

Year 9 and 10 Music

Groove Mechanics

Throughout this lesson block students:

- Identify and define beat and pulse in common, compound, and triple time.
- Discuss the nuanced features of rhythm, time and beat.
- Create a drum ostinato working from a grid in 4/4, 3/4 or 6/8 time.
- Create a drum groove with a Digital Audio Workstation (DAW) and/or live as an individual or in a group.
- Investigate working with samples on a DAW (extension activity) to create an original drum groove ostinato.

Time Allocation 2 Lessons (2.5 hours)

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| Lesson Objectives | <ul style="list-style-type: none"> • Identify and define beat and pulse in common, compound and triple time. • Discuss the nuanced features of rhythm, time and beat • Create a beat pattern (ostinato) in groups for presentation to class or as recorded into a DAW or mobile device. |
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This lesson has a **critical thinking** and **creativity, numeracy** and an **ICT capability** focus:

Underpinning General Capabilities

- analyse reasoning used in finding and applying solutions, and in choice of resources
- speculate on creative options to modify ideas when circumstances change
- give reasons to support their thinking, and address opposing viewpoints and possible weaknesses in their own positions
- solve and model problems involving complex data by estimating and calculating using a variety of efficient mental, written and digital strategies
- explain how the practical application of patterns can be used to identify trends
- select and use ICT to articulate ideas and concepts, and plan the development of complex solutions
- design, modify and manage complex digital solutions, or multimodal creative outputs or data transformations for a range of audiences and purposes

Key Words duration; ostinato; beat pattern; groove; DAW