



VIRTUAL INSTRUCTION GUIDE

Workshop: *Drumbit*

Teaching Artist: Lenny Zieben

Learn how to use Drumbit, a browser-based virtual drum machine, to create your own rhythm. You will also be introduced to Ikutaro Kakehashi's TR-808 drum machine and its influence on pop and hip-hop music.



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OBJECTIVES:

You will learn:

- how to use Drumbit, a virtual drum machine that will help develop skills you can apply to other rhythm-making software and hardware
- the difference between beats and rhythm, as well as how to count them
- to think critically about textures and how different sounds fit with one another
- musical terms such as tempo and pitch, as well as different drum names and the sounds they make
- how to use a small set of sounds to create wildly different styles of rhythm

MATERIALS:

- a smart device (computer or tablet) with connection to the Internet and access to Safari
- the Drumbit app (<https://drumbit.app/>)



DIFFERENTIATED LEARNING Methods

Instruction is provided in text and video formats, available in both Spanish and English.

You may also work by printing this art-making guide.

YouTube can automatically create closed captions.

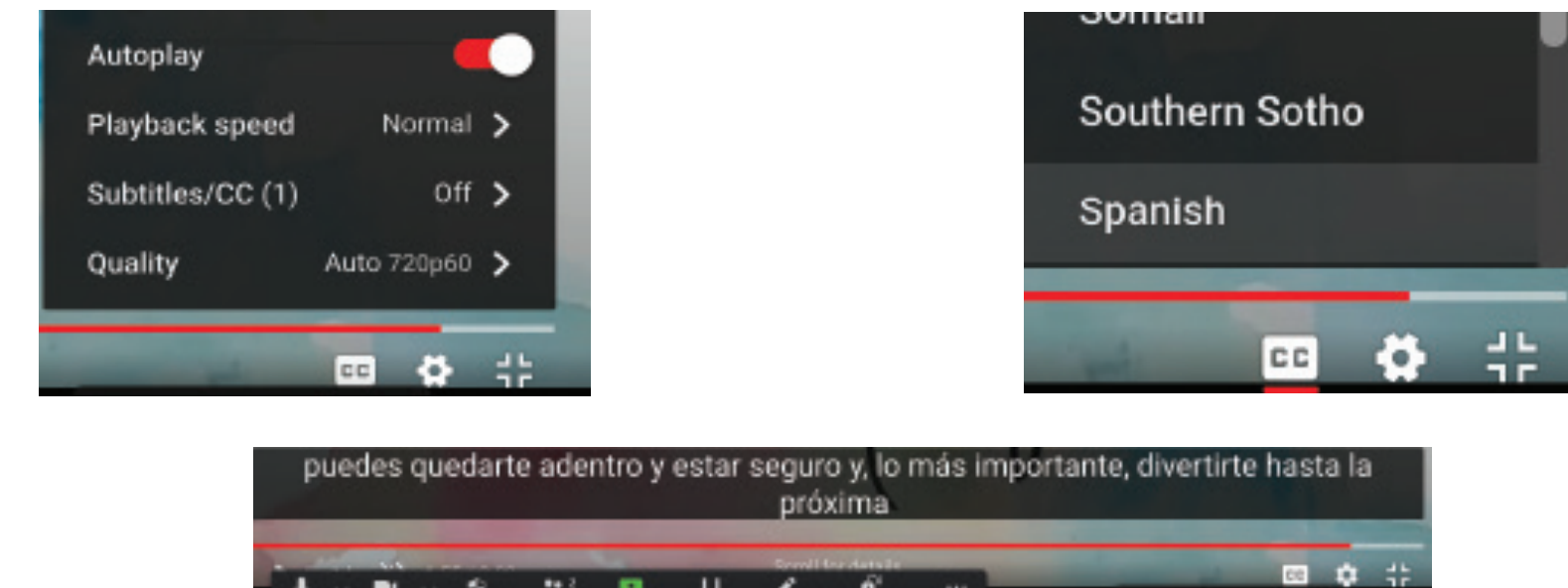


Click the [CC] button near the lower right corner of the viewer frame.

Please note: captions are generated by algorithms, so their quality may vary.

Workshop Duration: 25-45 Minutes | ALL LEVELS

A variety of language subtitles are available for each video.



- **If you are unable to use the drum machine yourself, you can act as the director of this project.** You can direct a friend or family member to press certain buttons to create the rhythm, ex. “Press ‘kick’ numbers 1-6, and ‘snare’ numbers 5, 7, and 9.”
- **Volume can be easily adjusted within Drumbit.** There may be different sounds or volumes that better accommodate certain auditory sensitivities, ex. kits 2 and 3 have a softer impact.
- **Understanding counting and rhythmic emphasis is not necessary for success in this workshop.** You may make any sounds you like with Drumbit. By simply playing around with the different boxes, you can still generate an interesting sound and song.



BACKGROUND/RESOURCES

You will be introduced to these artists, art histories, movements and/or concepts:

Drumbit: A free to use, browser-based virtual drum machine.

Ikutaro Kakehashi: A Japanese engineer, known for his creation of the Roland TR-808 drum machine.

Beat: The steady pulse underlying a piece of music.

Rhythm: The pattern in which musical notes or beats are played.

Tempo: The speed at which music is played.

Pitch: How high or low a note is on the musical scale.



INSTRUCTION:

Today's Project: Drumbit App Tutorial

Today, we are going to learn about a website called **Drumbit**. It's a virtual drum machine with several drum kit sounds.

