



Skill Maps

DRUMS

BEGINNER LEVEL 2

Taaqademy's music teachers are carefully chosen for their musical ability, teaching aptitude, live performance experience and music qualifications - pretty much in that order. We can confidently claim to have some of the country's top musicians with us. As a result, we use a proprietary method of '**Skill Maps**' to bring structure and focus

to our classes, enabling our musicians to **avoid cookie-cutter methods** when working with students. Skill Maps provide **detailed specifics** on what students should be able to accomplish at every level while allowing our teachers to use their own **unique approaches**, songs, techniques and shortcuts to get students there!

DRUMS BEGINNER LEVEL 2: AREAS COVERED



RUDIMENTS



DRUM KIT EXERCISES



RHYTHM NOTATION



SONG LEARNING



LIVE PERFORMANCE



MUSIC EXAMINATIONS

DETAILS ON PG.2



RUDIMENTS

- Ability to play flams at 60 & 80 bpm
- Ability to play drags at 60 & 80 bpm
- Ability to play four-stroke ruffs at 60 & 80 bpm



RHYTHM NOTATION

- Knowledge of sixteenth-note beats & rests



DRUM KIT EXERCISES

- Ability to play Busier Rock beats A-C at 60, 80 & 100 bpm, with a play-along track
- Ability to play Complex Rock beats A-C at 60, 80 & 100 bpm, with a play-along track
- Ability to play Busier Rock fills & Complex Rock fills
- Ability to play basic Tom Tom beats



SONG LEARNING

- Completion of at least 3 songs from RSL Grade 2



LIVE PERFORMANCE

- Completion of 1 Jam Class & 1 Recital, to move to the next skill level



MUSIC EXAMINATIONS

- Completion of RSL Grade 2 for Drums, to move to the next skill level

HOW LONG WILL THIS TAKE?

This question gets asked a lot! Allow us to give you a simple rule-of-thumb:

- At this level, if you **consistently** practice an avg. **30min - 1 hr. per day**, you can expect to have covered the above in **4 - 5 months (16 - 20 classes)**.
- If you practice around **2 hrs. per week**, this could **add 1 - 2 months**.
- If you practice **<1 hr. per week**, you could take **7 - 8 months!**