



FEATURE

BECOMING A DJ: SCRATCHING THE SURFACE

Meets National Core Arts Anchor Standards 5, 7, 9 and 10

OBJECTIVES

- Develop and refine artistic work for presentation (*Pr5*)
- Perceive and analyze artistic work (*Re7*)
- Apply criteria to evaluate artistic work (*Re9*)
- Synthesize and relate knowledge and personal experiences to make art (*Co10*)

MATERIALS

- *Music Alive!* magazines (Vol.39 No.3)
- Computer or mobile device with Internet access

START

Ask your students to read “Becoming a DJ: Scratching the Surface” on pages 6-9 before reviewing the words below. [This reinforces comprehension and vocabulary.]

TURNTABLE—a circular, spinning plate supporting a record as it is played

SEAMLESS—smooth

HALLMARK—a distinctive feature

PHONOGRAPH—a record player

AFFAIR—an event

STAGE PRESENCE—the ability to command the attention of an audience

GAUGE—estimate or determine

RESIDENT—attached to and working regularly for

ENTREPRENEURIAL—characterized by taking risks in hopes of profit

NEGOTIATE—try to reach an agreement

COMPENSATION—money received by an employee

CORPORATE—a large company

TERRESTRIAL—broadcasting using equipment on the ground rather than by satellite

BROAD—covering a wide scope of subjects

WARY—showing caution about possible dangers

LUG—carry or drag

SOFTWARE—programs and other operation information used by a computer

COMPATIBLE—able to be used with a specified piece of equipment

MANIPULATION—the altering and editing of sound data

DEVELOP

Ask Students the following questions:

What is DJing?

What are the four categories of DJs?

How are they different?

What are the primary responsibilities of a “Mobile DJ?”

Why might it be easier to be a Club DJ than a Mobile DJ? Why might it be more difficult?

What are the factors to be wary of when pursuing a career as a full-time DJ?

What are some tools you need to get started DJing?

CLOSE

Watch the YouTube video “A Beginner’s Guide to DJing” and have the class take notes. After the video ask students the following questions:

What is the main goal of a DJ?

What does BPM stand for?

When mixing, why might you want to choose two songs with the same BPM?

On a controller, what is a “crossfader” used for?

What is beat-matching?

What is the difference between beat-matching and tempo matching?

ASSESS

Did the students read the article?

Did they answer the review questions?