

Seven: Lesson Plan

Introduction:

Seven is an easy bucket drumming piece that is suitable for students in 3rd grade and up. The piece is written for two parts and is called *Seven* because the main motive comprises seven notes. The two parts sometimes interlock, contrast, or play together. *Seven* can be played by any number of players and may be taught by notation or by rote. Score and Parts are included, as well as a Cheat Sheet in case you wish to make your own arrangement.

Form:

Overall, the piece alternates between grooves and transitions. I let the grooves continue for 4, 8, 12 or 16 measures and signal the next section with verbal or visual cues. You can play the version that is shown in the video/sheet music or the shorthand version on the Cheat Sheet Page or feel free to create your own version by combining the different sections in whatever order or combination you like.

Teaching Tips:

Whether teaching by notation or rote, I have students do a lot of movement and chanting/counting out loud before they begin to play the bucket.

I typically start by teaching the two transitions with students counting "1 2 3 4" or "1 2 3 4 5 6 7" out loud as they play. This is an easy way to start and gets the group playing together in unison before they have to play separate parts.

Transition 1 (Letter D) is most successful when students move their bodies to the beat. Transition 2 (Letter F) involves dynamics, so it's convenient to talk about how to play at a musical dynamic by using appropriate stick heights, as bucket drumming can get loud if you're not careful.

After teaching the transitions, your next goal is to get the students to play the main groove first on body percussion and then with sticks. On the score the main groove is found at Letter C and on the Cheat Sheet it is Bucket Part 1 and Bucket Part 2. If students first learn a composite part that contains all the pats and claps and *then* learn their individual part, things tend to go smoother. (See the measure labeled: Body Percussion - Combined).

Then play Body Percussion Part 1 and Body Percussion Part 2 together. Transfer that experience to sticks and buckets and the hardest part of the teaching is done. The claps become stick clicks and the pats are either bucket center or rim depending on the part.

Then all there is left to teach is the slow groove at G, the flashy but simple stick clicking at H, and the roll at the end. Put it all in order and the piece is done.

Seven

for buckets

David Birrow

Bucket Legend

Center Rim Stick Click

Musical notation for the first system. It consists of three staves. The top staff is a bucket legend with a 4/4 time signature and a double bar line, showing notes for Center, Rim, and Stick Click. The middle staff is labeled 'A Body Percussion' and contains a sequence of notes and rests. The bottom staff is labeled 'Pats Claps' and contains a sequence of notes and rests.

Musical notation for the second system. It consists of two staves. The top staff is labeled 'Body Percussion' and contains a sequence of notes and rests. The bottom staff is labeled 'Clap Pats' and contains a sequence of notes and rests. A 'Pick up sticks' instruction is placed at the end of the top staff.

B

Bucket

Musical notation for section B. It consists of two staves. The top staff is labeled 'Bucket' and contains a sequence of notes and rests. The bottom staff is labeled 'Clap Pats' and contains a sequence of notes and rests. A 'Pick up sticks' instruction is placed at the end of the bottom staff.

C

Repeat until cue

D

"1 2 3 4"

Musical notation for sections C and D. It consists of three staves. The top staff is labeled 'Repeat until cue' and contains a sequence of notes and rests. The middle staff is labeled '"1 2 3 4"' and contains a sequence of notes and rests. The bottom staff is labeled 'Bucket' and contains a sequence of notes and rests. A 'Pick up sticks' instruction is placed at the end of the middle staff.

2

E

Repeat until cue

F

"1 2 3 4 5 6 7"

Musical notation for section E and F. The first staff (top) has a dynamic marking of *f* for the first seven notes and *mf* for the last seven notes. The second staff (bottom) has a dynamic marking of *f* for the first seven notes and *mf* for the last seven notes. Both staves include repeat signs and cues.

Musical notation for section G. The first staff (top) has a dynamic marking of *mp* for the first seven notes and *p* for the last seven notes. The second staff (bottom) has a dynamic marking of *mp* for the first seven notes and *p* for the last seven notes. Both staves include repeat signs and cues.

G

Musical notation for section H. Both the first (top) and second (bottom) staves have a dynamic marking of *mf* throughout. Both staves include repeat signs and cues.