Beat:    

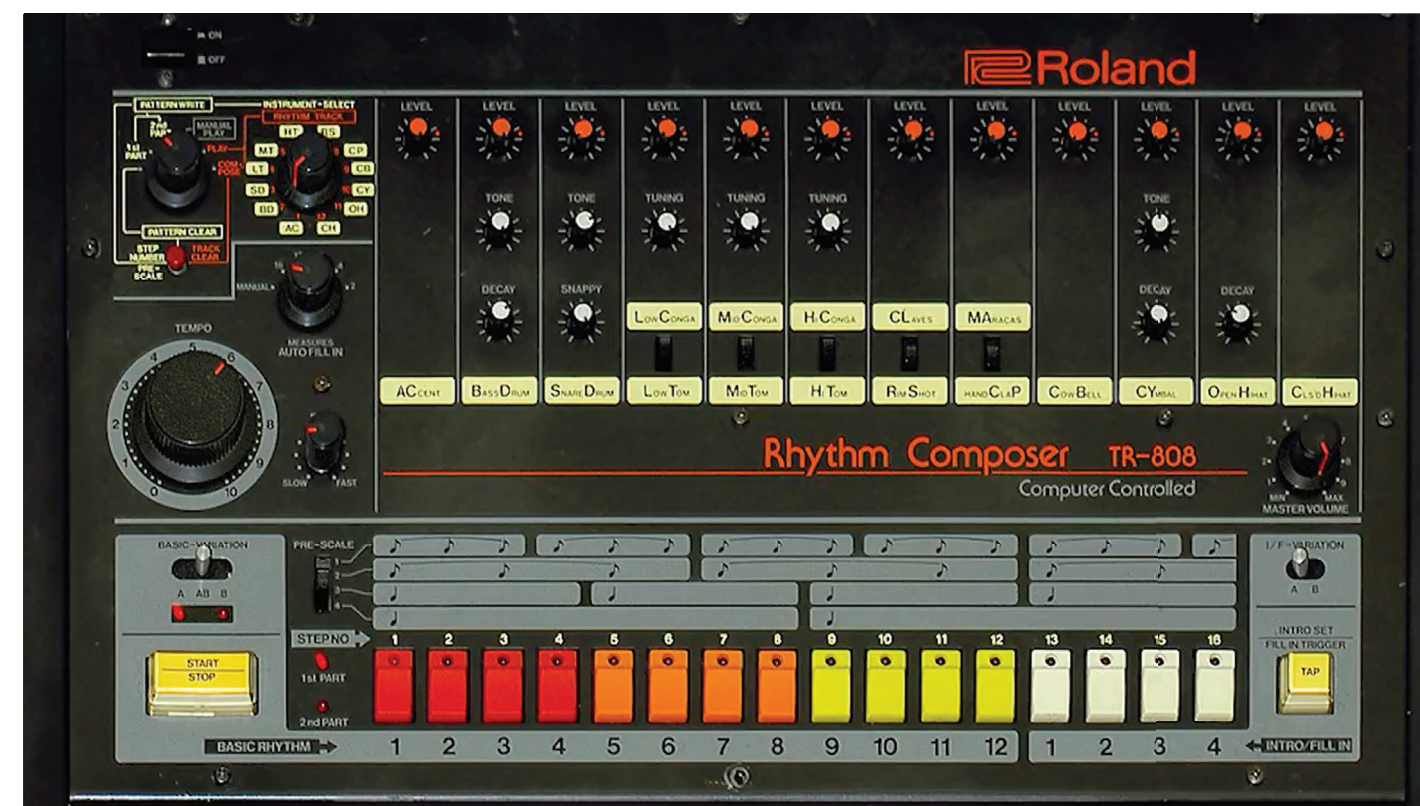
RHYTHM: **MOUSE RAN UP THE CLOCK THE**

Now you can see the **rhythm**, which is:
Hick-o-ry dick-or-y dock, the mouse ran up the clock.

Beat & Rhythm

Beat:    

First, let's learn a little bit about **rhythm**. A rhythm is a sound that you hear in a song. It could be the drums, words, or guitar solo.



Now, let's talk about the **TR-808 drum machine**. This is the machine that Drumbit will imitate for us.

Beat & Rhythm

Beat:    

RHYTHM: **HICK-O-RY DICK-O-RY DOCK THE**

Here's an example of a **beat**:
tick, tock, tick, tock, tick, tock, tick, tock.



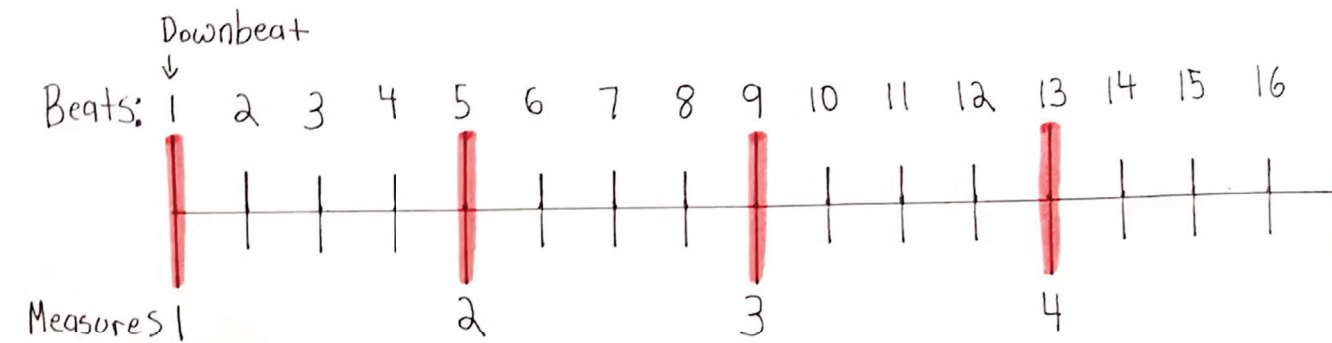
The TR-808 drum machine was conceived and built in Japan by **Ikutaro Kakehashi**. It influenced pop and hip-hop music immediately.



