



DRUMS FIT By: Beth Bolger

ebolger@sayvilleschools.com

Who am I?





In addition:

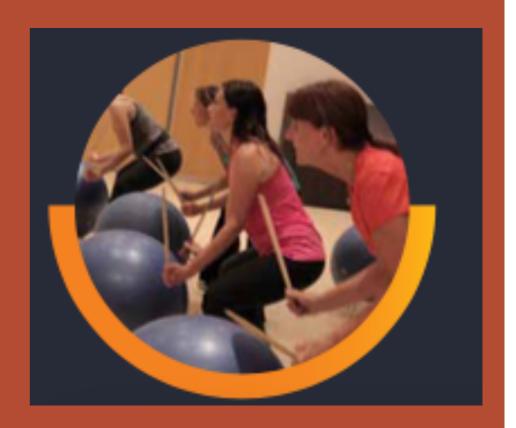
- ➤ Twitter: Beth@diver3m777
- ➤ Email:

ebolger@sayvilleschools.org

2017 Suffolk Zone Teacher of the Year

What is DrumFIT®?

DrumFIT® is fitness for your body and brain! A fitness class using drumsticks on fitness balls with upbeat music, drumming and body movements that creates a dynamic and effective mental and physical workout.





Why DrumFIT®?

- It's fun! DrumFIT® is so fun you don't realize you're working out.
- It's different! The music, the sticks, the ball, the fun, the energy . . . there is nothing like a DrumFIT® class!
- It's easy! The DrumFIT® program is designed for everyone!
- It's effective! DrumFIT® is a cardio workout with elements of resistance and interval training. It works every part of your body and burns 300-500 calories per hour!

Drumming and the Brain



Corpus Callosum Connects both sides of the brain.



Sensory Cortex

Controls tactile feedback while playing an instrument or dancing.



Auditory Cortex

Listens to sounds; perceives and analyzes tones.



Hippocampus

Involved in music memories, experiences and context.



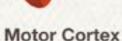
Visual Cortex

Involved in reading music or looking at your own dance moves.



-Cerebellum

Involved in movement while dancing or playing an instrument, as well as emotional reactions.



Involved in movement while dancing or playing an instrument.







Prefrontal Cortex-

Controls behavior, expression and decision making.



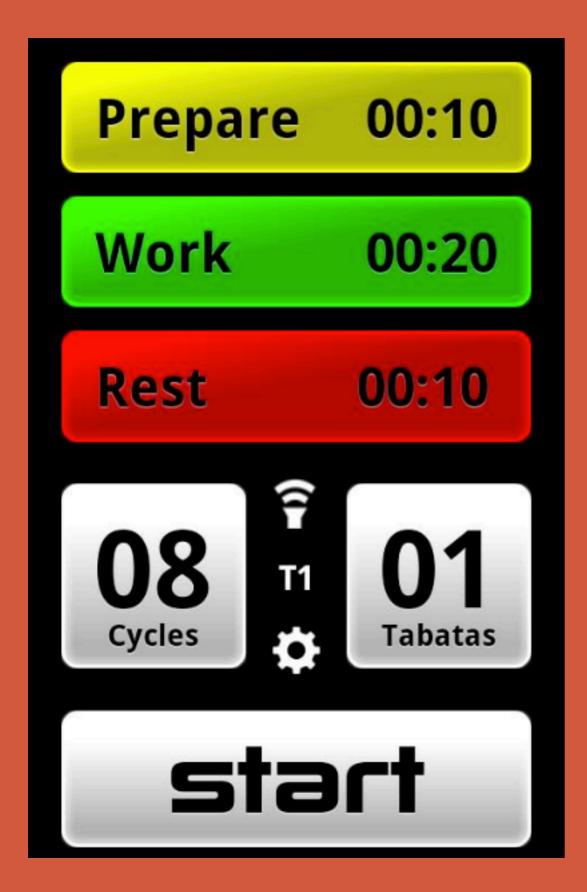
Nucleus Accumbens & Amygdala

Involved with the emotional reactions to music.



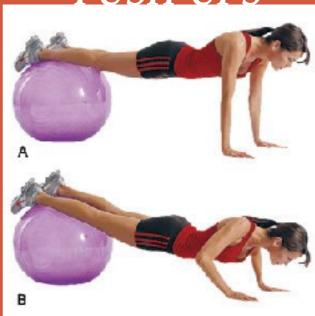
Music: Cheap Thrills

EXERCISE BALL: TABATA PRO APP









SIT-UPS



Music: Rockabye

Balance

In every class you should practice stability on the ball, whether seated or kneeling. Some benefits of balance training are:

- Improved neuromuscular <u>coordination</u> (brain to body communication)
- Stabilizing <u>burns calories</u>
- Aids in muscle isolation (to focus on specific area stabilizing)
- Improved <u>core strength</u>
- Improved <u>posture</u>
- Enhanced <u>muscle control</u> and <u>joint stabilization</u>
- Fun and challenging
- Long term health





