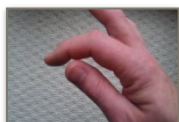


RADIOACTIVE - DRUMS

Gripping the sticks



Pinch the stick between thumb and forefinger. Not too hard, make sure it feels comfortable



Once gripped ensure the stick sits in the natural valley in the palm of your hand



Now turn your palm so it is facing downwards. Hold the stick so it can bounce off the drum skin

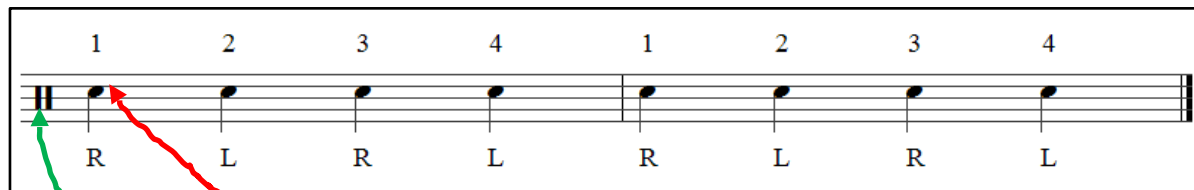
Activity One – Keeping the beat (level 3)

Turn on the **Metronome** on the drum's brain:



Listen to the beat carefully and try to play with it. Use your strongest hand to play the **SNARE drum** (the white one in the middle). **Keep in time with the metronome = play exactly the same!**

Now try to play using **both hands**, right then left. In music this is written down like this:



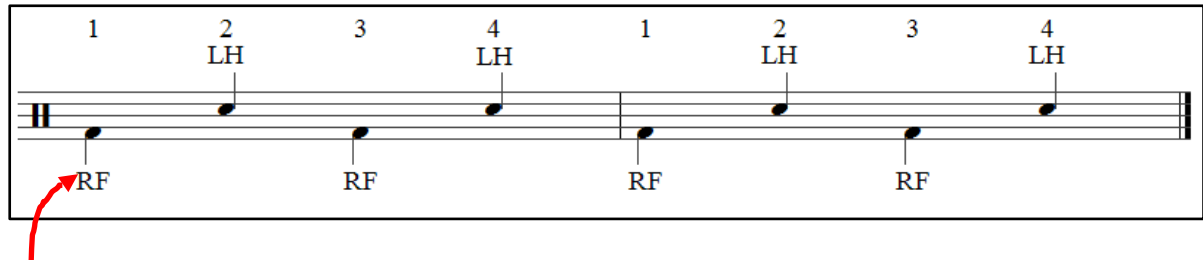
(This is a **Drum Clef**) (The second space down is for the Snare drum.)

Tip!

Keeping time is hard! Don't give up, just keep practising. If you are feeling confident, where it says R play L and where it says L play R. This is called "alternating your sticking".

Activity Two – Adding your bass drum

Now, swap your right hand for your right foot – alternate between your right foot (RF) and left hand (LH). When you play the pedal keep your heel on the floor and just tap your foot.



The RF is playing the “Bass Drum” or “Kick”.
(The bottom space is for the Bass Drum/Kick)

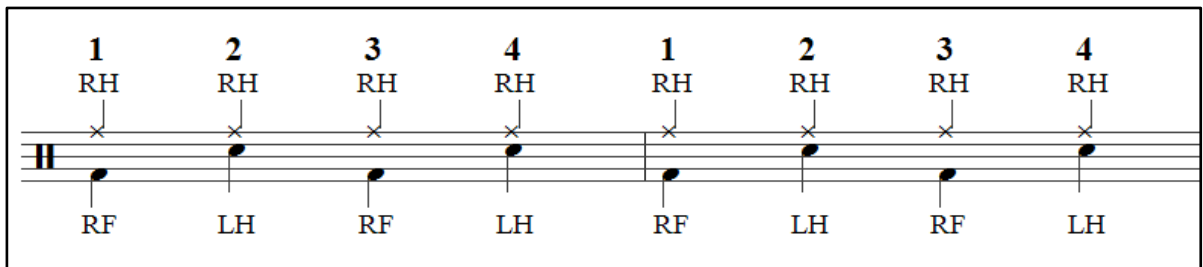
Remember – keep in time with the metronome. Take care not to speed up or slow down.

