

Rock music workshop

Teacher notes

Lesson 1

Introduce pupils to the important parts of the drum kit, the bass drum, snare drum, ride cymbal and hi hat.



In groups of three or four the pupils should play the basic rock beat below. The ride cymbal is optional.

Ride cymbal

Hi-hat

Snare drum

Bass drum

Bring the pupils to the drum kit 3 or 4 pupils at a time to try this beat.
 Rotate quickly to maintain interest. 4 bars should be sufficient.
 While the pupils are being brought to the front to play this, the rest of the class should write down the rhythm, then practice it using mouth sounds like this :

Bass drum - Bum
 Snare drum - Cha
 Hi hat - t t t t
 Ride cymbal - ting

When the class have all played, start again but rotate the instruments.
 Repeat this process so that the pupils are able to play each instrument.

To maintain interest, change the rhythm in any of the following ways :

The musical notation shows a 4-bar drum beat across four staves:

- Ride cymbal:** Quarter notes on beats 2, 3, 4, and 5.
- Hi-hat:** Eighth notes on beats 2, 3, 4, and 5.
- Snare drum:** Eighth notes on beats 1, 3, and 5.
- Bass drum:** Quarter notes on beats 1, 3, and 5, with a pair of eighth notes on beat 4 enclosed in a box.

Ride cymbal

Hi-hat

Snare drum

Bass drum

Lesson 2

For this lesson, you will need :

- drum kit
- bass guitar(s) and amplifier
- any keyboards (2 is sufficient)

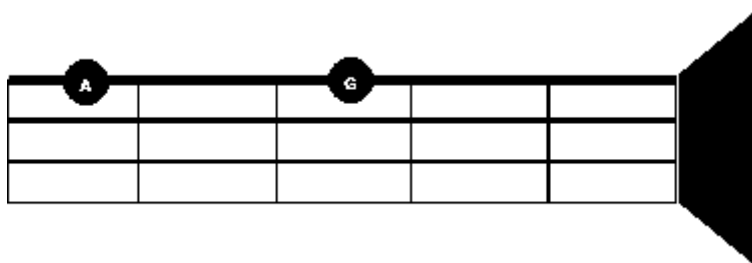
Recap quickly on the basic rock beat learned last lesson.

Write up this chord sequence :

Am / / / | G / / / |

Demonstrate the chord of Am and G on the keyboards

Demonstrate the finger positions for A and G on the bass guitar



In groups, the pupils should be brought out to the instruments to play this chord sequence. When the whole class has had a turn, start again, but pupils should swap instruments.

The simple fill-in

If you feel particular groups are ready for it, introduce the simple fill-in, using the snare drum, three tom-toms and crash cymbal.

Fill-in bar



Tip : They won't be sure where to put the fill in, so count them in 1 2 3 4 at 8 bar intervals.

Lesson 3

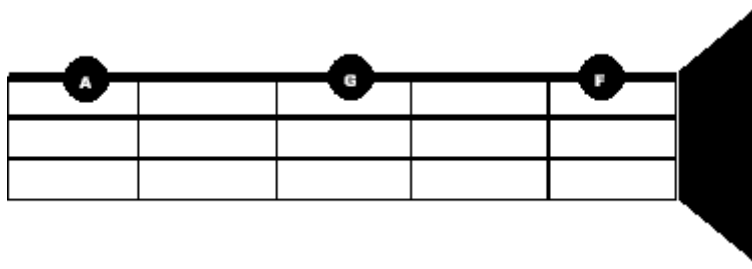
Recap on last lesson, especially the simple fill in if attempted. If not, this week it should be covered.

Draw up the chord sequence :

Am / G / | F / / / |

The new things here are the G chord and playing a chord for **two** beats.

Demonstrate the position of A, G and the new note, F on the bass :



Demonstrate the chords on the keyboards.
 Rotate pupils on instruments as before.

As the lesson progresses, you may like to modify the chord sequence to :

Am / G / | F / G / | or

Am / / / | G / F / |



Tip : The best way of learning is by teaching. Have some of the more able pupils next to the instruments so they can give help to others by keeping them in time, or showing them the position of the notes to play

Pupils who are managing the drum fill well, could try modifying the fill using two sticks using this rhythm :

Fill-in bar

The double semiquaver – quaver fill in this example comes on the right tom tom. It can actually come anywhere, even on the last tom tom. Some pupils may be ready to play this rhythm on two or more tom toms. In its most advanced form, it would go like this :

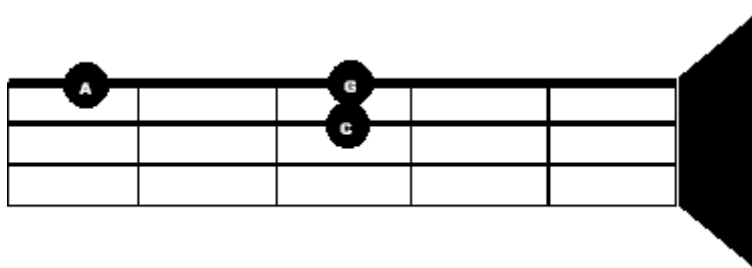
Fill-in bar

Lesson 4

Write up the chord sequence below on the board.

