

Create Music

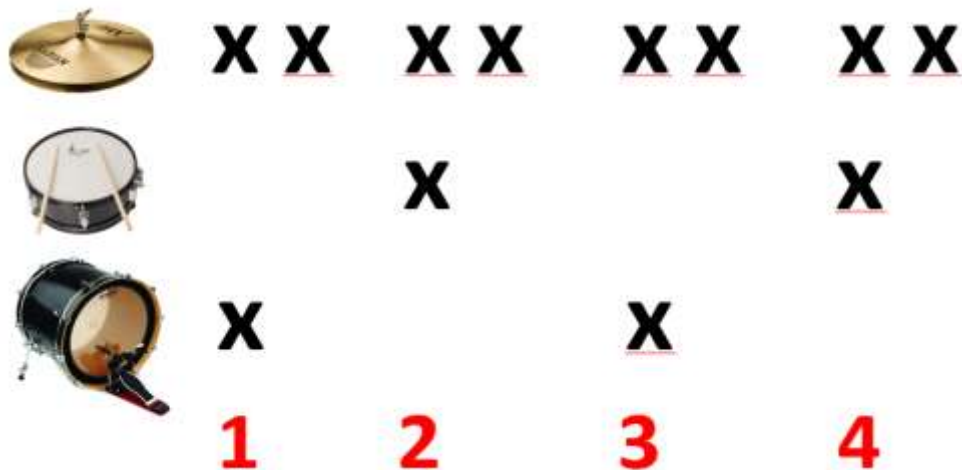
Symbolic Representation of Sound Standard Rock Beat

Icebreaker game in first year. Getting to know your students through clapping the rhythm of their names.

X **X** **X** **X** **X**
My name is Grá-inne
1 **2** **3** **4**

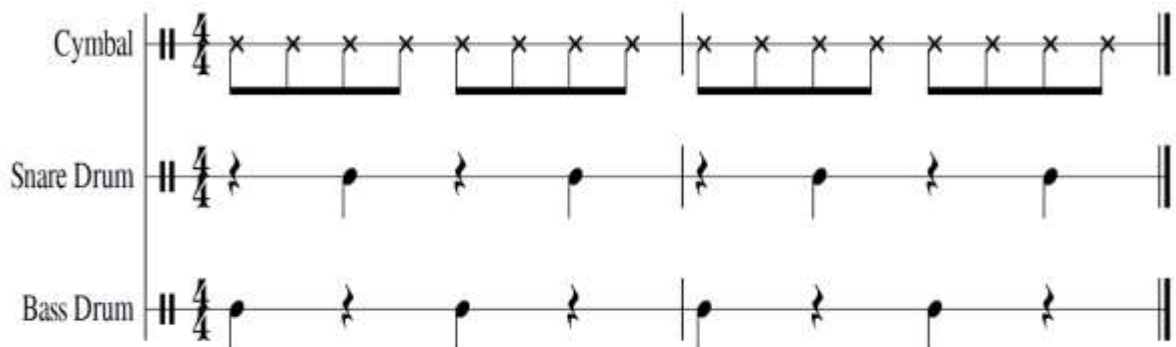
X **X** **X** **X** **X** **X** **X**
My name is Al-ex-and-ra
1 **2** **3** **4**

Standard Rock Beat through graphic score representation.



Graphic score representation of the Standard Rock Beat. The score is organized into four measures, numbered 1 to 4 in red. Each measure contains symbols for Cymbal, Snare Drum, and Bass Drum. In measure 1, the Cymbal has two 'X's, the Snare Drum has one 'X', and the Bass Drum has one 'X'. In measure 2, the Cymbal has two 'X's, the Snare Drum has one 'X', and the Bass Drum has no symbol. In measure 3, the Cymbal has two 'X's, the Snare Drum has no symbol, and the Bass Drum has one 'X'. In measure 4, the Cymbal has two 'X's, the Snare Drum has one 'X', and the Bass Drum has no symbol.

Standard Rock Beat represented through stick notation.



Stick notation for the Standard Rock Beat in 4/4 time. The notation is shown for three parts: Cymbal, Snare Drum, and Bass Drum. The Cymbal part consists of eighth notes in pairs (x x) on each beat. The Snare Drum part consists of quarter notes on the second and fourth beats of each measure. The Bass Drum part consists of quarter notes on the first and third beats of each measure.