BUILD A BEAT

ACTIVITY DESCRIPTION

Participants learn the basics of how a beat is built by exploring drums, bass, melodies, samples/vocals, and effects. The group then works together in BandLab to create one original Rise CAM beat.

FORMAT	LENGTH	PLATFORM
Whole-group collaborative	Approx. 60 minutes	BandLab

MATERIALS & EQUIPMENT

MAIN EQUIPMENT

- Laptop with BandLab ready to use
- Speaker or soundbar
- Internet connection
- Projector/display + connection cables

OPTIONAL / PREPARED

- Beat pad / MIDI controller
- Headphones
- Downloaded backup sounds/samples
- Existing demo beat/project
- Vocal samples, if desired

PRE-ACTIVITY CHECK

Before participants arrive, test BandLab, internet access, audio output, the display/projector, and the beat pad if one is being used.

QUICK SETUP

- Open the demo beat/project before the group begins.
- Confirm the speaker is loud enough for the room.
- Have backup sounds available in case the internet or BandLab gives you trouble.
- Keep the beat pad optional—the full activity can be completed directly on the laptop.

FACILITATOR GOAL: Let participants make the creative choices.