Grade 7/8 Digital Music - Unit 2 - Drum Grooves

Unit Focus

Unit 2 will focus on creating beats using digital drum sounds. Students will understand how to compose and play drum patterns, as well as record them on the DAW (Digital Audio Workstation). This unit requires students to use three-way finger independence. Students will understand the musical concepts learned and mastered with purposeful practice. This unit will culminate with the students creating a recording of the grooves and drum fill they composed.

Stage 1: Desired Results - Key Understandings

Standard(s)

National Core Arts Standards
General Music: 7

- Use standard and/or iconic notation and/or audio/ video recording to document personal simple rhythmic phrases, melodic phrases, and harmonic sequences. (MU:Cr2.1.7.b)
- Evaluate their own work, applying selected criteria such as appropriate application of elements of music including style, form, and use of sound sources. (MU:Cr3.1.7.a)
- Describe the rationale for making revisions to the music based on evaluation criteria and feedback from others (teacher and peers). (MU:Cr3.1.7.b)
- Apply collaboratively-developed criteria for selecting music of contrasting styles for a program with a specific purpose and/or context and, after discussion, identify expressive qualities, technical challenges, and reasons for choices. (MU:Pr4.1.7.a)
- Identify and apply collaboratively-developed criteria (such as demonstrating correct interpretation of notation, technical skill of performer, originality, emotional impact, and interest) to rehearse, refine, and determine when the music is ready to perform. (MU:Pr5.1.7.a)
- Select from teacher-provided criteria to evaluate musical works or performances. (MU:Re9.1.7.a)

Madison Public Schools Profile of a Graduate

Transfer

Students will be able to independently use their learning to...
T1 Develop and refine techniques and skills through purposeful practice and application to become more fluent
T2 Engage in critique to inform next steps or deepen examination of an artistic work
T3 Capture the feeling or emotional response which an artistic piece elicits
T4 Create works of art to personally engage in the artistic process and/or communicate meaning

Meaning

Understanding(s)

Students will understand that...
U1 Artists' creative choices are influenced by their expertise, context, and expressive intent.
U2 Artists improve the quality of a performance/piece of art through a cycle of deliberate practice and examination of results.
U3 each part of the drum set has a specific role.
U4 the location of drum sounds on a MIDI keyboard is the same across DAWs.
U5 drum fills are used to bridge the gap between grooves.

Essential Question(s)

Students will keep considering...
Q1 What (skill/technique) am I focusing on? How do I get better at this? How do I know I'm making progress?
Q2 What does quality look/feel/sound like? How do I fine tune my work for and with an audience?
Q3 How did it go / how did it turn out so far? How does it measure up to the established criteria? What is important to focus on next?
Q4 What am I learning by engaging in critique?
Q5 How does knowing more about the topic change or deepen my understanding?

Acquisition of Knowledge and Skill

Knowledge

Students will know...
K1 rhythm is the organization of notes in time.
K2 a DAW is a "Digital Audio Workstation."

Skill(s)

Students will be skilled at...
S1 playing a drum pattern on the keyboard using the snare drum, bass drum, and hi-hat cymbal, simultaneously.

Stage 1: Desired Results - Key Understandings		
• Analyzing: Examining information/data/ evidence from multiple sources to identify possible underlying assumptions, patterns, and relationships in order to make inferences. (POG. 1.2) • Product Creation: Effectively use a medium to communicate important information. (POG.3.2)	**K3** a phrase is a sentence in music **K4** the following vocabulary: kick, snare, hi-hat, groove	**S2** using Soundtrap (DAW program) to play a basic backbeat, with a metronome pulsing at least 90BPM. **S3** vocalizing a groove to communicate an idea. **S4** creating transitions within a drum groove. **S5** recording and quantizing over a backing track.