

Little Jack Horner

Traditional
arr. DMS

Hand Drums

HD

C. Bl.

The hand drum part can be played in unison or in canon. (See asterisk.)
The cowbell part serves as an interlude.

Now, let's make it interesting, shall we? Put students in partners. One person will hold the drum, and the other person will play it with mallets. (They're going to switch, so don't let anybody freak out!) After both partners have practiced a bit, let the holder slowly move the drum in a circle or to one side as it is being played. This allows the partners to create interesting shapes and movement.

Add this movement to the interlude to facilitate switching drums and mallets:

Stuck in his thumb?	Place drum and mallets on floor between you.
Pulled out a plum?	Stand back up.
What's...about?	Switch places with your partner.
Stuck in his thumb?	Pick up either drum or mallets, according to turn.
Pulled out a plum?	Stand back up.
What's...about?	Turn in own space, making small circle.

Logistics note: Let cowbell players partner, too. They take turns, and you don't have to hear 14 cowbells at once. Trust me, you'll thank me on this! (Partner #1 plays the first interlude, then passes it off during the drumming. This also allows the bell players to observe the drumming game.)

The drummers and cowbell players will have to switch jobs, of course!