# Military Drum and Fife Corps Using Music to Communicate



#### Students will learn...

- The different purposes of music in the military
- To give and/or follow instructions to work as a team

#### You will need...

- At least two drums and/or recorders
- · Wide open space
- Optional: obstacle course and blindfolds

## Opener: Giving Context

- Go outside to a wide open space.
- Ask students what they think a being on a battlefield would be like and get them to think about some of the following answers.
  - What sounds would they hear? Gunfire, cannons, yelling, etc.
  - What could they see? Dirt flying in the air, smoke from the guns, people running, etc.
  - How would people be spaced out? Soldiers scattered around and generals far away out of the action.
- Ask them how generals would communicate with the soldiers on the battlefield.

Music was used not only for entertainment, but for practical purposes. Generals would communicate to their soldiers through different tones. They also used music when they were in camp. It told them when to wake up and what activities they needed to do for the day.

For more information click

## Task: Practicing Drills

- Divide students in half or smaller groups and tell them that they will be making their own musical signals.
- Groups talk to make up tones on their drums or recorders for march forward, turn left, turn right and stop.
- Assign one or two students to be the drummer/recorder player and another student the general for each group. All the other students are soldiers.
- Groups then practice giving and following instructions.
- Note: The general and musician will be stationary and away from the other students. The general should the whisper to the musician, who will give the signals.

### Closer: Presentation

- Have the groups present their drills.
- Judge which group is more regimented and works better as a team.
- *Optional*: For an added challenge create a basic obstacle course or maze using cones.
  - Students can take turns being blindfolded and guided by their team.
  - Groups can race each other.
  - In this case, make instructions per step- ex. forward step, right step, left step so that the students' movements are more controlled.
- *Note*: You can adapt this for the classroom.