Paper Title		: Drums -I							
•									
CODE		: VTC: 245.1							
Number of Credits		: 4							
Semester		: III	(1)						
No. of The Week	ory Hours Per	: One	(1 hour)						
	actical Hours	: Thre	e (3 Hou	irs)					
per Week		• •	. (0 1100						
Outline of the			I		I				
Type of Course	Units in the VTC	HoursCreditsTotal MarksDistribution of Marks (as per OC-8)							
Drums-I					In-Seme	1	End-Semester		
	Unit-I Theory	15			Theory 25	Practical	Theory	Practical	
	(25 Marks) Unit-II to IV	90	4	100		15		60	
	Theory (75 Marks)								
Marks Dist	,	: Inter	nal Asse	ssment:	40	•	L		
			rnal Asse						
Course Ob	jectives	1. To familiarize the students with the drum set used in							
						-		it they can	
			have an understanding of drum groove, rhythm, beat						
			and pulse.2. It will enable them to assemble, tune and manage the						
		2. It will enable them to assemble, tune and manage the set.							
Course	At the end of the course students will be able to:								
Outcome	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.							
			skins ne	cessary.	III a IIIusi	ical contex	.l.		
Unit I: (Th	eory)	Introduction							
15 Hours		•	Bass Dr	um					
		Snare							
		High Tom or 1st Tom Mid Tom or 2nd Tom							
			Mid Tom or 2nd Tom						
		Floor Tom							
		• Hi-hats							
	• Cymbal (Crash, Ride etc)								
UNIT-II: (1 30 Hours	Practical)	Rudim	ents & (Froove					
50 110015		•	Playing	single st	roke on	the snare			
		•		-		und the dru	ums		
		•	• •	-		le stroke			
		-	- 14,1115	0.00101	51115				

Syllabus on Vocational Education and Training Course (VTC)

	Adding fills with single stroke
UNIT-III: (Practical)	Learning Eighth Note(1+2+3+4)
30 Hours	• 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)
50 110015	• Playing sixteenth note on the snare
	• Playing sixteenth note around the drums
	• Playing groove with sixteenth note
	• Adding fills with sixteenth note.
Constant Des Reserve	
Suggested Readings	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
	• Snare Drum
	• High Tom or 1st Tom
	Mid Tom or 2nd Tom
	Floor Tom
	• Hi-hats
	Crash Cymbal Bida Cymbal
	• Ride Cymbal.
	Practice Pads
	Snare Drum Practice Pads
	Sticks and Accessories
	Drumsticks
	Metronomes

	Music Stands					
	Percussion Instruments					
	Recording Equipment					
	Microphones: For recording drum practice sessions.					
	Audio Interface and Computer					
	• Software: DAWs (Digital Audio Workstations) like					
	Pro Tools, Logic Pro, or Ableton for recording and analysis.					
	Interactive Learning Tools					
	Electronic Drum Kits					
	Music Notation Software					
	Any other item as required					
Qualified Instructors	• Experienced Drum Teachers: With a background					
	in both theory and practical drumming.					
	• Guest Lecturers/Artists: Periodically, to provide					
	master classes and workshops.					
Tachnical Sunnant	• Sound Tashnisianay For maintaining the sound					
Technical Support	• Sound Technicians: For maintaining the sound					
	systems and recording equipment					

Paper Title			: Drums -II						
CODE			: VTC: 265.1						
Number of Credits			:4						
Semester			7						
No. of Th Week	eory Hours Po	er : O	ne (1 hou	ır)					
No. of Pra Week	ectical Hours po	er : T	hree (3 H	lours)					
Outline of th	he Paper:								
Type of Course	Type of Units in the H			Total Marks	Distribution of Marks (as per OC-8)				
Drums-					In-Semester		End-Ser		
II	Unit-I Theory	15			Theory 25	Practical	Theory	Practical	
	Unit-I Theory (25 Marks)	15	4	100	25				
	Unit-II to IV	90				15		60	
	Theory (75 Marks)								
Marks Dist	/	: In	ternal A	ssessme	ent: 40	1	1	1	
		: E	xternal A					a thorough	
Course Lea	Course Learning Outcome At the end of the course students will be able to: 1. To enable students to demonstrate different rhythr based on notation including sticking patterns and drum strokes.						otes, scales,		
Unit I: (Theory)			Learning Triplet and the Shuffle (1+a 2+a 3+a 4+a)						
15 Hours			• Unde	erstandir	og Triple	t as three r	notes in o	ne heat	
			Understanding Triplet as three notes in one beatLearning a Triplet groove						
			 Adding fills with Triplets 						
			Playing Shuffle with Triplets						
			• Jamming along a Shuffle track						
UNIT-II: (Practical)			Learning Paradiddle						
30 Hours			• Learning the sticking pattern (RLRR LRLL)						
			• Applying Paradiddle as fills						
			Grooving with Paradiddle						
UNIT-III: (UNIT-III: (Practical) Learning Double Stroke								
30 Hours				• Sticking Pattern (RRLL RRLL)					
			• Playing around the drums						
				0					