DrumFIT® Choreography

How to Choreograph a Song

Music is one of the most important components of a DrumFIT® workout, so it is important to spend time selecting music that will help motivate and encourage your participants. Here are some steps on how to create choreography for you DrumFIT classes:

- Choose a song that inspires you. Songs that are 130-160 BPM work best for DrumFIT®.
- You will need to listen to your song very carefully to understand how the song is laid out. Identify the verse, the chorus and any variants or bridges.
- Choose 3-4 moves from your DrumFIT® Basic Movements and Variations Chart.
- Assign a move to each of the sections you identified.

EXAMPLE CHOREOGRAPHY

Intro Music: Get participants moving using simple variations.

Verse: Do movement combination #1

Chorus: Do movement combination #2

Verse: Do movement combination #1

Chorus: Do movement combination #2

Bridge: Do movement combination #3

Chorus: Do movement combination #2

Verse: Do movement combination #1

Chorus: Do movement combination #2

Example movement combinations:

- Single, single, squat, double
- Shuffle around ball while clicking sticks together
- Step out right, single on neighbors ball, step back, double

on own ball, step out left, single on neighbors ball.

Visual Choreography

In order to further understand how to choreograph a song and how to pick out the different components of a song's structure, such as the verse or chorus, it may be helpful upon first listening to a song to make a visual representation of the song.

When creating this template you use a different symbol for each different part you hear in the music. Then, going back and assigning movements to the symbols, you would repeat the movements every time the same sound or part of the song plays again. This method is easier for participants to learn and instructors to teach, as it leads to maximum success in a class. This method is very effective since there is recognition of a certain section of song and a corresponding movement to that section.

Sees Lees Notes Lees Notes Not

After writing down what the song looks like by assigning a symbol to each melody or instrumental section — then I assign movements to each symbol.



"Hair Up" (with Gwen Stefani & Ron Funches)

Hair in the air Put your hair Put your hair in the air

Movement Combo #1

Put your hair
Put your hair
I've got a fever coming on
And now it's beating on my bones
I feel like diamonds or some gold
So DJ play it
That's my song

Movement Combo #2

Go, go, go, go, go
Put your hair in the air
Go, go, go, go, go
Hair up

Movement Combo #3

Come on baby
Let's go crazy
We ain't never gonna stop
Hair up
Come on baby
Let's go crazy
We ain't never gonna stop
Hair up

Movement Combo #4

Put your hair in the air (hair up)
We don't care (hair up)
Put your hair in the air (hair up)
We don't care (hair up)

I've got a fever coming on and now it's beating on my bones I feel like diamonds or some gold So DJ play it That's my song

Go, go, go, go, go
Put your hair in the air
Go, go, go, go, go
Hair up

Come on baby
Let's go crazy
We ain't never gonna stop
Hair up
Come on baby
Let's go crazy
We ain't never gonna stop
Hair up

PARTNER ACTIVITIES

SONG: Ex's and Oh's

BY: Ellie King









APACHE INDIAN

BY: APACHE INDIAN

- ➤ Side Lunges x8
- ➤ Double Tap Lunges x 4
- ➤ Jump, Jump, quick ft x 4
- ➤ Jacks x 8
- ➤ Mountain Climbers x8
- ➤ R. Knee x4, L. Knee x4
- ➤ (alt. knee only 1st verse)



MUSIC: MAUE

- Cross Over (2-count w/Hit), two hits overhead (4-count of 8)
- ➤ Twist, Twist, hit, hit x8
- ➤ Merenge R., L., F., B.
- ➤ step R, L Knee, R. Knee, Around world arms, reverse
- ➤ Circle Ball w/ shuffle hitting ball/ Reverse