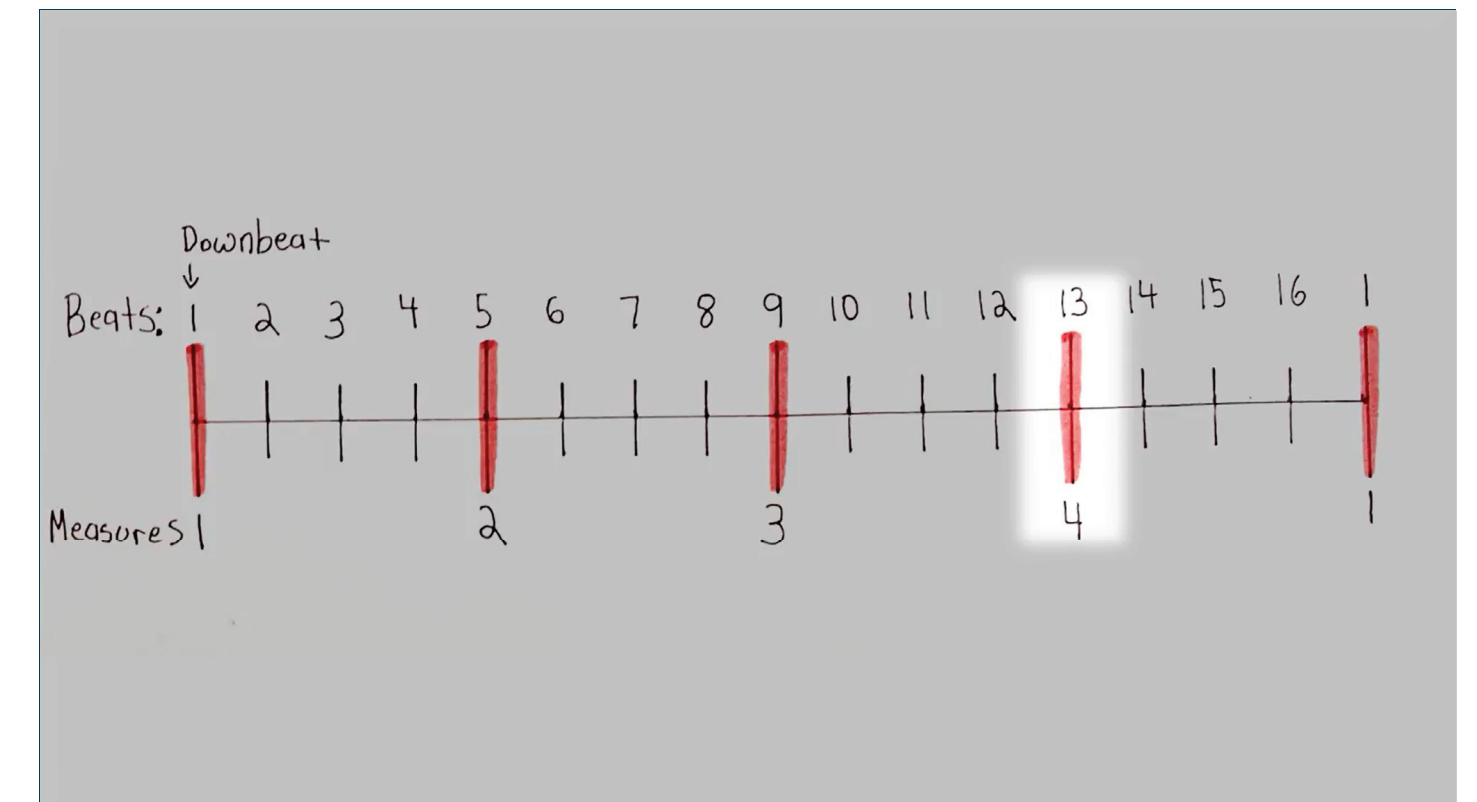
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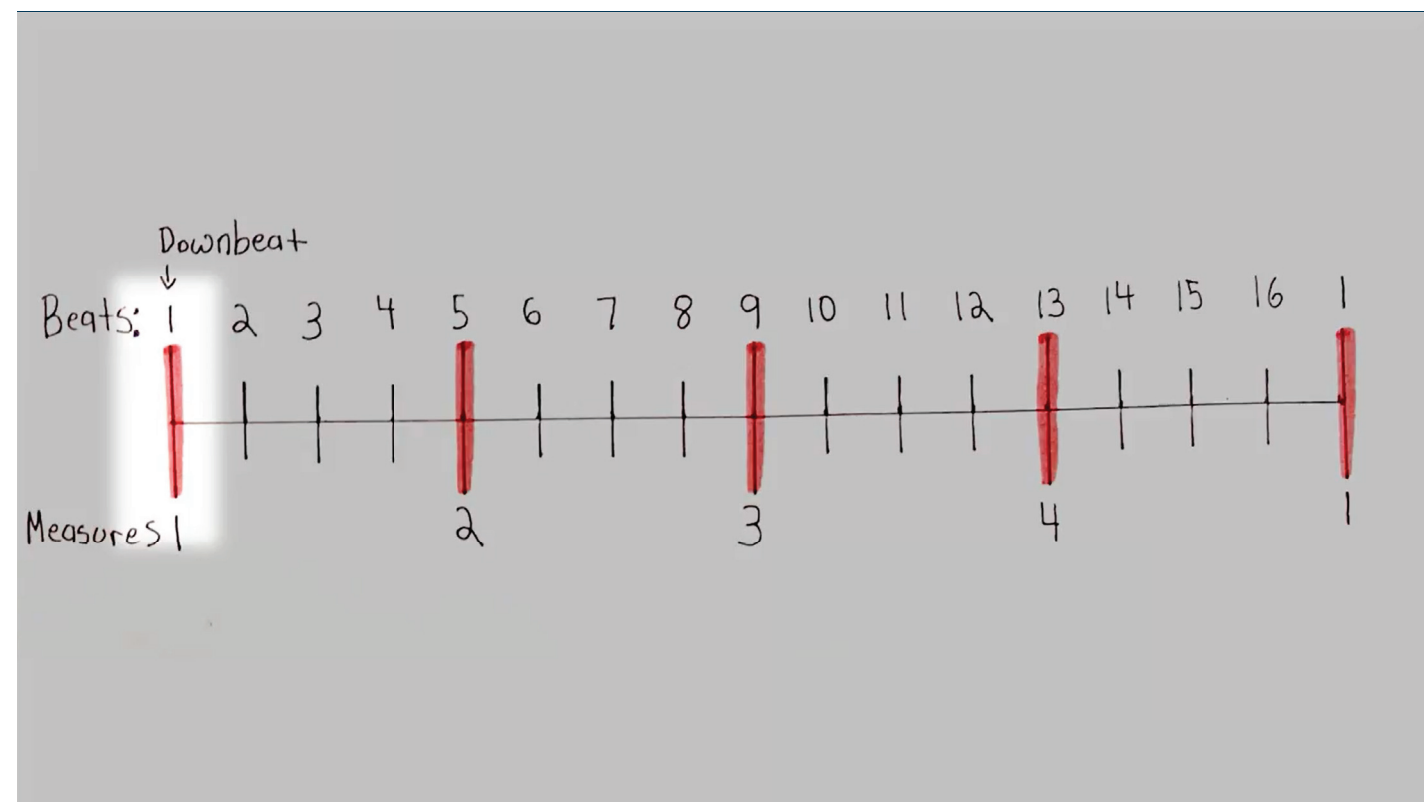
American artists appreciated the **synthetic**, or fake, sound that this machine made. Today, we'll use these sounds to create our own rhythm.



