

Week 1 – What Makes a Good Remix?

Focus:

Understanding how producers transform tracks.

Skills:

- Identifying stems
- Changing tempo
- Changing genre feel
- Basic arrangement changes

Starter (10 min):

Play examples of remixes vs originals.

Discuss:

What changed?

- Tempo?
- Instruments?
- Structure?
- Energy?
- Genre?

Group Activity:

Give each group the same track or stems.

Groups must:

- Change tempo
- Change drum style
- Add at least one new instrument
- Rearrange one section

Fun challenge:

Genre Swap Challenge

Each group picks a random genre:

- Lo-fi
- Drill
- House
- Trap
- Drum & Bass
- Afrobeat
- Garage

Turn the track into that genre.

Outcome:

30–60 second remix draft.

Week 2 – Creative Remix Techniques

Focus:

How to make a remix sound original.

Skills:

- Chopping vocals
- Reversing audio
- Pitch changes
- Effects automation
- Loop manipulation

Starter:

Teacher demo:

Take a vocal and:

- Chop it
- Reverse parts
- Pitch sections
- Add delay throws

Show how pros do this.

Group Activity:

Each group must use at least **4 remix techniques**:

Example list:

- Reverse audio
- Pitch change
- Vocal chop
- Filter sweep
- Delay throw
- Silence break
- Beat switch

Fun challenge:

Vocal Chop Hook Challenge

Groups must create a new hook using chopped vocals.

Outcome:

Add a new remix section using these techniques.

Week 3 – Arrangement & Energy Control

Focus:

Making remixes dynamic instead of looped.

Skills:

- Builds
- Drops
- Breakdowns
- Risers
- Impact FX
- Drum removal techniques

Starter:

Show:

How removing drums increases tension.

Play example:

Build → silence → drop.

Group Activity:

Groups must structure remix:

Required sections:

- Intro
- Build
- Drop
- Breakdown
- Second drop

Fun challenge:

The Silent Drop Trick

Must include:

Moment of silence before drop.

Students love this trick.

Outcome:

1–1.5 minute structured remix.

Week 4 – Collaboration Producer Workflow

Focus:

Real producer teamwork.

Skills:

- Project sharing
- Role assignment
- Decision making
- Revision workflow

Group roles:

Assign roles:

Example:

Producer 1:

Drums

Producer 2:

Melody/instruments

Producer 3:

FX & transitions

Producer 4:

Arrangement

Rotate roles halfway.

Group Activity:

Producer Rotation

Work 15 minutes → rotate roles.

Students must improve what previous person made.

Fun challenge:

The Producer Rule

Each student must:

Add one improvement and explain why.

Outcome:

Nearly finished remix.

Week 5 – Final Remix Project & Listening Session

Focus:

Polish and presentation.

Skills:

- Basic mixing
- Volume balance
- Panning

- EQ cleanup
- Exporting

Starter:

Quick mixing checklist:

Check:

- Are drums too loud?
- Can you hear vocals?
- Is bass muddy?
- Is anything clipping?

Group Activity:

Groups finish remix.

Requirements:

Must include:

- New intro
- New drop idea
- At least 3 remix techniques
- Clean structure
- Group collaboration