

Checkpoint 4

I can join two eighth note rock beats together to create a two 2 bar loop while keeping a steady tempo

I can use eighth note rock beats with rests when playing along with songs

I can read sixteenth note rhythms patterns and play them along with a metronome beat at 100 bpm

I can play sixteenth and eighth note rhythm patterns with quarter notes on the bass drum.

I can add a crash cymbal into my beats while maintaining a steady pulse

I can loosen my hi-hats while playing a beat to help increase the dynamics and intensity of my playing.

I can play my beats using different cymbals to help vary the dynamics of my playing

I can demonstrate alternate flams, flam accents and Flam paradiddles

I can create a fill using sixteenths notes and add it into my playing while maintaining a steady pulse

Sixteenth Notes - Semiquavers

1 1 2 3 4 1 + 2 + 3 + 4 + 1 e + a 2 e + a

2 Word Association Chicken Burger Chicken Burger Chicken Burger Chicken Burger

3

4 RLRL R LRLR L

5

6

7

8

Sixteenth Note Fills



1. Adding quarter notes on the Bass Drum

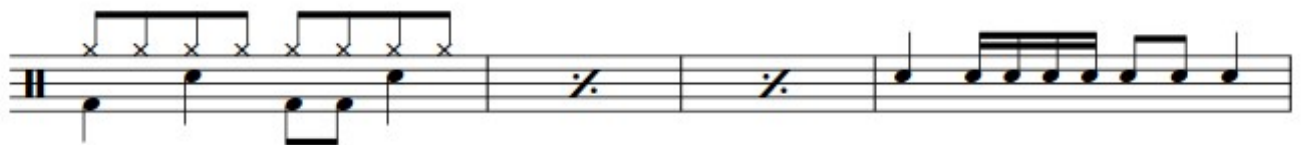


2. Move the rhythms around the drums to add a bit more colour
Here is an example that you can try

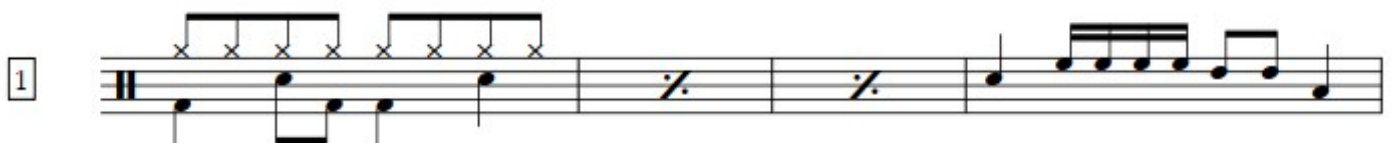


Now try making up your own variation

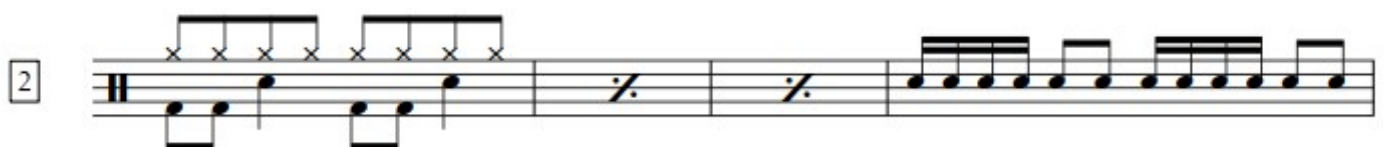
3. Now use one of the bars as a drum fill after 3 bars of a beat.



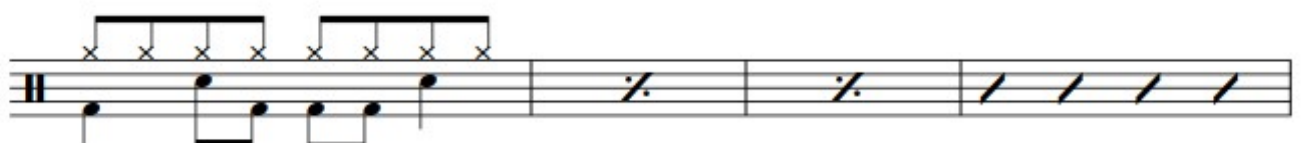
Now try including the including the toms



See how many different variations you can create using the one rhythm pattern



Now try making up your own variation



Four and More

Chris Yeend

♩ = 100

mf

gradullay open HH.....

cresc.

fill

f

L R L R R L R L L R L

ff

R R L R L L R L R

mf

L R L R R R L R L L

f

R R L R R L R L L L R R L L L R R L L L fill