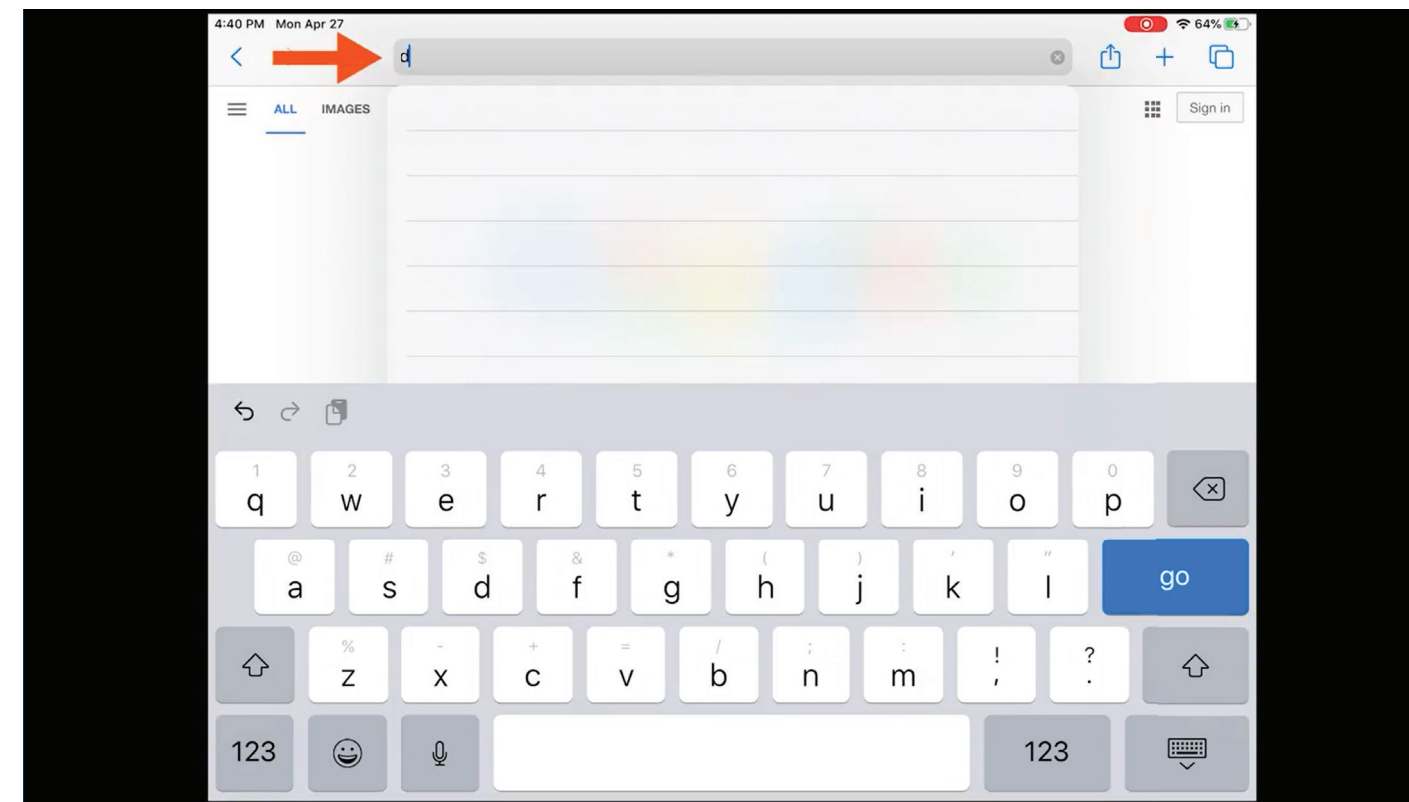
Let's begin by practicing counting our own rhythm. Count to 16, steadily, and clap on every number. 1, 2, ready, go!
1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16.



