

Syllabus on Vocational Education and Training Course (VTC)

Paper Title	: Drums -I							
CODE	: VTC: 245.1							
Number of Credits	: 4							
Semester	: III							
No. of Theory Hours Per Week	: One (1 hour)							
No. of Practical Hours per Week	: Three (3 Hours)							
Outline of the Paper:								
Type of Course	Units in the VTC	Hours	Credits	Total Marks	Distribution of Marks (as per OC-8)			
Drums-I					In-Semester		End-Semester	
					Theory	Practical	Theory	Practical
	Unit-I Theory (25 Marks)	15			25			
	Unit-II to IV Theory (75 Marks)	90	4	100		15		60
Marks Distribution	: Internal Assessment: 40 : External Assessment: 60							
Course Objectives	<ol style="list-style-type: none"> 1. To familiarize the students with the drum set used in western music and its different parts so that they can have an understanding of drum groove, rhythm, beat and pulse. 2. It will enable them to assemble, tune and manage the set. 							
Course Outcome	Learning	At the end of the course students will be able to: <ol style="list-style-type: none"> 1. play the basic drumming signatures, 2. to count the beats and produce cohesive drum patterns and grooves 3. equip themselves with foundational knowledge and skills necessary in a musical context. 						
Unit I: (Theory) 15 Hours	Introduction							
	<ul style="list-style-type: none"> • Bass Drum • Snare • High Tom or 1st Tom • Mid Tom or 2nd Tom • Floor Tom • Hi-hats • Cymbal (Crash, Ride etc...) 							
UNIT-II: (Practical) 30 Hours	Rudiments & Groove							
	<ul style="list-style-type: none"> • Playing single stroke on the snare • Playing single stroke around the drums • Playing groove with single stroke 							

	<ul style="list-style-type: none"> • Adding fills with single stroke
UNIT-III: (Practical) 30 Hours	Learning Eighth Note(1+2+3+4) <ul style="list-style-type: none"> • Playing eighth note on the snare • Playing eighth note around the drums • Playing groove with eighth note • Adding fills with eighth note.
UNIT-IV: (Practical) 30 Hours	Learning Sixteenth Note (1e+a2e+a3e+a4e+a) <ul style="list-style-type: none"> • Playing sixteenth note on the snare • Playing sixteenth note around the drums • Playing groove with sixteenth note • Adding fills with sixteenth note.
Suggested Readings	<ol style="list-style-type: none"> 1. Daryl Ingleton, Learn to Play Drums: The Complete Drum Method Volume One 2. Glenn Ceglia with Dom Famularo Eighth-Note Rock and Beyond 3. Peter Erskine Drum set Essentials Part 1 4. Peter Erskine Drum set Essentials Part 2 5. Rick Considine Rudiment Grooves for Drum Set
Requirements	Drum Kits Complete Drum Sets Bass Drum <ul style="list-style-type: none"> • Snare Drum • High Tom or 1st Tom • Mid Tom or 2nd Tom • Floor Tom • Hi-hats • Crash Cymbal • Ride Cymbal. Practice Pads <ul style="list-style-type: none"> • Snare Drum Practice Pads • Sticks and Accessories • Drumsticks • Metronomes

	<ul style="list-style-type: none"> • Music Stands • Percussion Instruments <p>Recording Equipment</p> <p>Microphones: For recording drum practice sessions.</p> <ul style="list-style-type: none"> • Audio Interface and Computer • Software: DAWs (Digital Audio Workstations) like Pro Tools, Logic Pro, or Ableton for recording and analysis. <p>Interactive Learning Tools</p> <ul style="list-style-type: none"> • Electronic Drum Kits • Music Notation Software <p>Any other item as required</p>
Qualified Instructors	<ul style="list-style-type: none"> • Experienced Drum Teachers: With a background in both theory and practical drumming. • Guest Lecturers/Artists: Periodically, to provide master classes and workshops.
Technical Support	<ul style="list-style-type: none"> • Sound Technicians: For maintaining the sound systems and recording equipment

