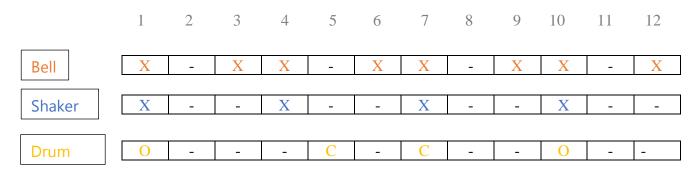
Music Making Facilitation Guide:



LEGEND:

- X = Hit/Play!
- O = Open Hit
- C = Closed Hit

Intro Instructions:

- Establish group expectations and etiquette, including: no playing on the instruments when facilitators are giving instructions, and respect each other's instruments (i.e., do not hit them too hard). Also, indicate how the pattern will be stopped (<u>idea</u>: using a whistle, blow 4 times followed by an orchestra conductor-like air swipe to indicate 'done.' If no whistle, count out '1 -2 1234 Stop!')
- Try to evenly distribute students into the four instrumental groups (SHAKER, DRUM, BELL). Mention that students will be able to try out each instrument before the lesson is complete.
- The pattern is transcribed into 12 equal subdivisions the facilitator can point out that the SHAKER plays a "regular pattern" and have the students count aloud each subdivision while tapping along to the SHAKER pattern (red indicates clap): 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12.

Group Playing:

- First establish the SHAKER pattern with the DRUM, noting the "regular pattern" of the SHAKER, which has a syncopated *closed* hit on the DRUM (on the 5th subdivision).
- After SHAKER and DRUM are established, the BELL pattern can be integrated. Note how it lines up in unison with most of the SHAKER pattern.
- After the pattern settles into a steady groove, facilitator can stop the performance.
- Students can then switch between the instrument groups.

FOLKWAYS