EASTERN ARIZONA COLLEGE
Class Instruction in Percussion I
Course Design
2018-2019

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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Activity Course Yes
CIP Code 50.0900
Assessment Mode Capstone
Semester Taught Spring
GE Category None
Separate Lab No
Awareness Course No
Intensive Writing Course No
Diversity and Inclusion 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. Develop 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. Describe 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**
A  100-90%
B  89-80%
C  79-70%
D  69-60%
F  59% and below