

Unit 706

Ensemble

Percussion

Performance skills unit



In this unit, you will learn to play percussion instruments from either West Africa or South America. Your class will come together as a band

You will learn to:

- Play your own part, in time with the pulse
- Play with accuracy
- Perform with effective technical control
- Perform with expression
- Improvise

Key Vocabulary

Percussion - instruments you hit, shake, or scrape, like drums, cymbals, and xylophones.

Polyrhythm – Two or more rhythms played at the same time.

Call and Response – A musical conversation between a leader and a group.

Ostinato – A repeating rhythm or pattern.

Syncopation – Rhythms that fall off the main beat to create excitement.

Pulse – The steady beat of the music, like a musical heartbeat.

Improvisation – Making up music or rhythms in the moment.

Djembe – A hand-played African drum with a wide range of tones.

Talking Drum – An African drum that can imitate the tone and rhythm of speech.

Master Drummer – The leader of a drumming group who gives cues and plays solos.

Samba – A fast-paced, rhythm-heavy style of Brazilian music, often heard at carnivals.

Bateria – The percussion section of a samba band.

Intro – The opening section of a samba piece that signals the start.

Break – A short, dramatic change in rhythm or texture where all players come together before returning to the main groove.

Groove – The overall feel of the rhythm that makes it catchy and danceable.

Rio – Refers to Rio de Janeiro, the Brazilian city famous for its samba parades and carnivals.

Surdo – A large bass drum that keeps the pulse in samba music.

Caixa – A snare drum that adds sharp, busy rhythms.

Repinique – A high-pitched drum used for calls and leading breaks.

Tamborim – A small, loud drum played with a flexible stick for fast rhythms.

Agogô – A double metal bell that adds bright, repeating rhythms.

Ganza – A shaker that keeps a steady rhythm and adds texture.

