



YouDJ Video 17: Sampler



Objective

Students will test various preloaded samples to determine its appropriate use within a song.

Key Terms

A **sample** is the reuse of a portion of a sound recording in another recording or performance.

Procedures

1. Students will activate the sampler function on YOU DJ by clicking on "Sampler" located in the menu bar on the left side of the screen.
2. Students will click on any one of the highlighted names to activate that specific sample (Lets Gooo, In the Mix, Are You Ready, etc.)
3. Students will then activate one or both turntables to begin playing music.
4. While the music is playing, students will experiment triggering any sample at an appropriate time.
5. Students can trigger multiple samples simultaneously and can also modify the volume and pitch of each one.
6. Students will then determine which samples will occur at specific moments in the music in order to enhance their remix and/or performance.

Extension

1. The art of sampling has a rich history and evolution. Students can research the origins of sampling and how it came to be popularly used within hip hop and other styles of music.
2. Students can also research the legal issues around sampling copyrighted music. They can use the following search terms (10 Rappers Famously Sued for Using Unauthorized Samples, Why You Need Permission to Sample Others' Music, etc.)

Assessment

When possible, students can film a short video of their screen to demonstrate an understanding of how to integrate pre-loaded samples into their remixes.

National Core Arts Standards

MU:Pr6.1.T.1a - Using digital tools, demonstrate attention to technical accuracy and expressive qualities in prepared and improvised performances of a varied repertoire of music.