Paper Title	: Drums -II							
CODE	: VTC: 265.1							
Number of Credits	: 4							
Semester	: IV							
No. of Theory Hours Per Week	: One (1 hour)							
No. of Practical Hours per Week	: Three (3 Hours)							
Outline of the Paper:								
Type of Course	Units in the VTC	Hours	Credits	Total Marks	Distribution of Marks (as per OC-8)			
Drums-II					In-Semester		End-Semester	
					Theory	Practical	Theory	Practical
	Unit-I Theory (25 Marks)	15	4	100	25			
Unit-II to IV Theory (75 Marks)	90				15		60	
Marks Distribution	: Internal Assessment: 40 : External Assessment: 60							
Course Objectives	1. Students would be guided to have a thorough understanding of drums and parts of the drums to bring out musical elements including notes, scales, pitch, rhythm, and time signatures.							
Course Learning Outcome	At the end of the course students will be able to: 1. To enable students to demonstrate different rhythms based on notation including sticking patterns and drum strokes.							
Unit I: (Theory) 15 Hours	Learning Triplet and the Shuffle (1+a 2+a 3+a 4+a) <ul style="list-style-type: none"> • Understanding Triplet as three notes in one beat • Learning a Triplet groove • Adding fills with Triplets • Playing Shuffle with Triplets • Jamming along a Shuffle track 							
UNIT-II: (Practical) 30 Hours	Learning Paradiddle <ul style="list-style-type: none"> • Learning the sticking pattern (RLRR LRL) • Applying Paradiddle as fills • Grooving with Paradiddle 							
UNIT-III: (Practical) 30 Hours	Learning Double Stroke <ul style="list-style-type: none"> • Sticking Pattern (RRL RRL) • Playing around the drums 							

	<ul style="list-style-type: none"> • Applying as groove or compliment: Different groove with Double Stroke.
UNIT-IV: (Practical) 30 Hours	<p>Rudiments & Exercise for Stick Control and Speed</p> <ul style="list-style-type: none"> • Single Stroke (8th Note & 16th Note) • Double Stroke (8th Note & 16th Note) • Triplets Paradiddle
Suggested Readings	<ol style="list-style-type: none"> 1. Carlos Toranna Beat3beat: Triplets, Rudiments & Jazz 2. Hal Leonard ,Drumset Method - Complete Edition: Books 1 and 2 3. Serkan Suer 200 Paradiddle Exercises for Drums 4. Tony Coleman, Authentic Blues Drumming: Learn Shuffles, Fills, Concepts, Tips and More from a Blues Master (Drum Instruction) 5. Zoro, The Commandments of the Half-Time Shuffle: For Zor Drumset
Requirements	<p>Complete Drum Sets:</p> <ul style="list-style-type: none"> • Bass Drum • Snare Drum • High Tom or 1st Tom • Mid Tom or 2nd Tom • Floor Tom • Hi-hats • Crash Cymbal • Ride Cymbal <p>Quality Brands: Yamaha, Pearl, DW, or Tama.</p> <p>Practice Pads</p> <ul style="list-style-type: none"> • Snare Drum Practice Pads • Sticks and Accessories • Drumsticks: Multiple pairs, considering wear and tear. • Metronomes • Music Stands: For reading sheet music. • Percussion Instruments <p>Auxiliary Percussion: Such as cowbells, tambourines, and shakers for added practice variety.</p>

	<p>Recording Equipment</p> <ul style="list-style-type: none"> • Microphones: For recording drum practice sessions. • Audio Interface and Computer: For recording and playback analysis. • Software: DAWs (Digital Audio Workstations) like Pro Tools, Logic Pro, or Ableton for recording and analysis. <p>Interactive Learning Tools</p> <ul style="list-style-type: none"> • Electronic Drum Kits: As an alternative to acoustic drums, useful for quieter practice. • Music Notation Software: For creating and distributing practice sheets. <p>Books and Sheets</p> <ul style="list-style-type: none"> • Drumming Method Books: Covering rudiments, grooves, fills, and note values (e.g., books by George Lawrence Stone or Ted Reed). • Sheet Music: Various styles and complexities to match the course progression. <p>Multimedia Resources</p> <ul style="list-style-type: none"> • Instructional Videos: Pre-recorded lessons from professional drummers. • Play-along Tracks: For practicing grooves and fills with music. <p>Any other item as required</p>
Qualified Instructors	<ul style="list-style-type: none"> • Experienced Drum Teachers: With a background in both theory and practical drumming. • Guest Lecturers/Artists: Periodically, to provide master classes and workshops.
Technical Support	<ul style="list-style-type: none"> • Sound Technicians: For maintaining the sound systems and recording equipment

