

Glossary

Percussion - musical instruments like drums, cymbals, xylophones, gongs, bells, and rattles, played by striking or shaking, using the hand, stick or other tool

Structure - the arrangement of and relations between the parts or elements of something complex

Act – a major segment of the overall story or piece

Solo - a piece or part of music for one performer

Repurpose - adapt for use in a different purpose

Texture - the quality created by the combination of the different elements in a work of music or literature

Strategy - a plan of action designed to achieve a goal

Timbre - the character or quality of a musical sound as distinct from its pitch and intensity

Cycle - a series of events that repeat in the same order

Interlude - a piece of music played between other pieces

Ticking - regular short sharp sounds, typically one for every second of time that passes

Rupture - breach or disturb (a harmonious feeling or situation)

Stretch - extend or spread over an area or period of time

Splitting - the action of dividing or being divided into parts

Parse - divide into parts and identify the parts and their relations to each other

Frame - to construct by fitting and uniting the parts of a structure

Shadow - a small degree or portion

Trace - a mark, line or remnant left by something that has passed (a small degree or portion)

Epilogue - the concluding section of a musical composition

Thimble - a small, pitted cup worn on the finger that protects it from being pricked or poked by a needle while sewing

Tuning Fork - a two-pronged steel device used by musicians, which vibrates when struck to give a note of specific pitch.

Listen Interludes and Solos

Which drum wins? How would you personify them? Listen for their characteristics.

Dig Deeper What can it do?

Examine the properties of the objects used and see what they can do.

Create and Make Repurpose

Look through your house and recycle bin and make a percussion instrument.

Listen

Interludes and Solos

The suite, *Cycle*, has a structure of 3 Acts with 2 movements or scenes within each act that musically communicate parts of the whole *Cycle*.

In each Act, a drum has to fight its way out of the texture of the multiple snare drums in the Interlude (first movement) and assert itself as the solo drum in the second movement.

Listen and look for the characteristics of the different drums.

- How big is the drum?
- What color is the drum?
- What is the drum made of?
- What does the drum sound like?



Cycle

ACT I - TICKING

i.) interlude: rupture

DRUMS appearing: medium snare, small snare, large snare

TOOLS used: drumsticks

ii.) stretch

DRUM appearing: smaller snare

TOOLS used: tuning fork, thimbles, sticks, fingers played on edge, rim, top, bottom

ACT II - SPLITTING

iii.) interlude: parse

DRUMS appearing: smaller snare, medium snare, green snare

TOOLS used: drumsticks, fingers

iv.) frame

DRUM appearing: green snare

TOOLS used: wire brush, drumsticks, rim, sticks played on bottom end and tip

ACT III - SHADOW

v.) interlude: trace

DRUMS appearing: large snare, medium snare

TOOLS used: drumsticks

vi.) epilogue

DRUM appearing: large snare

TOOLS used: drumsticks, fingertips, fingernails, mallet, palm of hand

What special characteristics, techniques and tools are used in the Interlude (competition) and with the solo drum?

How would you personify each drum if it was a character like a superhero in a book or movie?

Could you draw a picture of your favorite one as the character?

Listen to the competition or battle between the drums in each ACT's interlude. Can you tell which drum will win the solo for each ACT?

When the winning drum played the solo in each ACT, what else did you get to learn about the drum?










Dig Deeper

What can it do?

Percussion instruments are defined as musical instruments like drums, cymbals, xylophones, gongs, bells, and rattles, played by... striking or shaking, using the hand, stick or other tool.

Examine the properties of the objects used to play Cycle.

- Is it straight, squiggly, fat, round, skinny, big, small, pointy, bendable, or other shape?
- Is it made of wood, plastic, metal, fabric, paper, wool, leather or something else?
- Does it make sounds that are sharp, dull, bright, tinkling, soft, loud, or something else?

Percussion Tool	What is the shape of the tool?	What is it made of?	What sounds does it make?	How was it used?
 drumsticks				
 tuning fork				
 thimbles				
 fingers				
 wire brush				
 mallet				
 hand				
 drum rim				
 drum head				

- Each object can be used in certain ways and make special sounds.
- The more you know about an object, the more ideas you have about how it can be used to make music.
- How was the music of Cycle created with the percussion tools used?

Create and Make

Repurpose –

Look through your house and recycle bin to make a percussion instrument out of something unexpected.



1. Gather objects you could use to make a percussion instrument.

cardboard boxes, bubble wrap, paper bags, plastic container or bottle, plastic or metal lids, cardboard tubes, metal cans, string



2. Test out what sounds could be made by the different objects being used.

tapping, scraping, thumping, striking, pounding, rolling, ringing



3. Decide how to combine the objects into an instrument that makes the sounds and rhythms you want to create.

Use glue, tape, string, markers, crayons, and paint where needed.



4. Can you imagine the instrument you create as a character that was fighting a battle through musical “texture” like the snare drums in the acts of the Cycle Suite?

