

# Support Material Activities

**Note:** Professor Greer's students carry out these activities with students at local elementary schools.

## Activity Sheet: Zomo's Drum School

**Target Grades:** 4-6

**Curriculum Area:** Music/math

**Story relation:** *Zomo the Rabbit*

**Materials Needed:**

- Copy of *Zomo the Rabbit* by Gerald McDermott
- Samples of drum music/different kinds of percussion solos (African is best for this activity)
- Percussion instruments (shakers, drum pads, maracas, claves, drums, etc.)
- Musical notation paper
- Pencils

**Bridge-In Activity:** Read *Zomo the Rabbit* to the class, focusing on Zomo's drumming for Big Fish. Play samples of drumming and discuss rhythms they hear. What rhythms do they like? What kinds of feelings are evoked? Can they count the beats in a measure? (it's okay if not, but if the class has learned this already it's helpful)

**Main Activity:** Give each student a percussion instrument. Go through basic time notation techniques (whole notes, half notes, quarter notes, 4/4 and 3/4 time, and rests are sufficient). Have students then compose their own 8 bar percussion "song" using the rhythms they heard in the songs or one of their own design.

**Bridge-Out Activity:** In a circle, let students share their drumming pieces. Then give students a single beat, and have them all play their pieces simultaneously as one "symphony" of percussion (this is, of course, a mess but loved by all).

*Activity created by Lindsay Welliver (Bamba the Crocodile)*