



loop dreamstm

School year Curriculum Outline

Overview:

The school year **loop dreams** program uses a music education and youth development curriculum to expose young people to the hip hop arts and foster key skills that contribute to long term educational and career success. The program teaches participants how to produce music, write lyrics, dance and succeed in the music industry. More importantly, **loop dreams** teaches students key skills such as: communication, financial literacy, goal setting, integrity, respect, responsibility, self discipline and time management. By combining music education with a youth development approach **loop dreams** will encourage participants' musical aspirations and creativity while also giving them the skills needed to reach their goals.

School year Curriculum Sections:

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|---------------------------------------|----------------------|
| I. Introduction to loop dreams | V. MCing and Writing |
| II. Introduction to Hip Hop | VI. Dance |
| III. The Music Industry Game | VII. Hip Hop Art |
| IV. Beatmaking and Production | VIII. Showcasing |

i. introduction to loop dreams

SECTION OVERVIEW: the first section of the **loop dreams** curriculum will set the tone for the year. During this section expectations will be established along with ground rules for participants; academic and other goals will be set establishing the academic accountability portion of the program; and participants will get to know the Teaching Artist and each other. This section will last for approximately 4 weeks.

SECTION GOALS:

- To introduce the **loop dreams** program to participants
- To establish expectations for the session
- To create connections to staff
- To get to know each other better
- To set academic and long term goals
- To collect necessary paperwork from participants
- To set the tone for the year

SUPPORTING ACTIVITIES & PROJECTS:

- Introduction To **loop dreams**
- Scheduling
- Expectations & Group Agreements
- The Pledge
- Breaking Down The Pledge
- Academic Goal Setting
- Visualizing Our Goals
- SMART Goal Planning

ii. introduction to hip hop

SECTION OVERVIEW: This section of the curriculum is designed to introduce participants to hip hop including its history and elements. The section relies heavily on documentaries that recount the history of the genre. This section is best used as a precursor to more in depth activities related to the 4 elements of hip hop because it provides context for those activities. This section will last for approximately 4 weeks.

SECTION GOALS:

- To introduce participants to hip hop
- To give participants a sense of the history of hip and how it started
- To introduce participants to some the early hip hop artists
- To provide context for future activities and projects

SUPPORTING ACTIVITIES & PROJECTS:

- The Primary Elements of Hip Hop
- Video: And You Don't Stop: Back In The Day (Disk 1)
- Video: And You Don't Stop: Bring the Noise (Disk 2)
- Video: And You Don't Stop: Gangsta Gangsta (Disk 3)
- Video: And You Don't Stop: Life After Death (Disk 4)
- Video: And You Don't Stop: Hip Hop America (Disk 5)



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iii. the music industry game

SECTION OVERVIEW: This section of the curriculum is designed to introduce participants to parts of the music industry using a game format. The game will span multiple classes and will use several activities to illustrate points. In addition this game will incorporate teamwork, budgeting, decision making, long term planning and creativity. Overall the game will force participants to work together in consensus and to make decisions that affect the long term prospects of their group. This section will last for approximately 6 weeks.

SECTION GOALS:

- To introduce participants to elements of the music industry
- To foster teamwork and consensus
- To introduce a budgeting and financial element to the program
- To give participants the chance to engage in projects and activities that illustrate the information they are learning
- To have fun

SUPPORTING ACTIVITIES & PROJECTS:

- Information: Tracking The Game
- Creating Production Companies
- Music Industry Game Rules
- Game Preparation: Presenting to Investors
- Intro to Budgets and Needs & Wants
- Preliminary Budgeting
- So Many Needs, So Little Cash
- Teambuilding: The Egg Drop
- Unexpected Obstacle: The Recession
- Selecting Artists
- Developing Your Artist
- Marketing Your Artist
- Touring & Promotions
- Dealing With Success and Failure
- Reflecting on the Game

iv. beatmaking & production

SECTION OVERVIEW: In this section of the curriculum participants will get their first chance to begin using the equipment to make beats. They will learn the rules for using the equipment as well as its basic functionality. Participants will learn how to make beats and will create their own compositions in small groups. This section will be supplemented with studio trips and guest speakers. This section will last for approximately 6 weeks.