Paper Title	: Drums -III							
CODE	: VTC: 365.1							
Number of Credits	: 4							
Semester	:VI							
No. of Theory Hours Per Week	: One (1 hour)							
No. of Practical Hours per Week	: Three (3 Hours)							
Outline of the Paper:								
Type of Course	Units in the VTC	Hours	Credits	Total Marks	Distribution of Marks (as per OC-8)			
Drums III					In-Semester		End-Semester	
					Theory	Practical	Theory	Practical
	Unit-I Theory (25 Marks)	15	4	100	25			
Unit-II to IV Theory (75 Marks)	90				15		60	
Marks Distribution	: Internal Assessment: 40 : External Assessment: 60							
Course Objectives	1. To acquaint the students with different drum rolls and orchestration including strokes and patterns.							
Course Learning Outcome	At the end of the course students are able to: 1. become proficient in playing different drum patterns including orchestration							
Unit I: (Theory) 15 Hours	Orchestration • Splitting rudiments between different parts of the drum. Creating drum fills.							
UNIT-II: (Practical) 30 Hours	Dynamics • Accenting the first note of each fill. • Accenting the second and third note while playing the rest of the notes as grace notes.							
UNIT-III: (Practical) 30 Hours	Introduction to Stroke Rolls. • Five Strokes, six Strokes, seven Strokes • Nine Strokes, ten Strokes, eleven Strokes, • Thirteen Strokes, fifteen Strokes, seventeen Strokes.							
UNIT-IV: (Practical) 30 Hours	Introduction to Paradiddle • Learning the sticking pattern (RLRLL LRLRR) • Double Paradiddle (RLRLRR LRLLL) • Triple Paradiddle (RLRLRLRR LRLRLLL)							

<p>Suggested Readings</p>	<ol style="list-style-type: none"> 1. Serkan Suer Groove and fills - Rock drumming by andygriffiths200 paradiddles 2. D mark agostinelli Drum roll stroke / Triplet 3. Rob and Mike Silverman21st century drumset 4. Roy BurnsAdvanced Rock Drumming 5. Casey Scheuerell Stickings& Orchestrations for Drum Set
<p>Requirements</p>	<p>Complete Drum Sets: Each practice room should be equipped with a full drum kit including:</p> <ul style="list-style-type: none"> • Bass Drum • Snare Drum • High Tom or 1st Tom • Mid Tom or 2nd Tom • Floor Tom • Hi-hats • Crash Cymbal <p>Ride Cymbal</p> <p>Practice Pads</p> <ul style="list-style-type: none"> • Snare Drum Practice Pads. • Sticks and Accessories • Drumsticks • Metronomes • Music Stands. • Additional Percussion Instruments • Auxiliary Percussion <p>Recording Equipment</p> <ul style="list-style-type: none"> • Microphones • Audio Interface and Computer • Software: DAWs (Digital Audio Workstations) like Pro Tools, Logic Pro, or Ableton for recording and analysis. <p>Interactive Learning Tools</p> <ul style="list-style-type: none"> • Electronic Drum Kits: As an alternative to acoustic drums, useful for quieter practice. • Music Notation Software: For creating and distributing practice sheets.

	<p>Books and Sheets</p> <ul style="list-style-type: none"> • Drumming Method Books: Covering rudiments, grooves, fills, and note values (e.g., books by George Lawrence Stone or Ted Reed). • Sheet Music: Various styles and complexities to match the course progression. <p>Any other item as required</p>
Qualified Instructors	<ul style="list-style-type: none"> • Experienced Drum Teachers: With a background in both theory and practical drumming. • Guest Lecturers/Artists: Periodically, to provide masterclasses and workshops.
Technical Support	<ul style="list-style-type: none"> • Sound Technicians: For maintaining the sound systems and recording equipment