joining the full term module.	Confidence: reflect on what they enjoyed and identify their own interest in continuing.

Outcomes are written to be observable within the session and adaptable to individual pupil pace. Adjust verbs and complexity for younger age groups where needed (e.g. "begin to" or "with support" for the youngest pupils), and adapt the values language to match a host school's own character or SEL framework where one exists.