

YOUR DRUMS

A QUICK GUIDE

All you need to know about this amazing instrument

PARTS OF A DRUM

There are two parts of a drum which you will need to know for this book. The shell is the main part of the drum and is usually made of wood. The head is attached to the top of the shell and is the part that you strike with your sticks. There is a second head attached to the drums that is fixed to the bottom of the shell.

HI-HAT

The hi-hat is basically two cymbals positioned one on top of the other. These can be brought together by pressing your foot down on the pedal located at the bottom of the hi-hat stand.

STICKS

The drum kit is played with drum sticks. Sticks come in pairs: one for each hand. There are three main areas of a stick: the tip is the round part at the pointy end of the stick, the shaft is the area that you hold the stick by and the butt is the thick end of the stick.

In this book you will play the drums using only the tips of your sticks but it is possible to play with the other parts too.

SNARE

The snare drum sits more or less flat on a stand that's placed between your legs. It has two heads which are fitted tight across the top and bottom of the shell. Small metal chains are fixed to the bottom head. When you strike the top head, the chains rattle and help to make the loud, sharp sound that the snare is known for.

MEET THE TIME MACHINE!

A metronome is a device with a loud click that sets the pulse of the music you play to. The pulse is also called the beat and is what you tap your foot to.

Metronomes can be set at different speeds (or tempos). This lets you practise at the correct tempo and will improve your playing by making sure it is always in time with whatever piece of music you



are performing. Traditional metronomes are battery-operated or wind-up machines that sit on a desk or piano, but you can also download metronome apps for your tablet or smartphone.

CYMBALS

Usually there are two cymbals in a drum kit. The one to the drummer's left is a crash and the one to their right is a ride. Each cymbal has a different sound.

TOMS

Most drum kits have three tom drums: high, middle and low. You won't have to use any of these drums in this book.

DRUM VOICES

In this book you will sometimes read the phrase 'drum voices'. This is just a way of describing each part of the drum kit that can be used to make a sound. For example, the snare drum is a drum voice; so too are the hi-hat and bass drum.

BASS DRUM

The bass drum is the largest drum in the kit. It sits on its side on the floor and is struck by a beater on the end of the bass drum pedal. You press your right foot down on the pedal to play the drum.

THRONE

The throne is the name given to the stool that is designed specially for playing drums.



METAL

PART 1

In your first metal lesson you will learn how to play two drum voices at the same time



DID YOU KNOW?



Dave Lombardo is a founding member of the thrash metal group **Slayer**. He is famous for his use of the double bass drum pedal and playing drum grooves with great feel.

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WHAT YOU WILL LEARN

- ✓ Basic coordination
- ✓ Playing two drum voices together
- ✓ Hand-foot coordination

Metal is a style of music based on guitar that can be heavy and fast – sometimes both at the same time. Metal drummers tend to use big drums and large cymbals to make a powerful sound. Their setup usually includes lots of toms and several cymbals, each

with a different sound. Many metal drummers are technically gifted and play advanced drum parts that use all of the different sounds available on these bigger kits. Black Sabbath, Metallica and Slayer are some of the most famous metal bands.

COORDINATION

Coordination (the ability to move different parts of the body smoothly and at the same time) is an important skill. In this lesson you will start to develop hand-foot coordination by playing two drum

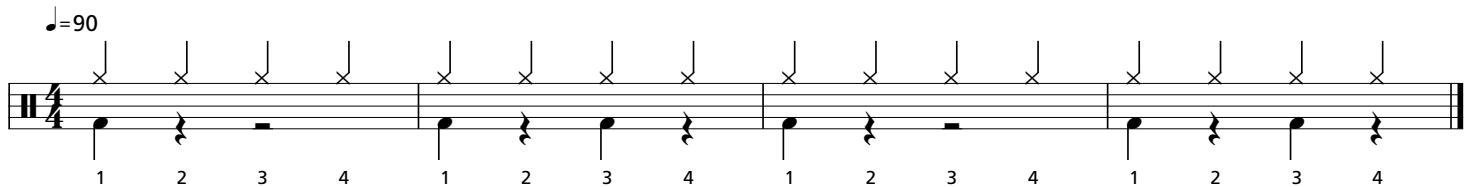
voices at the same time. This is the ability to play patterns with your hands and feet while keeping an even and steady pulse (i.e. all strokes are played at the same volume and in time).



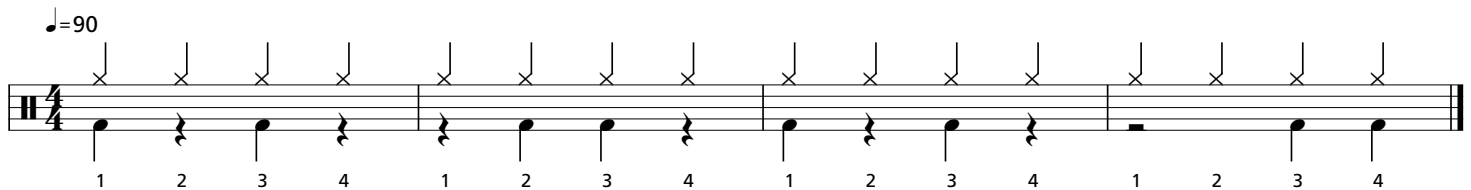
Don't forget that audio is available for all the musical examples and pieces in this book. Full details on how to access the full band mixes and backing tracks can be found on page 4.

Example 1**FOCUSING ON COORDINATION**

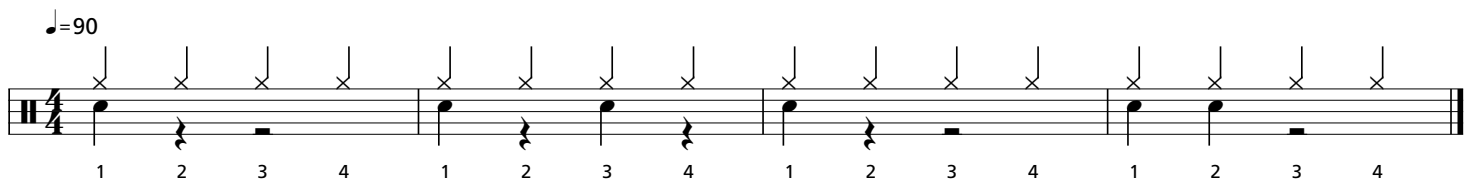
In this example the hi-hat should be played in a constant quarter note rhythm. Aim to play each of these evenly and at the same volume, then add the bass drum hits while keeping the hi-hat pattern going. This will help you develop coordination.

**Example 2****BASS DRUM VARIATIONS**

The bass drum pattern varies in this example, but the hi-hat still plays on each quarter note. Hand-foot coordination takes time to develop, so be patient. Practise each bar of this example for as long as you need before moving to the next bar.

**Example 3****COORDINATING THE HANDS**

Here you can focus on coordinating the hi-hat and snare drum. The hi-hat pattern is still constant quarter notes (like the previous two examples), but the snare pattern varies. Aim to move both hands in time in a smooth, relaxed motion.



Teacher's Notes

Teacher's Rating