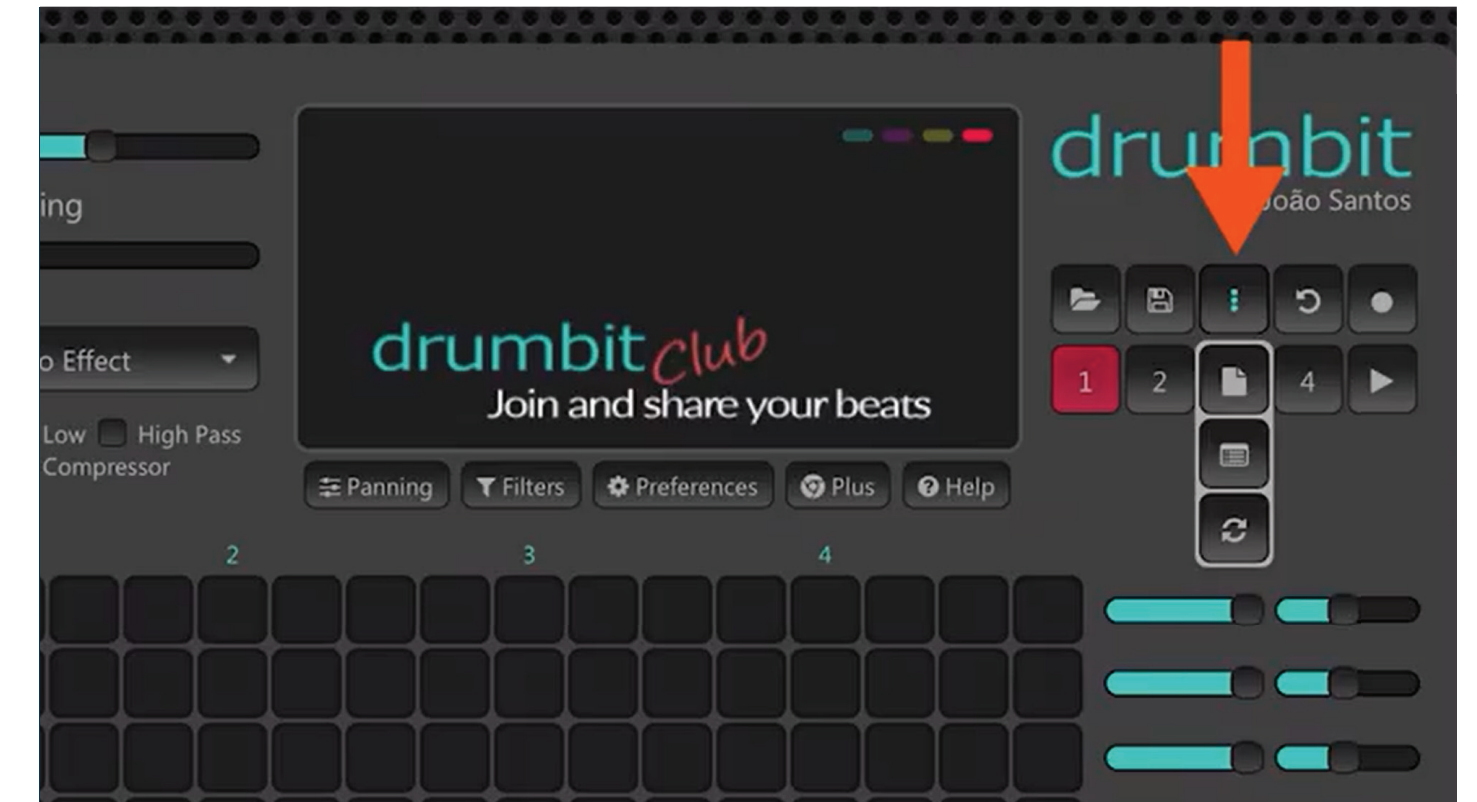
Good job! Now, let's clap to 16 in groups of 4. Clap on the highlighted numbers: **1, 5, 9, and 13**. 1, 2, ready, go!
1, 2, 3, 4, **5**, 6, 7, 8, **9**, 10, 11, 12, **13**, 14, 15, 16.



Great job! You may practice this as many times as you want.



