



Electric Drums: Level 2 KS2

Course Evaluation Criteria

Y4: We would expect all children in Y4 to attain statements 1-5. If any of statements 6-10 are attained, those pupils are exceeding expectations.
 Y5: We would expect all children in Y5 to attain statements 1-7. If any of statements 8-10 are attained, those pupils are exceeding expectations.
 Y6: We would expect all children in Y6 to attain statements 1-8. If statements 9 or 10 are attained, those pupils are exceeding expectations.

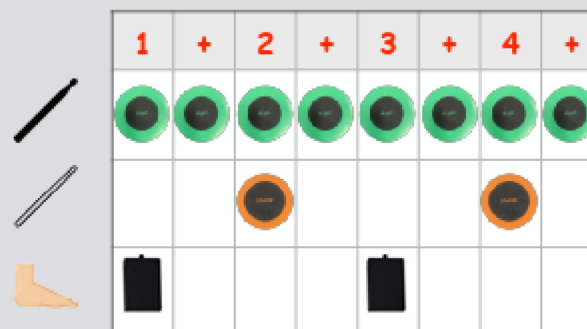
1. Pupils know the basic history of the drum kit.
2. Pupils can explain the difference between a Standard Back beat and a Jazz drum beat.
3. Pupils know that a semiquaver lasts for 1/4 beat.
4. Pupils know what a time signature is.
5. Pupils can play a drum beat in 3/4.
6. Pupils know what drum beats look like when they are notated on a staff.
7. Pupils know the three ways a high hat pedal can be used.
8. Pupils know the three ways a high hat pedal can be used.
9. Pupils know what a rudiment is.
10. pupils can play a rudiment.

Course Overview

Course overview: This course builds on the pupils existing knowledge of the electric drums and introduces more complex theory and playing techniques. They will learn about how to identify swung rhythms, different time signatures as well as how to read drum notation on a staff. With a more in-depth look into rudiments and pedal techniques, pupils will build up their skill and dexterity on the drums and perform in pairs, as an ensemble and even soloists.

Learning Outcomes for the course: Pupils will learn more advanced drum techniques and will be able to aurally recognise the difference between different drumming styles. They will understand how to read staff notation in order to play popular drumbeats, as well as compose their own by utilizing different techniques such as rudiments and semiquavers. They will understand the relationship between the hi-hat pedal and the other parts of the drums, as well as confidently play through a final performance whilst keeping a steady beat.

Drum Beats



Drums



Vocabulary Bank

Percussion

A musical instrument that is hit or struck.

Pedal

Used to play a kick drum by stepping on it.

Fill

A short musical phrase used to keep the listener engaged between musical phrases.

Rudiment

The most common type of practise for drums that develop technique.

Paradiddle


One of the basic patterns used for technique, coordination and stick control.


Comping

When other parts of the drum are added randomly to the beat.

Notes

 = Crotchet (1 Beat)

 = Quaver (1/2 Beat)

 = Crotchet Rest (1 Beat)

 = Semiquaver (1/4 Beat)