EASTERN ARIZONA COLLEGE
Class Instruction in Percussion I
Course Design
2015-2016

Course Information
Division
Fine Arts
Course Number
MUS 121
Title
Class Instruction in Percussion I
Credits
1
Developed by
Geoff DeSpain
Lecture/Lab Ratio
0 Lecture/2 Lab
Transfer Status

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<thead>
<tr>
<th>ASU</th>
<th>NAU</th>
<th>UA</th>
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<tr>
<td>MUE Dept Elective</td>
<td>MUS Departmental Elective</td>
<td>MUS 153</td>
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Activity Course
Yes
CIP Code
50.0900
Assessment Mode
Pre/Post Test (50 Questions/50 Points)
Semester Taught
Spring
GE Category
None
Separate Lab
No
Awareness Course
No
Intensive Writing Course
No

Prerequisites
None

Educational Value
A. To General Education
The class enables students to expand their musical horizons by learning to perform on an instrument other than their major/minor instrument.
B. To Major/Program
This course is absolutely essential for the music education major to prepare him/her in the basic knowledge of all instruments so he/she can teach them to his/her beginning students.

Description
Includes skills in teaching percussion at the elementary level. Percussion instruments with emphasis on standard percussion.

Supplies
Will be discussed in class.
Competencies and Performance Standards

1. Develop basic skills on all Percussion instruments.
   Learning objectives
   What you will learn as you master the competency:
   a. Basic playing techniques for each of the Percussion instruments.
   Performance Standards
   Competence will be demonstrated:
   o in class activities and exercises
   Performance will be satisfactory when:
   o learned techniques can be demonstrated on each instrument

2. Perform at an elementary level on all Percussion instruments.
   Learning objectives
   What you will learn as you master the competency:
   a. Develop an understanding of rudiments and other techniques unique to Percussion performers.
   Performance Standards
   Competence will be demonstrated:
   o in class activities and exercises
   Performance will be satisfactory when:
   o learner develops an understanding of rudiments and other techniques unique to Percussion performers

3. Display a basic understanding of Percussion rudiments, sticking techniques, and problems unique to each instrument.
   Learning objectives
   What you will learn as you master the competency:
   a. Study the development of rudiments, sticking patterns, and special problems of playing Percussion instruments.
   Performance Standards
   Competence will be demonstrated:
   o class activities and exercises
   Performance will be satisfactory when:
   o learner studies the development of rudiments, sticking patterns and special problems of playing Percussion instruments

Types of Instruction
Classroom Presentation
Actual or Simulated Performances
**Grading Information**

**Grading Rationale**
40% Playing proficiency quizzes  
50% Written Exam & Quizzes on assigned readings  
5% Attendance  
5% Class participation

**Grading Scale**

<table>
<thead>
<tr>
<th>Grade</th>
<th>Percentage</th>
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<tbody>
<tr>
<td>A</td>
<td>100-90%</td>
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<tr>
<td>B</td>
<td>89-80%</td>
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<tr>
<td>C</td>
<td>79-70%</td>
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<td>D</td>
<td>69-60%</td>
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<td>F</td>
<td>59% and below</td>
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