Activity Three – Add the Cymbal (Level 4)

Play the **Ride Cymbal** over on the right hand side of the kit with your **Right Hand**. This will play on **every beat** – one with your right foot, one with your left hand.

This can be very hard to do, so try it slowly first, using the phrase “Right Foot, Both hands”, with the sounds on the words “Right” and “Both”.

Written on music it looks like this:



(The top line is for the Ride cymbal. Cymbal notes use “X”s rather than dots)

Now, turn on the metronome again and try to play this pattern in time too.

You can also play this pattern on the **Hi-hat cymbal** – the smaller cymbal on the left of the kit.

This is attached to the left foot pedal. It makes two different sounds: Foot down = “Closed” Hi-hat, Foot up = “Open” Hi-hat. Keep your foot on this pedal to hold it down as you play this time.

1 RH 2 RH 3 RH 4 RH 1 RH 2 RH 3 RH 4 RH

RF LH RF LH RF LH RF LH

RIGHT foot **BOTH** hands **RIGHT** foot **BOTH** hands etc.

(The top space is for Hi-hat. X = closed sound. O = Open sound.)

Activity Four – Doubling up (Level 4/5)

Play the **Ride** or the **Hi-hat** for this exercise.

This time you are going to play **2 cymbal sounds for every beat**. To help keep this steady, drummers use the word “and” between each beat: “1 and 2 and 3 and 4 and”.

If you use the phrase “Right Foot, Both hands” again, you will hit the cymbal on every word this time.

This can be written in different ways using quavers (eighth notes):

1 and 2 and 3 and 4 and 1 and 2 and 3 and 4 and

RH RH RH RH RH RH RH RH RH RH RH RH RH RH RH

RF LH RF LH RF LH RF LH

Right-foot Both-hands Right-foot Both-hands etc.

Or in “Half-time”, writing using just crotchets (quarter notes) but played twice as fast:

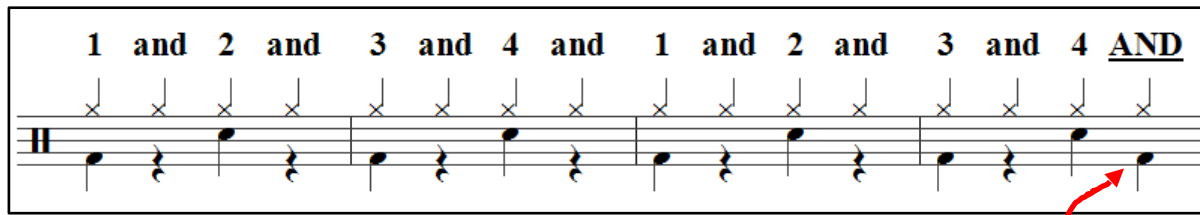
1 and 2 and 3 and 4 and 1 and 2 and 3 and 4 and

X X X X X X X X X X X X X X X X

(There are FOUR bars of music here, instead of two, but they’re played faster so they sound the same)

Activity Five – Decorating the Kick (Level 5)

Add an extra kick the end of every four bar pattern to help the VERSE structure in the song stand out:



(Here's the extra kick)

And to make the CHORUS structure move along, add an extra kick every two bars:



- You have now learnt all the patterns you need to play the whole song
- The Drum Kit music for the whole song is on the next page
- It starts with the VERSE
- The big letter A is where the CHORUS starts
- The whole song works in four bar blocks, so there are BAR NUMBERS at the start of every line to help show you where you are in the song.

GO FOR IT!

Drum Kit

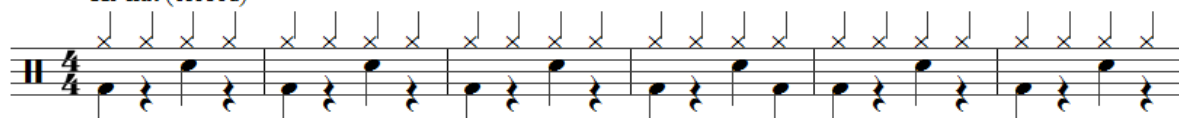
RADIOACTIVE

JAMPOD ARR BY M ALLEN

BY IMAGINE DRAGONS

♩ = 110

Hi-hat (closed)



A

17 Ride cymbal



- If you want to decorate more (**Level 6**), you could add some extra snare drum or kick sounds
- You could add an occasional **Crash cymbal** (top left cymbal)
- You could even try a drum "fill" pattern on the Tom-Toms... ..