

UNI Jazz Pedagogy
Drum Set Requirements

Playing Goals:

1. Be able to play any 32 bar AABA “standard” jazz tune utilizing a 2 feel on the A sections and a 4 feel for the B section. (This will be performed with a trio).

Demonstrate the ability to "Comp" behind a soloist for 1 or 2 choruses while playing a 4 feel.

While comping, the student will demonstrate some basic snare and bass drum independence.

2. Demonstrate the ability to execute a shuffle in the style of Art Blakey.
3. Demonstrate a basic medium tempo brush pattern and a basic ballad brush pattern.
4. Demonstrate a basic Bossa Nova pattern and a basic Samba.
5. Be able to play any of the 12 basic rock patterns with 8th notes on hi-hat.
6. Be able to play any of the 9 basic ghosted note patterns with 8th notes on hi-hat.
7. Be able to play a basic waltz pattern.

Comprehension Goals:

1. Explain the main differences in the timekeeping functions of the drum set in swing and rock/funk playing.
2. Explain the main differences in timekeeping functions of the drum set in Cuban and Brazilian styles of music.

3. Explain the evolution of Jazz timekeeping and demonstrate knowledge of the main stylistic differences in Max Roach, Art Blakey, Philly Joe Jones, Elvin Jones, Tony Williams and Jack DeJohnette.