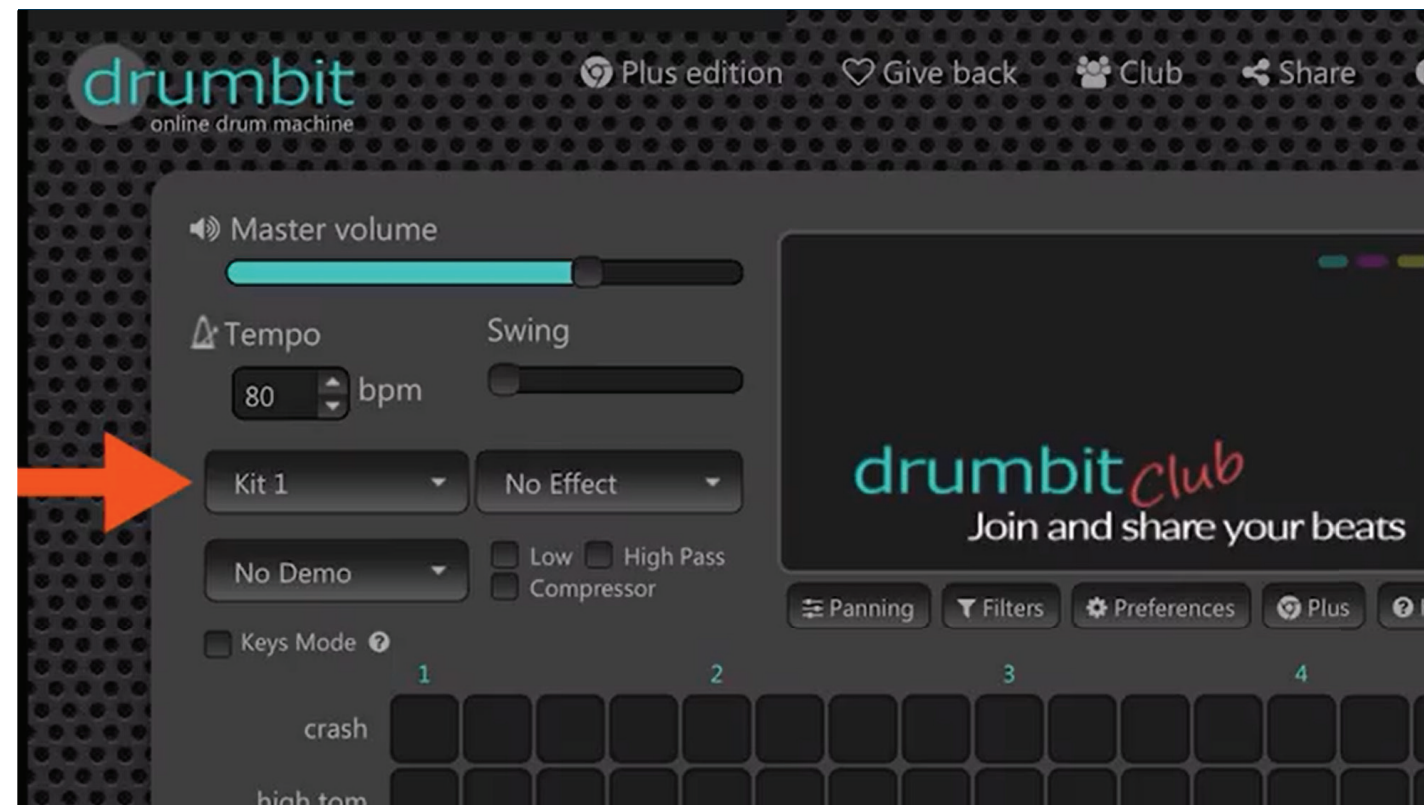
Now, let's open Drumbit. Please open the Safari web browser, and search "**drumbit.app**." We can only use Safari if we want to save our work.



Find the **three vertical dots** on the top right, and scroll down to the **recycle button**. Click this to reset the session to blank.



INSTRUCTION CONTINUED:



At the top left, scroll down to **“kit #5.”** This is the bank of sounds that imitate the TR-808 drum machine.



Find the 16 boxes at the bottom, to the right of the word **“kick.”** Press down on the boxes **1, 5, 9,** and **13** to make them change colors.



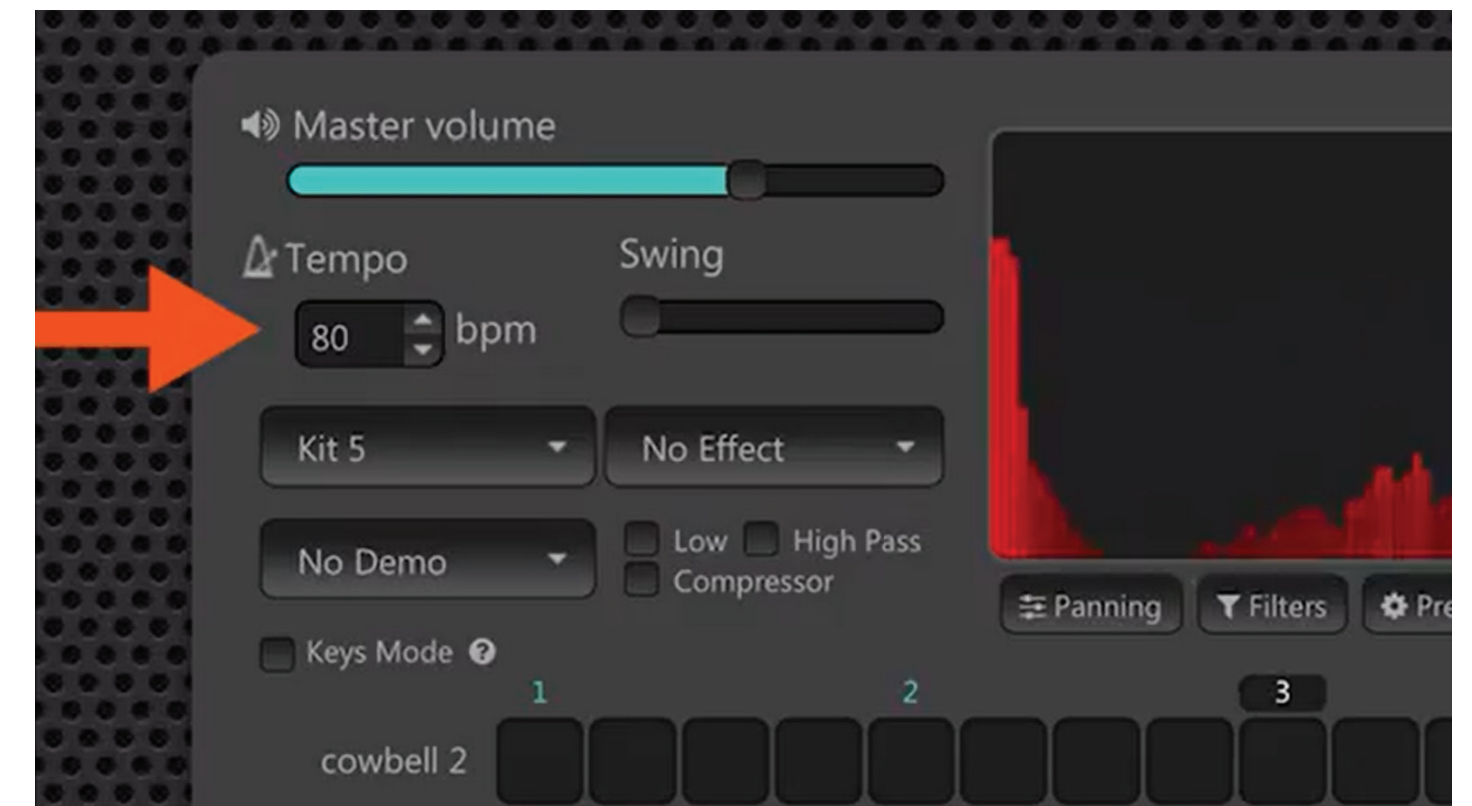
Press the **play symbol**, the arrow, to the top right. This will play the audio back.