SECTION GOALS:

- To introduce participants to the loop dreams Studio its rules, equipment and purpose
- To provide participants with basic music knowledge to help them make their own music
- To teach participants how to use the equipment at each workstation in the studio
- To give participants a chance to work in small groups to make their own beats
- To give participants a chance to hear directly from a hip hop producer
- To have fun

SUPPORTING ACTIVITIES & PROJECTS:

- Studio Rules & Guidelines
- Creating New Production Companies
- Responsibility & Accountability
- Introduction to Production (video)
- Identifying Studio Equipment & Its Functions
- Field trip: Music Studio
- Introduction to the MPC
- Basic Beatmaking
- Production Companies Make Beats
- Recording Beats
- Small Showcase



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v. MCing & Writing

SECTION OVERVIEW: In this section of the curriculum participants will learn about MCing and will explore the type of writing used to construct rhymes and songs. They will learn about poetry and literary devices as well as delivery and public speaking. Participants will write their own rhymes and poems and will deliver them to the group. This section will last for approximately 4 weeks.

SECTION GOALS:

- To introduce participants to MCing and poetry
- To teach participants about the devices and techniques used to write powerful rhymes and spoken word pieces
- To give participants a chance to write their own rhymes and poems
- To teach participants how to deliver their rhymes and poems and to speak publicly in front of a group
- To give participants a chance to hear directly from a hip hop MC
- To have fun

SUPPORTING ACTIVITIES & PROJECTS:

- Introduction to MCing and poetry
- Freestyle (video)
- What is a literary device?
- Basic Songwriting
- Writing Exercises
- Rhyme Writing to Our Beats
- Guest Speaker: An MC
- Introduction to Effective Public Speaking & Performance
- Public Speaking Practice

vi. dance

SECTION OVERVIEW: In this section of the curriculum participants will learn about hip hop dance, including breakdancing. They will view documentaries about b-boys and girls and learn about the history of breakdancing. Participants will then engage in a multipart workshop where they learn how to breakdance and craft a routine. This section will last for approximately 4 weeks.

SECTION GOALS:

- To introduce participants to hip hop dance, specifically breakdancing
- To teach participants about the history of breakdancing
- To give participants a chance to learn basic breakdancing moves
- To give participants a chance to learn an entire routine that they could perform for their peers
- To have fun

SUPPORTING ACTIVITIES & PROJECTS:

- Introduction to Hip Hop Dance
- The Freshest Kids (video)
- Introduction to Breakdancing
- Basic breakdancing moves
- Intermediate Breakdancing Moves
- Crafting A Breakdance Routine
- Field Trip: A Dance Studio
- Guest Speaker: A Hip Hop Choreographer

vii. hip hop art

SECTION OVERVIEW: In this section of the curriculum participants will learn about hip hop art, specifically graffiti. They will view a documentary about graffiti art and examine examples of the form from their own city. Participants will then engage in a mural project preferably at their school using either a blank wall or a portable medium like Tyvek paper. Participants will work together with the help of an artist guest facilitator to design, plan, and paint their mural. This section will last for approximately 4 weeks.



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SECTION GOALS:

- To introduce participants to Hip Hop Art
- To teach participants about the history of graffiti art and give them many examples of its practice in their own city
- To give participants a chance to design, plan and paint their own mural that will be visible at their own school
- To give participants a chance to hear directly from a graffiti artist
- To have fun

SUPPORTING ACTIVITIES & PROJECTS:

- Introduction to Hip Hop Art
- Style Wars (video)
- Guest Speaker: A Graffiti Artist
- Other Forms of Hip Hop Art
- Guest Speaker: A Graphic Designer Mural Planning & Design
- Painting Our Mural
- Mural Unveiling

viii. showcasing

SECTION OVERVIEW: In this final section of the curriculum participants will be preparing to showcase what they have done this year at a multipart showcase event at the end of the school year. This event could include an unveiling of the mural, a full class breakdancing routine, spoken word and rap performances, and awards and recognition. Ideally this event would occur at a venue but could also happen at the school. To prepare participants for a good performance a lot of time will be devoted to determining roles, preparing performances and practicing. This section will last for approximately 6 weeks.

SECTION GOALS:

- To give participants a chance to show their friends and family what they have accomplished this year
- To give participants a chance to feel good about themselves by properly preparing them to perform
- To recognize great achievement and improvement (especially academically) by honoring participants with awards
- To provide a culminating event for the year's curriculum

SUPPORTING ACTIVITIES & PROJECTS:

- Introduction to the Showcase
- Determining Roles
- Performance Planning
- Performance Practice Guest Speaker: An MC, Singer, or other Performer
- Rehearsals