Am / / / | C / / / | G / / / | Am / / / |

Demonstrate the position of the new note C on the bass and recap on the A and G which have been learned in previous lessons.



The bass player can either play the note once at the beginning of the bar or play the note 4 times (in crotchets/quarter notes).

The keyboard chords move more than in the previous chord sequences, so you may need to go through them in a little detail



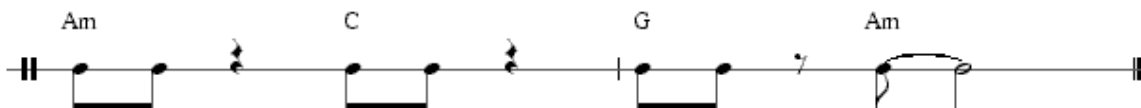
Tip : Use a water based pen to mark in the roots of the chords on the keyboards. They will still have to work out the chords, but it makes ensemble playing easier and they will achieve faster results.

Rotate the pupils on instruments so that everybody in the class has a good opportunity to play.

Vary the chord sequence into a heavy rock style :

Am / C / | G / Am / |

Using the rhythm :



If possible, accompany this with a distorted electric guitar
Drum kit should use frequent fill ins.

Lesson 5

If not yet attempted, go through the Heavy rock style. The features of heavy rock are :

- Lots of fill-ins on the drum kit
- Distorted guitar sound
- Long hair and Headbanging (optional!)



Tip : The hi-hat can be altered in this to play just straight crotchets. This keeps a steady beat to help maintain the rhythm.

Lesson 6

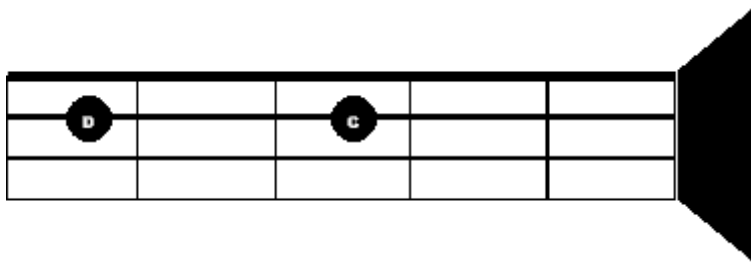
Reggae style will be introduced in this lesson. The features of reggae are :

- A strong 2nd and 4th beat on the chords
- A heavy bass
- Steady tempo

Write the following chord sequence on the board.

Dm / / / | C / / / |

Demonstrate on the bass, the notes D and C which are used in this chord sequence.



Keyboards : should play on the 2nd and 4th beats ONLY
Bass : plays a heavy rhythm. See sheet music below
Hi hat : plays a dotted rhythm. See sheet music below

Keyboards

Bass guitar

Hi hat

Bass & snare

Keys

Bass

H.H

Bass & snare

Optional melody on glocks etc.

Lesson 7

60's rock style with the clichéd I - VI - IV - V chord progression will be explored in this lesson. Write out the following chord sequence on the board :

C // // // // | Am // // // // | F // // // // | G // // // // |

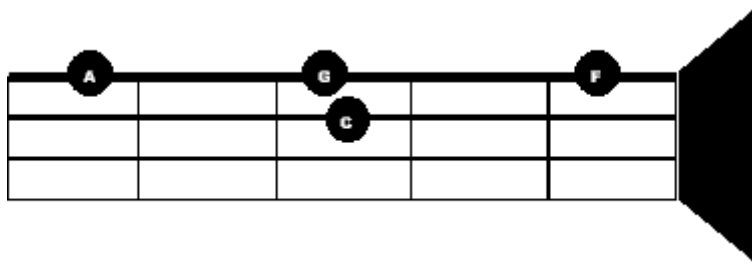
Notice this has **six** beats in each bar. For most classes, it is really not worth going into the complexities of compound time, dotted crotchets (quarters) etc.

Drum kit

Plays the beats on the ride cymbal. Bass drum plays on beat 1. Snare plays on beat 4

Bass guitar

Plays the root notes of the chords on the 1st beat of each bar. Finger positions are shown below.



Keyboards

Play the chord on each beat. Weaker pupils can play the chords on beats 1 and 4.

A musical score for four instruments in 6/8 time. The score consists of four staves:

- Keyboards:** Treble clef, playing chords on every beat. Chords are labeled C, Am, F, and G.
- Bass guitar:** Bass clef, playing the root note of the chord on the first beat of each bar.
- Ride cymbal:** Treble clef, playing a steady eighth-note pattern.
- Bass & snare:** Bass clef, playing a pattern of bass drum on beat 1 and snare on beat 4 of each bar.