

❖ Drum Circle Facilitation Ideas

Volume

- Bring the volume of the whole circle up or down
- Bring half the circle up or half the circle down (like a teeter totter)
- Bring specific players or instruments up and the rest of the circle down
- Use different measures to create crescendos and decrescendos (up for two measures then down for two measures)
- Create accent notes by bringing the volume up and down quickly on the first note of the measure
- Create a closing by bringing the volume slowly down to silence

Stops & Starts

- Stop and restart the group if they begin to lose rhythmic connection
- Teach different lengths of measures by stopping and starting over sixteen counts, then eight counts, then four counts
- Change modalities by stopping the group and saying “take that rhythm and put it in your voice/body/body percussion/breath”
- Add movement to their rhythms by stopping the group and asking them to “bob/sway/move their arms/shoulders/head” when they play.
- Change the tempo by stopping the group then playing a pulse slightly faster or slower “Let’s play a little faster 1, 2 here we go!”
- Layer in or out by stopping/starting one player at a time

Call & Echo

- Give different rhythmic ideas using L.I.M.B.S
- Extend the rhythmic phrases by using eight beat rhythms instead of four
- Start a new groove by continuing to play a specific rhythm after a call and echo sequence
- Bring the tempo up or down by progressively play faster/slower calls

Half Group Sculpting

Sculpt half of your group and try some of the following

- Have the half that stopped listen to, encourage and cheer for the other side
- Have the half that stopped copy or complement the rhythms of the other half
- Have the half that stopped echo your rhythms
- Lead the half that stopped in playing different accent notes
- Have the half that stopped rumble at different volumes

Sculpting

- Sculpt your group by section
- Sculpt by instrument
- Sculpt a song within the song