H

Repeat and accel. until cue

Musical notation for section H. The first staff (top) has a dynamic marking of *mf* and includes a 'sim.' marking. The second staff (bottom) has a dynamic marking of *mf* and includes a 'sim.' marking. Both staves include repeat signs and cues.

Click sticks in an X shape in the air

Musical notation for section H. The first staff (top) has a dynamic marking of *p* for the first seven notes and *f* for the last seven notes. The second staff (bottom) has a dynamic marking of *p* for the first seven notes and *f* for the last seven notes. Both staves include repeat signs and cues.

Bucket Part 1

Seven

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Bucket Legend

Center Rim Stick Click

A Body Percussion

Pats Claps

Pick up sticks

B Bucket

C Repeat until cue **D** "1 2 3 4"

E Repeat until cue **F** "1 2 3 4 5 6 7"

G

H

Repeat and accel. until cue

Bucket Part 2

Seven

for buckets

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Bucket Legend

Center Rim Stick Click

Musical notation for section A, first staff. It shows a 4/4 time signature and a sequence of notes: a quarter note (Center), a quarter note (Rim), a quarter note (Stick), and a quarter note (Click).

A

Musical notation for section A, second staff. It shows a 4/4 time signature and four measures of whole rests.

Body Percussion

Musical notation for Body Percussion. It shows a 4/4 time signature and a sequence of notes: a quarter note (Clap), a quarter note (Pats), a quarter note (Clap), and a quarter note (Pats).

Clap Pats

B

Musical notation for section B. It shows a 4/4 time signature and a sequence of notes: a quarter note (Clap), a quarter note (Pats), a quarter note (Clap), and a quarter note (Pats).

Pick up sticks

C Bucket

Musical notation for section C. It shows a 4/4 time signature and a sequence of notes: a quarter note (Bucket), a quarter note (Bucket), a quarter note (Bucket), and a quarter note (Bucket).

Repeat until cue

D "1 2 3 4"

Musical notation for section D. It shows a 4/4 time signature and a sequence of notes: a quarter note (1), a quarter note (2), a quarter note (3), and a quarter note (4).

E Repeat until cue

Musical notation for section E. It shows a 4/4 time signature and a sequence of notes: a quarter note (Repeat), a quarter note (Repeat), a quarter note (Repeat), and a quarter note (Repeat).

F "1 2 3 4 5 6 7"

Musical notation for section F. It shows a 4/4 time signature and a sequence of notes: a quarter note (1), a quarter note (2), a quarter note (3), a quarter note (4), a quarter note (5), a quarter note (6), and a quarter note (7).

f *mf* *mp*

G

Musical notation for section G. It shows a 4/4 time signature and a sequence of notes: a quarter note (p), a quarter note (mf), a quarter note (mf), and a quarter note (mf).

p *mf*

H

Musical notation for section H. It shows a 4/4 time signature and a sequence of notes: a quarter note (Click sticks in an X shape in the air), a quarter note (sim.), a quarter note (sim.), and a quarter note (sim.).

Repeat and accel. until cue

Click sticks in an X shape in the air

sim.

Musical notation for section H, final part. It shows a 4/4 time signature and a sequence of notes: a quarter note (p), a quarter note (p), a quarter note (p), and a quarter note (p).

Seven: Cheat Sheet

for buckets

David Birrow

Bucket Legend

Center Rim Stick Click

Body Percussion Legend

Pat Clap

The Different Sections

Body Percussion - Combined

Body Percussion - Part 1

Body Percussion - Part 2

Bucket - Part 1

Bucket - Part 2

Transition 1

"1 2 3 4"

Transition 2

"1 2 3 4 5 6 7"

Bucket Part 1 - "Slow Groove"

Bucket Part 2 - "Slow Groove"

Click sticks in an X shape in the air

Roll Ending

The Form (one version)

1. Body Percussion Part 1
2. add Body Percussion Part 2
3. Bucket Part 1
4. add Bucket Part 2
5. Transition 1
6. Bucket Part 1 + 2
7. Transition 2 - 4x (f-mf-mp-p)
8. Bucket Part 1 - Slow Groove
9. add Bucket Part 2 - Slow Groove
10. accelerando
11. Roll Ending