BZZKTT Beatboxology by Gavin Tyte Syllabus



Welcome to the World of Beatboxing!

BZZKTT uses the resources of Beatboxology – a method to help learn to beatbox or study speech and language.

Goals:

Using Beatboxology, students will be able to demonstrate that they are creating a variety of contrasting timbres by notating individual sounds using iconophonics.

Students will be able to render beats by combining iconophonics with standard music notation, including drum set notation.

Introduction:

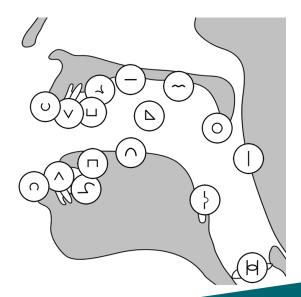
Beatboxology uses icons which, when combined, can notate even the most complex beatboxing sounds.

ICONS are used to represent the parts of the mouth anatomy, making them both easy to understand and easy to use. These icons are called ICONOPHONICS.

In Beatboxology there are several types of iconophonics:

- Plosives, Fricatives and Percussives describe the way in which the sound is generated
- Stops are parts of the mouth that remain in contact
- Vocals show if the sound is voiced
- Effectors describe way in which the sound is shaped

There are sixteen PLACES OF ARTICULATION in the human mouth that are used to make sounds. Diagrams provide a simplified representation of a particular part of the mouth; lips, teeth, and so on.





SYLLABUS

Lesson 1: Making Your First Beat

In this 5-part lesson you will learn three sounds, a kick, hi-hat, and rimshot, and be able to combine them into an 8-Beat pattern. This is a pattern with 8 sounds in a row. BZZKTT has a rolls page with examples of fills. Students could use these ideas to formulate their own fills.

- · Part 1 My First Sound (bilabial plosive)
- · Part 2 Making a Kick Drum Sound (forced effector)
- · Part 3 The Hi-Hat (dental plosive)
- · Part 4 The Rimshot (velar plosive)
- · Part 5 Making an 8-Beat Pattern
- · Lesson 1 Roundup QUIZ

Lesson 2: The Classic Handclap

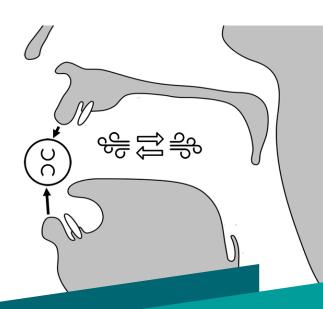
In this 5-part lesson you will learn how to make the Classic Handclap and use it in a 16-Beat pattern. This is a beat pattern with 16 sounds in a row.

- · Part 1 The Handclap (buccal plosive)
- Part 2 Inward Sounds (inward effector)
- Part 3 Stops (alveolar stop)
- Part 4 Breathing (aspiration effector)
- · Part 5 Making a 16-Beat Pattern
- · Lesson 2 Roundup QUIZ

Lesson 3: The Classic Snare Drum

In this 3-part Lesson you will learn how to build the Classic Snare drum sound and use it in a simple two-sound pattern.

- Part 1 The Amiga Snare (tight effector)
- · Part 2 The Classic Snare (labiodental fricative)
- · Part 3 Two Sound Rock beat (rest)
- · Lesson 3 Roundup QUIZ





Lesson 4 – Tongue Grooves

In this 5-part lesson you will learn to make alveolar plosives – sounds made with the tip of the tongue and the alveolar ridge. You will then use a tongue kick and tongue snare in a beat pattern.

- · Part 1 Making a Tongue Kick (alveolar plosive)
- Part 2 The 808 Snare
- · Part 3 Blocking Airways (velar stop, nasopharyngeal stop)
- · Part 4 The D-Kick
- Part 5 Adding Noise (bidental rear fricative)
- · Part 6 Walk this Way (two beat sounds)
- · Lesson 4 Roundup QUIZ

Lesson 5: Shakers

In this two-part lesson you will learn how to make a Bidental (rear) stop, Bidental (rear) Fricative, and Alveolar Fricative to make three different shaker sounds that you will use to create a continuous-sounding shaker pattern.

- · Part 1 The Sharp Shaker (bidental stop)
- Part 2 The Slow Shaker (alveolar fricative)
- · Part 3 Creating a Shaker Pattern
- · Lesson 5 Roundup Quiz

Lesson 6: Percussives

In this lesson you will learn about percussive sounds by using a sublingual percussive in a classic 'Drop it like it's hot' style beat pattern.

- · Part 1 Making a Clave Sound (sublingual percussive)
- · Part 2 The Hard Clave
- · Part 3 'Drop da Heat' Beat Pattern
- · Lesson 6 Roundup Quiz

Lessons 7-12 available at bzzktt.com

