

RIM 1230: Proficiency no. 2

Part 1: Rhythm. Perform the rhythm below. Play the lower line with your right hand using a deeper sound (like hitting the table with your fist) to mimic a kick drum. Play the upper line with your left hand using a higher sound (like slapping the table) to mimic a snare drum. You do not need to speak the rhythm syllables. Notice that the rhythm ****REPEATS****, so you'll perform **EIGHT BARS** total. The tempo should be between 85 and 105 BPM, and **you must perform with a click track**.



Part 2: Keyboard. Perform the piece below in any key **EXCEPT** for C, G, or F. Play the upper line with your right hand to improvise a melody using the major pentatonic scale (1̂, 2̂, 3̂, 5̂, 6̂ only). You must use **ALL** the notes from the major pentatonic scale somewhere in your right-hand improvisation. Play the bottom line with your left hand, following the scale degrees shown. You can choose any tempo, but **you must perform with a click track**.

Improvise a pentatonic melody using this rhythm →

RH						
LH						

RH						
LH						

RH						
LH						

RH						
LH						

• • • PLEASE WATCH THE HELP VIDEO FOR THIS PROFICIENCY (ON D2L) • • •

RIM 1230 Proficiency Grading:

You can submit one, unedited video for each part, or you can submit a single video for both parts. **All Proficiency videos MUST BEGIN OR END with you showing your face to the camera and stating your name;** otherwise, you will receive a 0%.

Each of the two parts is graded based on the errors you make for each part total:

- No errors = 100%
- One error = 90%
- Two errors = 80%
- Three errors = 70%
- Four or more errors = 1%

In other words, you will receive no credit if your video contains more than three errors. Rhythms without conducting or drastically under tempo will be scored as having four errors (i.e., 0%). If you need a small tempo modification on the rhythm, that will be graded as one error. Conducting mistakes count toward your error total.

Videos should be uploaded to the Proficiency Hand-in Folder (under “Content”) in D2L.

You may resubmit the Proficiency if you are not satisfied with your original grade. The grading scale for resubmissions is:

- No errors = 90%
- One error = 80%
- Two errors = 70%
- Three errors = 60%
- Four or more errors = 2%

Proficiency parts that are submitted after the due date incur a 10% penalty, as if it is a resubmission. Resubmissions will not incur an additional late penalty.

Proficiency submissions (or resubmissions) will not be accepted after the close date for the assignment.