To the right of the word **“snare,”** press down boxes **5** and **13.**



To the right of **“closed hihat,”** press every box. Now you’ve got a nice rhythm going!



You can also adjust the **tempo**, or speed, of your rhythm. Click the box at the top right, or use the arrow key next to it, to change the number.



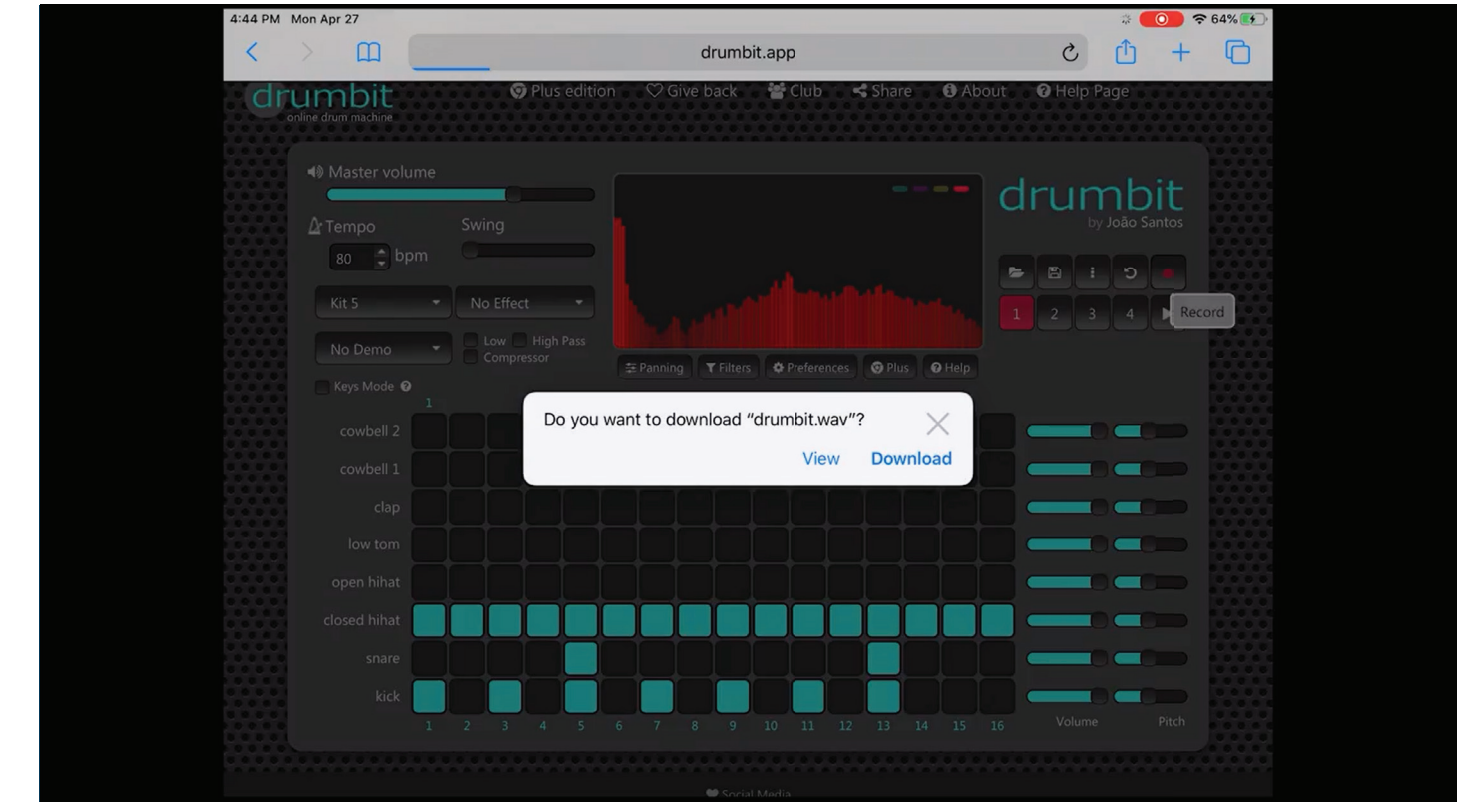
INSTRUCTION CONTINUED:



The higher the number, the quicker the speed. If I change it to 120, it'll be much quicker.



