



YouDJ Video 9: EQ



Objective

Students will experiment with various EQ settings to create dynamic moments in the music.

Key Terms

EQ: short for **equalizer**. A device for amplifying or suppressing specific frequency bands of audio.

High Frequencies: refers to the set of frequencies that fall within the upper most range of the sonic spectrum.

Mid Frequencies: refers to the set of frequencies that fall within the mid range of the sonic spectrum.

Low Frequencies: refers to the set of frequencies that fall within the low range of the sonic spectrum.

Procedures

1. Students will use one song example as a template for exploring the various sonic possibilities through EQ manipulation.
2. Students will begin by exploring the mid frequency knob located in the middle of the DJ console.
3. Students will turn the knob all the way to the right so they can hear the difference when all of the mid frequencies are amplified.
4. Students will then turn the knob all the way to the left so they can hear the difference when all of the mid frequencies are suppressed.
5. Students will repeat this process for the low frequency knob and will begin to find a combination that they think sounds good to them, using both mid and low frequency knobs to achieve this outcome.
6. Finally, students can explore the filter knob which allows specific frequencies to pass thru. When turned all the way to the right, only the high frequencies are allowed to pass while the low frequencies get suppressed. When turned

Extension

1. Students who are interested in learning more about sonic frequencies can research the scientific properties of the various frequency bands and how they impact the overall sound of music.
2. Students can also look for other examples of devices or instruments where they can manipulate the frequency

Assessment

When possible, students can film a short video of their screen to demonstrate an understanding of how to adjust EQ settings to create dynamic moments in the music.

National Core Arts Standards

MU:Pr4.2.1a Describe and demonstrate how context, theoretical and structural aspects of the music and digital media/tools inform and influence prepared and improvised performances.