Percussion and other musical instruments – get to know them and have a go!

Do you have your favourite performers? Do you play any musical instrument? Or perhaps you don't, but would love to give it a try? How about... percussion? Thanks to our interactive application, you'll be able to practice percussion instruments on your own! Happy drumming!

AGE
13+

DURATION
50 minutes

NUMBER OF PARTICIPANTS:
6 and more

OBJECTIVES

The participant:

– practices creativity,
– develops digital competence,
– learns how to play percussion instruments,
– gets to know musical instruments,
– is able to distinguish basic musical instruments by ear.

EQUIPMENT AND MATERIALS

– two sets of VR goggles with the Paradiddle application installed,
– own smartphones with data transmission enabled,
– printed and cut-out cards for group work (Appendix 1),
– printed worksheets – one card per two participants (Appendix 2),
– printed emoticon slips – one slip per participant (Appendix 3),
– laptop and projector,
– pens, pencils, crayons, markets, sheets of paper, old newspapers.

APPLICATION

Paradiddle
https://www.oculus.com

scan the QR code

When using the application, sit as if you were playing the drums and hold game controllers (virtual drumsticks) in your hands. The application is available in English, but its interface is intuitive and user-friendly.

Information: The application used in this script is compatible with the Oculus Quest 2 goggles. If you have different VR goggles, download a similar application compatible with your equipment.

WORKSHOP

Welcome and introduction

Start your workshop with a warmup activity that boosts the participants' creativity. Ask everyone to stand in a circle to allow them to see one another. Pretend that you are playing a musical instrument. The object of the task is to guess what instrument was being played. Every participant should be given a chance to take their turn pretending to play an instrument of their choice. Depending on the number of participants, the warmup activity may last a round or two.

Set two minutes on your stopwatch and ask the participants to note down as many ideas as possible how to creatively use a musical instrument of your choice (e.g., drums, flute). This activity increases the level of attention and serves as a good introduction into the theme of the workshop.

Main part – activity time

Start by exchanging experiences of playing different musical instruments. Is there among you somebody who plays the guitar, the flute, or the piano?

Get the group into pairs: let everybody draw a previously prepared piece of paper with different geometric shapes (Appendix 1). People who have drawn the same shapes will form a team (a pair or a trio, depending on whether the number of participants is even or odd).
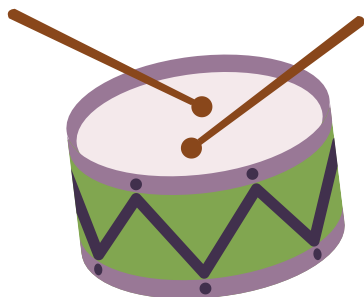
Assign a music genre (e.g., pop, rock, reggae, techno, hip hop) to each team who will in turn choose a real-life music group, Polish or international, specializing in this genre. Using information available online, each group should fill in a worksheet (Appendix 2) and be able to briefly present the band of their choice.

Using a laptop and a projector, play two clips about musical instruments (Sound quizzes 1, Sound quizzes 2). To gamify the exercise, get the participants into two rival teams. After hearing a question asked in a clip, each team shares their ideas internally and comes up with a definite answer. Add up all the points at the end of the game to determine the winner.

The next team game involves creating music bands and playing the drums. Provide each team with a large sheet of paper and ask them to write, describe and/or draw the following:
- name of their made-up music band (alternatively, participants can use old newspapers and cut out letters and photographs),
- music genre that their band specializes in,
- lineup (who plays what instrument); perhaps it is worth coming up with stage names for each band member,
- the first concert tour.

When the team is preparing information about their band, one team member is given VR goggles with the preinstalled Paradiddle application to practice drumming for a few minutes. After some time (it is worth setting the stopwatch for 5-7 minutes for each person). Depending on each team's level of digital competence, remember to support team members and offer your assistance.

Conclusion and evaluation

After about 25 minutes, each group presents the outcome of the work and shares their impressions of virtual drumming. At this point, VR goggles are turned off. To briefly summarize the workshop, distribute strips with emoticons (Appendix 3). Ask the participants to encircle the face that illustrates their opinion of the workshop. Thank them for their participation in the activities.

Useful links

YouTube clip: *Sound quizzes I*
https://www.youtube.com/watch?v=FwkAnAZo_zM

YouTube clip: *Sound quizzes II*
https://www.youtube.com/watch?v=tuxfNRTjpl0

Appendixes:

1. *Geometric shapes for group work*
2. Worksheet – *Information about a music band*
3. *Emoticons for class conclusion*

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