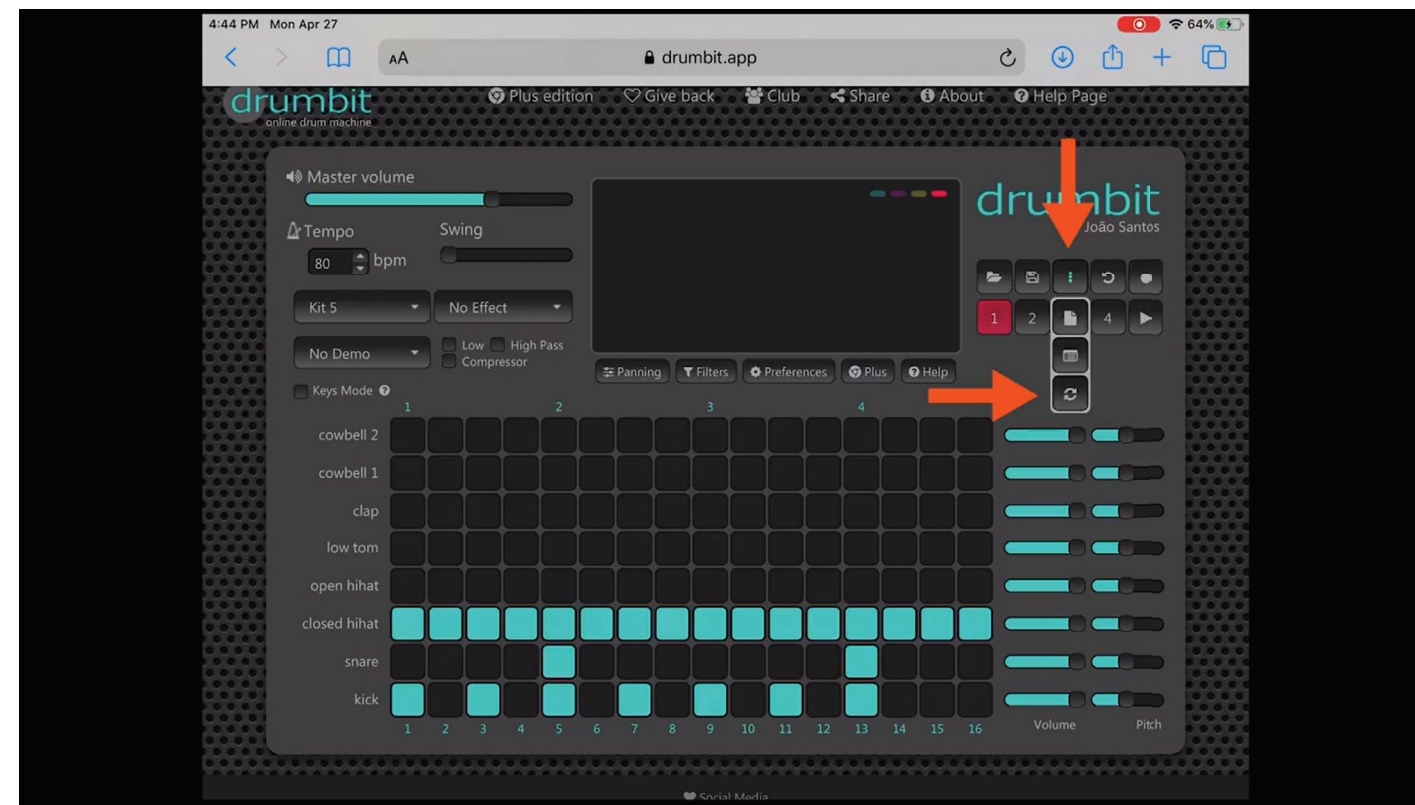
You can also change the **volume**, or **pitch**, to the right of the individual drum. This changes the tone to higher on the right and lower on the left.



Once you are satisfied with your rhythm, you can record and save it. Press the **circle button**, and your rhythm will play through. You may repeat it as long as you'd like. Press the button again to stop.



It will ask if you want to download "drumbit.wav." Click **yes.** It will appear on your hard drive.



If you want to reset the session, find the **three vertical dots** near the top, and hit the **recycle button**. Now you can play around with as many rhythms and kits as you'd like.



Thank you for taking the time to make music with me today. Keep creating!



LEARNING STANDARDS

This workshop is aligned to the following state and national anchor standards. It can be differentiated for learners at every grade level. (For arts performance standard alignments at specific grade levels, feel free to email programs@snowcityarts.org.)

ILLINOIS ARTS LEARNING STANDARDS

Anchor Standards: Creating

- **CR1.** Generate and conceptualize artistic ideas and work.
- **CR2.** Organize and develop artistic ideas and work.

COMMON CORE STATE STANDARDS

English Language Arts: College and Career Readiness Anchor Standards

Language

- **CCSS.ELA-Literacy.CCRA.L.6.** Acquire and use accurately a range of general academic and domain-specific words and phrases sufficient for reading, writing, speaking, and listening at the college and career readiness level; demonstrate independence in gathering vocabulary knowledge when encountering an unknown term important to comprehension or expression.

Standards for Mathematical Practice

- **SMP.5.** Use appropriate tools strategically.
- **SMP.6.** Attend to precision.





If you are interested in **receiving school credit** for the work you have completed in this workshop or if you would like to **have your artwork displayed** in a Snow City Arts exhibition space or virtual gallery, please visit <https://snowcityarts.org/consent-releases/>

Contact us at programs@snowcityarts.org if you have questions, would like to offer feedback, or would like to continue working with us virtually.





Workshop Duration: 25-45 Minutes | ALL LEVELS



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Snow City Arts inspires and educates children and youth in hospitals through the arts.

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