

# Percussion Green Award Checklist

## Untuned

- Apply Flams, drags, buzz rolls.
- Apply interdependent 16<sup>th</sup> notes in grooves.

## Tuned

- Apply double sticking to melodies and exercises.
- Work out triplet and semiquavers from a given beat.
- Play syncopated rhythms.
- Play in a wide variety of speeds.
- Copy back a tune of two bars in 4/4 time, accurately imitating the dynamics, pitch and rhythm, **or, for untuned percussion**, copy back a rhythm of four bars in 4/4 time accurately imitating the dynamics as well as rhythm.
- Improvise **question** and answer in 4/4, 2 bars + 2 bars in different keys **or, for untuned percussion** - improvise question and answer in 6/8 4 bars + 4 bars
- Think up an accompanying groove, rhythm or backing riff to a melody.
- Notated: play and understand
  - a) different key signatures, and
  - b) different compound time signatures.
- Unnotated: work out a simple tune by ear and play it in two different keys, or for untuned percussion work out grooves and rhythms using appropriate sound sources or tones.
- Play a duet -
  - a) being aware of when playing the tune or main part, or when accompanying
  - b) engaging fully in sections when not playing, listening and navigating carefully through the music, and being ready to join in again accurately
- Play two contrasting pieces, expressing the different character of each.