MUSIC: WITCH DOCTOR

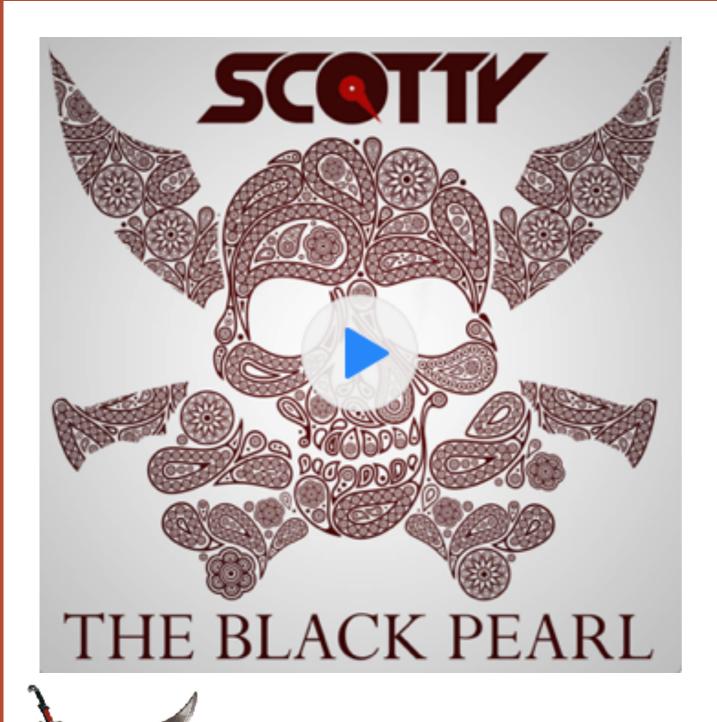
- ➤"Ooo,eee"(alt. rows, up and down x4, all up & down x4) X2
- **➤"I told the witch"** Dr. 8-count circles x3
- ➤"Ooo,eee"(alt. rows, up and down x4, all up & down x4)
- ➤ "Silly" music: walk forw. slow 4-count, walk back. 4-count
- **➤"I told the witch"** Dr. 8-count circles x3
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MUSIC: APACHE

BY: THE SUGARHILL GANG



- 10, 1, 20, 2 (x8)
- 1, \ 1, \ 10, \ \ 10, \ \
- Circle around ball, 10's w/1 hand while lasso w/other hand.
- HIPS: R,L,F,B,R,L X2
- Circle around ball while shuffling and 10's
- 8count: 10,100,10,1 x4
- 8count: grapevines r & l



MUSIC: THE BLACK PEARL

- ➤ SWORD FIGHT
- ➤ Kick Back- single R., single L., Double right. Single L., single R., Double L. x2
- ➤ Grapevine to ball on R, hit, grapevine to your ball, hit x8
- ➤ hit ball/cross sticks &hit x4
- ➤ Around the world for counts x2

MUSIC: IN THE HALL OF THE MOUNTAIN



STARTS SLOW & SPEEDS

<u>UP</u>

- Hit top of ball on left, then my ball x2
- Hit top of ball on right, then
 my ball x2
 - Hit floor/Hit top of ball, hit in air, hit ball x2

REPEAT

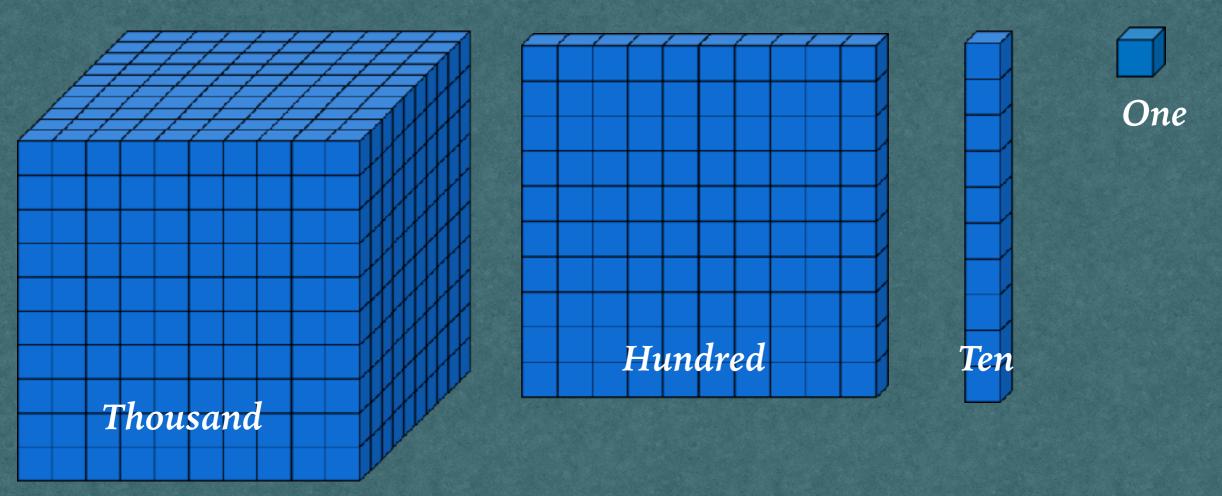


Music: Big Dada

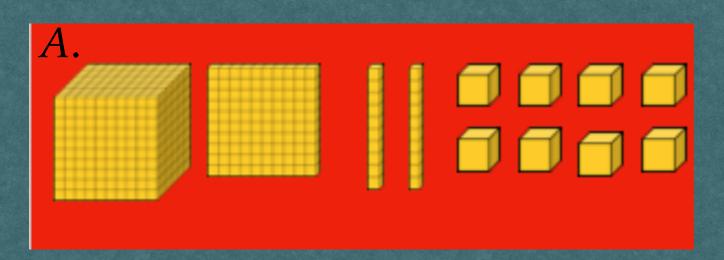
Pass the beat!

