

Think Like A Drummer

Found Sound Groove Project Expectations



Objective: Students will demonstrate understanding of the parts of the drum set and their functions by creating and performing a percussion groove using found objects, inspired by genre-specific grooves studied in class, and applying the rhythmic roles of hi-hat, snare, and kick within an ensemble.

Project Step-By-Step

Part 1: Find Your Sounds

1. Explore the classroom or home for objects that make interesting sounds.
2. Choose 3 objects that will represent the hi-hat, kick, and snare in your groove.
3. Experiment with how each object sounds when struck in different ways.

Part 2: Explore and Analyze

1. Listen to the playlist of grooves we've studied.
2. Choose one groove as inspiration for your group project
3. Discuss:
 - a. What makes this groove unique?
 - b. What is the rhythm for each part (hi-hat, snare, kick)?
 - c. How do the parts interact to create the overall feel?

Part 3: Compose and Arrange

1. Use the "Groove Lab" sequencer in the [Drums Explorer app](#) to create a looped groove with your 3 parts: hi-hat, kick, and snare
2. Decide how your group will play it together:
 - a. Which person plays each part?
 - b. How will the groove flow as an ensemble?
 - c. Will you add any extra accents or dynamics to make it interesting?

Part 4: Practice

1. Practice performing your groove with your found objects.
2. Adjust your timing, dynamics, and interaction to make the groove tight and musical.
3. Use the playback in the [Drums Explorer app](#) as a guide to stay consistent and aligned as a group.

Part 5: Perform & Present

1. Perform your groove for the class.
2. Present your composition:
 - a. Explain your choices for sounds and instruments
 - b. Describe how your groove was inspired by the example you studied.
 - c. Reflect on what worked well and what you might improve next time.