




## Method


**1 Instruments** – Label each row on your grid with the percussion instruments which are available for use.


**2 Rhythm** – Choose one instrument. Shade where you want that instrument to play by filling in the circles in a pattern:

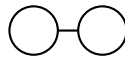
 If you want two half-beats, add a dot on either side of the circle.


 If you want quarter-beats, put four dots across the circle.

 To indicate a short, long and then a short rhythm, put a dot on each side of the circle, and a short line between them.

 For triplets, use three dots in the circle and write '3' above.

 If the instrument can play two notes or sounds (eg two-tone blocks, congas, bongos, timbales, etc) then shade at the top or bottom of the circle for the higher and lower pitch.

 If a note rings on (eg a gong or tam-tam) then tie the circles together to show the note sustaining.

 If an instrument can 'roll' then add 'tr' above the shaded note or notes.

**3 Score** – Copy the parts from the other members of your group so that you can see what each instrument is going to play.

**4 Practise** – Practise your own part on the instrument you have chosen. Then play together with your group.

**5 Development** – To compose new sections, use new grid sheets. You may wish to add dynamics and consider the tempo of the music. Fill in this information on your grid.

**6** You can also write out the music as traditional notation, if you wish, using the staves provided on the grid.