

Musicfirst LMS - Creative Suite Class Trial Proposal

Course/Grade Level: SoundFX (9-12)

Instructor: Richard Thomas

Proposal Estimated Cost: \$1,200 - \$1,400

Link to Website: <https://www.musicfirst.com/>

Quote: [Music First Quote 12/5/25](#)

Area of need:

I am writing to propose a restructuring of the "SoundFX" curriculum to better leverage student potential through the MusicFirst Learning Management System. Our students possess a deep passion for exploring and utilizing cutting-edge technology. However, our current tools create a functional ceiling on their achievement. By utilizing this comprehensive ecosystem, we can facilitate learning that allows students to make a significant contribution to their own education.

1. Productivity: Facilitating Self-Sufficiency

To be effective, a digital learning environment must facilitate learning between many different parties—the student, the software, and the teacher. The current disjointed workflow hinders this process.

- **Restructuring the Workflow:** By utilizing the MusicFirst "all-in-one" dashboard, we remove technical barriers, allowing students to focus on the content.
- **Self-Sufficiency:** This efficiency allows students to become self-sufficient learners. They can access materials and submit work seamlessly, ensuring that the technology guides their creative life rather than obstructing it.

2. Academic Impact: Removing Barriers to Achievement

To maximize academic outcomes, we must eliminate the friction caused by "free" software limitations. These barriers often force students to focus on workarounds rather than the learning objectives.

- **Direct Delivery of Instruction:** I am capable of utilizing different digital material delivery approaches, but our current tools limit this. The premium suite removes ads and restrictions, providing a clean environment where students can directly access high-level content.
- **Enhanced Assessment:** By removing the "ceiling" of consumer-grade software, we allow students to demonstrate a higher level of mastery. *Noteflight Learn* and *Soundtrap* provide the depth necessary for students to produce work that meets rigorous academic standards, rather than simply "making it work" with limited tools.

3. Career Readiness: Transferable Skills

Our core passion is to develop students into lifelong learners. The proficiency students gain here—specifically in audio engineering and digital content creation—will directly transfer into roles in the modern workforce. We are not just teaching software; we are building the skills and relationships necessary for students to succeed in a technology-focused society.

Financial Impact through the rest of the School Year

To effectively integrate these tools and support the technology needs of our students, I have requested an official quote from the company and am awaiting that document for a final cost. There is a per-student rate, as well as some one-time set-up costs. Currently, the estimated investment for the upcoming year is structured as follows:

- **Set-up Cost ~ \$100**
- **Estimated Cost Per Student: \$22.00**
- **Student License Count: 50**
- **Estimated Total Investment: \$1,200 - \$1,400**

I believe this transition will significantly impact the quality of education for our students, and I am eager to explore how these tools align with the district's goals.