

Beginner Percussion Course Outline/Overview (2 semesters)

- I. Year end goals
 - Basic understanding in the following instruments:
 - a. Snare Drum
 - b. Keyboard
 - c. Timpani
 - d. Accessories
 - e. Drumset
 - f. Hand Percussion
 - Reading Skills
 - Basic Improvisation
 - Anatomy of Instruments
 - Understanding of ensemble playing
 - Basic understanding of musicality

- II. Subject Matter
 - “Simple Steps to Successful Beginning Percussion” By: Kennan Wylie
 - Students will learn relatable concepts that can be applied to many different areas of percussion and music in general
 - A combination of visual and receptive learning

- III. Course Outline
 - Musical development will be skill and concept-based, organized the same way semesters are organized
 - Three “6-weeks” per semester, each period acting as a check-point
 - Each check-point will be organized broadly on the instruments above
 - The letters A – F will correspond to the instruments being discussed on a given day
 - ex. The first 6-weeks will consist of basic technique, alternating between A (snare drum) and B (keyboard)
 - other letters will be incorporated as the semester progresses

- IV. Evaluation/Assessment
 - Assessment will be based both on idiographic (improvement) and criterion (execution)
 - Normative assessment will also be involved for chair placement
 - Short term assessment
 - Weekly playing tests will be conducted
 - Long term assessment
 - Students will be graded at the end of each 6-weeks based on improvement and execution

Playing Test Rubric

	Improvement	Execution
1	Little to no improvement	Minimal understanding of notes and rhythms
2	Slight improvement	Some understanding of notes and rhythms
3	Average	Average
4	Obvious improvement	Most notes and rhythms achieved
5	Exceptional improvement	All notes and rhythms achieved with musicality