

UNIT TITLE:BECOMING A SONGMAKER

Year 7 and 8 Music

Groove Mechanics

Throughout this lesson block students:

- Identify and define beat and pulse in common time.
- Discuss the basic features of rhythm, time and beat.
- Investigate the basic elements of a drum set.
- Create a drum ostinato working from a grid in 4/4 time.
- Create a drum groove with a Digital Audio Workstation (DAW) and/or live as an individual or in a group.
- Discuss why it is important to establish a beat and pulse when writing music.
- Investigate working with samples on a DAW (extension activity)*

*Schools with limited ICT infrastructure can access the practical exercises within the attached resource. This could involve student lesson materials (ie. pencil cases or notebooks), djembes, cajon, percussion equipment or even classroom furniture.

Time Allocation	2 Lessons (2.5 hours)
Lesson Objectives	 Identify and define beat and pulse in common time. Discuss the basic features of rhythm, time and beat as well as the elements of a drum set Create a beat pattern (ostinato) in groups for presentation to class or as recorded into a DAW or mobile device.
	This lesson has a critical thinking and creativity, numeracy and an ICT capability focus:
Underpinning General Capabilities	 identify gaps in reasoning and missing elements in information draw parallels between known and new ideas to create new ways of achieving goals generate alternatives and innovative solutions, and adapt ideas, including when
	 information is limited or conflicting assess assumptions in their thinking and invite alternative opinions solve complex problems by estimating and calculating using efficient mental, written and digital strategies
	 identify trends using number rules and relationships use a range of ICT to analyse information in terms of implicit patterns and structures as a basis to plan an information search or generation use appropriate ICT to collaboratively generate ideas and develop plans
Key Words	duration; ostinato; beat pattern; groove; DAW