> MATH, MUSIC, MOVEMENT

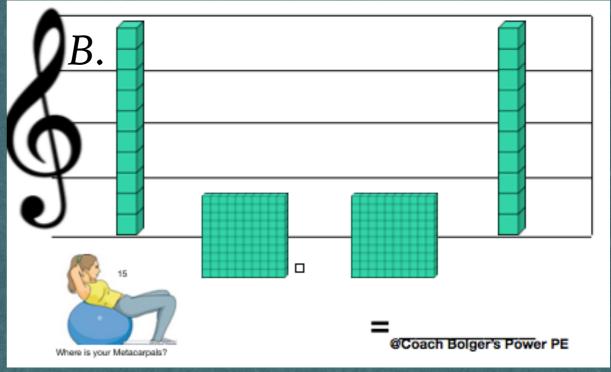
Explain positions of the drumsticks on the ball.



MATH, MUSIC, MOVEMENT and MORE!!



Can you watch the routine and guess the number?



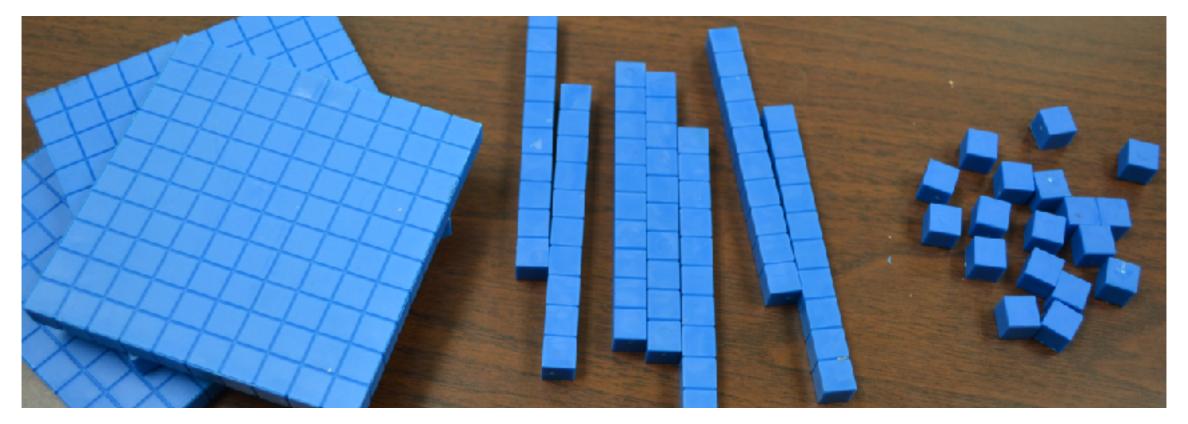
4-count contest.

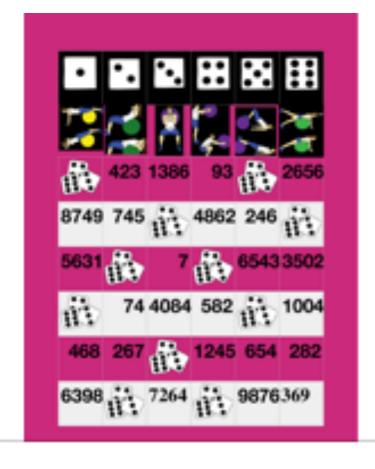
How many counts can your group do?

Making MATH

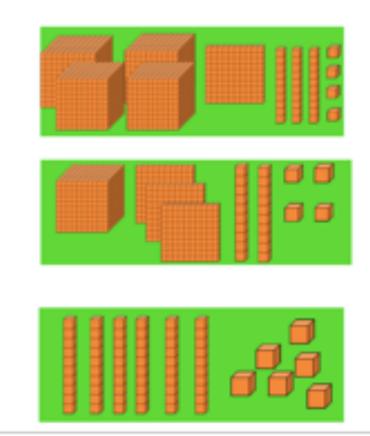
Move!

Students create a routine using math and movement.









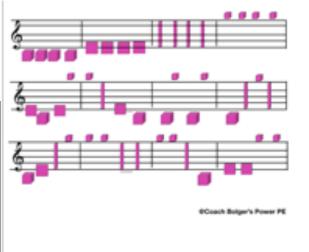
COACH BOLGER'S DRUM MATH BOLGER BEATS

MATH AND DRUMS FIT



#16 Decise Ball Push-up II

All the math games I created are available at:



BOLGER BEATS



Coach Bolger's Power PE Teachers Pay Teachers



ORCHESTRA ACTIVITY
FROM: JIM DELINE

ANY QUESTIONS?



Ebolger @sayvilleschools.org