	• Applying as groove or compliment: Different groove with Double Stroke.					
UNIT-IV: (Practical) 30 Hours	 Rudiments & Exercise for Stick Control and Speed Single Stroke (8th Note & 16th Note) Double Stroke (8th Note & 16th Note) Triplets Paradiddle 					
Suggested Readings	 Carlos Toranna Beat3beaT: Triplets, Rudiments & Jazz Hal Leonard ,Drumset Method - Complete Edition: Books 1 and 2 Serkan Suer 200 Paradiddle Exercises for Drums Tony Coleman, Authentic Blues Drumming: Learn Shuffles, Fills, Concepts, Tips and More from a Blues Master (Drum Instruction) Zoro, The Commandments of the Half-Time Shuffle: For Zor Drumset 					
Requirements	Complete Drum Sets: • Bass Drum • Snare Drum • High Tom or 1st Tom • Mid Tom or 2nd Tom • Floor Tom • Hi-hats • Crash Cymbal • Ride Cymbal Quality Brands: Yamaha, Pearl, DW, or Tama. Practice Pads • Snare Drum Practice Pads • Sticks and Accessories • Drumsticks: Multiple pairs, considering wear and tear. • Metronomes • Music Stands: For reading sheet music. • Percussion Instruments					
	Auxiliary Percussion : Such as cowbells, tambourines, and shakers for added practice variety.					

	Recording Equipment					
	 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. 					
	Interactive Learning Tools					
	 Electronic Drum Kits: As an alternative to acoustic drums, useful for quieter practice. Music Notation Software: For creating and distributing practice sheets. 					
	Books and Sheets					
	 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. 					
	Multimedia Resources					
	 Instructional Videos: Pre-recorded lessons from professional drummers. Play-along Tracks: For practicing grooves and fills with music. 					
	Any other item as required					
Qualified Instructors	 Experienced Drum Teachers: With a background in both theory and practical drumming. Guest Lecturers/Artists: Periodically, to provide master classes and workshops. 					
Technical Support	• 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	: One	(1 hou	r)							
Hours Per	Week										
No. of	Practical	: Thr	ee (3 He	ours)							
Hours per											
Outline of t				~				. ,	0.0.0	-	
Type of Course	Units in VTC	the	Hours	Credits	Total Marks	Distribu	Distribution of Marks (as per OC-8)				
Drums					Widi K5	In-Seme	ster	End-Semester			
III						Theory	Practical	Theory	Practical		
		Theory	15			25					
	(25 Marks Unit-II t) o IV	90	4	100		15		60	-	
	Theory	(75	20	-	100		1.		vv		
	Marks)	Ì									
Marks Dist	ribution			sessmen							
~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~				ssessmer							
Course Ob	jectives	1.		-			ith differe		n rolls a	nd	
			orches	stration 1	ncluding	strokes	and pattern	18.			
Course 1	anning	At the	and of	the cour	a stude	nts are ab	lator				
Outcome	Learning							im notto	na inaludi	na	
Outcome		1. become proficient in playing different drum patterns including orchestration									
Unit I: (Th	eorv)	Orchestration									
15 Hours	cory)	oren	con ano	11							
		•	Splitti	ng rudi	ments b	oetween	different	parts of	f the dru	m.	
			Creati	ng drum	fills.			-			
UNIT-II:		Dyna	mics								
(Practical)				1	C.	C 1	C'11				
30 Hours		 Accenting the first note of each fill. Accenting the second and third note while playing the rest of 									
		• Accenting the second and third note while playing the rest of the notes as grace notes									
		the notes as grace notes.									
UNIT-III:		Introduction to Stroke Rolls.									
(Practical)											
30 Hours		• Five Strokes, six Strokes, seven Strokes									
		• Nine Strokes, ten Strokes, eleven Strokes,									
		• Thirteen Strokes, fifteen Strokes, seventeen Strokes.									
UNIT-IV:		Introduction to Paradiddle									
(Practical)											
30 Hours		• Learning the sticking pattern (RLRRLL LRLLRR)									
		 Double Paradiddle (RLRLRR LRLRLL) Triple Paradiddle (RLRLRRR LRLRLRLL) 									
		•	Triple	Paradid	dle (RLH	KLKLKR	LKLKLR	LL)			

Suggested Readings	1. Serkan Suer Groove and fills - Rock drumming by andygriffiths200 paradiddles								
	2. D mark agostinelli Drum roll stroke / Triplet								
	 Rob and Mike Silverman21st century drumset Roy BurnsAdvanced Rock Drumming 								
	 Casey Scheuerell Stickings& Orchestrations for Drum Set 								
Requirements	Complete Drum Sets: Each practice room should be equipped with a full drum kit including:								
	Bass Drum								
	Snare Drum								
	• High Tom or 1st Tom								
	Mid Tom or 2nd Tom								
	Floor TomHi-hats								
	Crash Cymbal								
	Ride Cymbal								
	Practice Pads								
	• Snare Drum Practice Pads.								
	Sticks and Accessories								
	• Drumsticks								
	MetronomesMusic Stands.								
	 Additional Percussion Instruments 								
	Auxiliary Percussion								
	Recording Equipment								
	Microphones								
	Audio Interface and Computer								
	• Software: DAWs (Digital Audio Workstations) like Pro Tools, Logic Pro, or Ableton for recording and analysis.								
	Interactive Learning Tools								
	• Electronic Drum Kits: As an alternative to acoustic drums								
	 useful for quieter practice. Music Notation Software: For creating and distributing practice sheets. 								

	Books and Sheets						
	 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. 						
	Any other item as required						
Qualified Instructors	 Experienced Drum Teachers: With a background in both theory and practical drumming. Guest Lecturers/Artists: Periodically, to provide masterclasses and workshops. 						
Technical Support	• Sound Technicians: For maintaining the sound systems and recording equipment						