

**Phrases:**

- *Yoroshiku onegai shimasu* thank you for what we are about to receive
- *Otsukaresama deshita* thank you for your hard work
- *Ganbatte kudasai / Ganbarimasu* Do your best / try hard
- Counting: 1 – 8 = *ichi, ni, san, shi, go, roku, shichi, hachi*

**Instruments:**

**Main types:**

- *Odaiko* Big drum (can be huge!)
- *Nagado / Chuu daiko* (nagai do = long body) / *Chuu* = medium drum  
These can be played in different positions  
(sitting, standing, vertical, horizontal)
- *Shimedaiko* (shimeru = to tie) small drum  
higher pitched so usually used for timing
- *Okedaiko* rope tightened drums  
*katsugioke* are lighter and are made to be worn across the shoulder and played  
while moving.
- *Eisa* worn across the shoulder, played with one hand

**Narimono**

- *Atarigane / kane* small gong – very high pitched and often used for timing
- *Chappa* cymbals – used to accent and emphasize beats

**Melody**

- *Voice* songs and *kakegoe*
  - *Shinobue* bamboo flute often used in festival music
- Other traditional melody instruments include:
- *koto* (harp), *Shamisen* (banjo), *Shakuhachi* (recorder)

**Ancient Times:**

The Legend of Ameterasu

*Once, at a time more distant than human memory, the storm god Susanowo-no-Mikoto left his home on the seas and began to ravage the land. His wild rages so upset his sister Ameterasu Ohmikami (the sun goddess) that she fled to a cave and, rolling a boulder over its entrance, vowed never to show herself again.*

*The world fell into darkness and devils sprang from their hiding places to roam freely across the earth in its endless night. Knowing that all life was doomed without Ameterasu Ohmikami, the gods of heaven and earth gathered at the cave's mouth. They reasoned. They begged. They threatened. At last, they tried to force the rock from the cave's entrance but Ameterasu Ohmikami would not budge from her refuge. All creation seemed doomed.*

*Until, Ame-no-Uzume-no-Mikoto, a small goddess with a face creased by age and laughter, made her way into the midst of the other gods and declared that she would coax Ameterasu from the cave. The mightier gods looked at the old woman and sneered. Ame-no-Uzume-no-Mikoto smiled back at them, poured out a huge sake barrel, jumped on its head, and began a wild dance.*

*The loud, hard, frenetic pounding of her feet made a sound unlike any ever heard before. The rhythm was so lively, so infectious that soon the other gods, caught in Ame-no-Uzume-no-Mikoto's revelry, began to dance and sing as well. Music filled the earth and the celebration became so raucous that Ameterasu Ohmikami peeked out from her cave and, seeing the joyful faces, brought her light to the earth again. Thus, Ameterasu Ohmikami's light returned to earth, Susanowo-no-Mikoto was banished, and taiko music was born.*

### **Ancient uses of taiko:**

- Define village borders
- Festivals – rice planting, weather, calm seas etc.
- Religious - Carry prayers to the gods (Shinto)  
The voice of Buddha (Buddhism)
- Warfare - Rally troops / Intimidate the enemy

### **Evolution of kumi-daiko (ensemble drumming)**

- Invented by Daihachi Oguchi in 1951 – jazz drummer invented style using different sized taiko to create 'drum kit' with different people playing each part.
- Other groups such as Oedo Sukeroku daiko added to the development
- New art form developed with ensemble drums and flashy choreography
- World debut at Tokyo Olympics 1964
- Groups such as Ondekoza, and Kodo became world famous
- Modern taiko music is incorporating other elements (fusion) such as marimba, hiphop beats, Indian / African rhythms etc.

### **Taiko Music**

- Traditional music is simple time, but free flow (2/4, 3/4, 4/4 within a set piece)
- Swing / Straight
- Ternary / 4 part structure
- Rhythm based – sometimes with simply melody accompanying the rhythm
- Traditionally pentatonic scale

### **Rhythms**

- Layered rhythms
- Base (shimedaiko) keeps the pulse
  - Sandoko
  - Dokodoko
  - Donko Donko
  - DoKonko
- Top rhythm (nagado) plays main rhythm themes with use of "ma" (space) to create feeling

### **Movement**

- Visual appeal
- Movement used to:
  - Create the melody / emotion of the song
  - Tell the story

### **Kuchishowa** (drum sounds)

Don / Kon      Tsuku  
Doko / Teke    Su / Tsu

### **Kakegoe** (shouts)

Sore, yo, yoisa, wasshoi...

### **Miyakedaiko Rhythm**

Tsuku DEN Tsuku DEN Tsuku DEN DEN x2, Do DEN ko DEN DEN Tsu TE TEKKO DEN DEN

## Japanese festivals

- Often in the summer during the Buddhist festival of 'Obon' (mid-August)
- Each region has its own festival customs – some use floats carried on bamboo poles by strong men. Taiko drums are sometimes used to give directions (turn left! Etc)... Each region has its own style of drumming and dancing to celebrate the festival.
- Bonodori – the Obon dance is performed at the festivals.
- Popular festival attractions include – wearing yukata, doing bonodori, eating festival food (candyfloss, toffee apples, chicken skewers, squid balls, etc), playing games (fishing for waterballoons, catching goldfish, ring toss etc).

## Tanko Bushi (coal miners dance)

originates from the Miike Mine at Kyushu at the Miike Mine

- Dig to the Right (x2)
- Dig to the Left (x2)
- Over the shoulder Right
- Over the shoulder Left
- Check the lamp RH (back)
- Check the lamp LH (back)
- Push the cart (x2)
- Down and clapclap and clap

## Rhythm:

Don Don Don kaka kakka        }  
Do Kon ko Don kaka kakka       } x 3  
Don Don Don kaka kakka  
Don Don kaka ka

## Activity Ideas

### Rhythm Games:

These can be done with instruments or with clapping / stomping etc.

- Call and Answer: Leader claps a rhythm and group repeats it back.
- Take turns around the circle to be the 'leader'
- Try using different sounds (stomp, click, shout, etc) and 'found' percussion (desks, books, rulers etc).
- Basic taiko rhythms: sandoko (R, RL) sandoko dokkoi (R, RL, R, L) Don Don Don Don (R, L, R, L) dokodokodokodoko (RL, RL, RL, RL), DoKonko (R, L, L)
- Conducting: everyone does a drum roll and one person conducts the volume (loud – quiet) or when to hit.

### Basic Taiko Technique:

- Stand with your feet a bit over shoulder width apart, bend your knees
- Hold the sticks (bachi) in your hands loosely. Grip with index finger and thumb.
- Raise your arm and stick to the ceiling – make sure your stick is pointing up in the same line as your arm. Relax your arm and let the stick drop, using a flick at the end to create more power.
- Raise your stick up again (this whole process creates a kind of teardrop shape from top to drum).
- Make sure your elbows are not tucked in too tight – pretend you are holding a 'rice bowl'.

### Language Lessons:

- Greetings: begin class with greeting (good morning, thank you), and finish with (thank you!)
- Counting: do warm ups with leader counting 1 – 4 and everyone joining in for 5 – 8
- Use Japanese words for body parts and left and right.
- Commands: Listen, Watch, Be quiet, Sit, Stand, Together, One person, let's start, Finish, one more time etc.
- Descriptions: quietly, softly, gently, faster, slower, louder...
- Conversations: I like drumming, I can drum, I want to drum ....etc.
- Commands and Questions (e.g. one more time, again please, listen, watch, play, together, one person, ...)
- Talking about taiko – I like, I can play, do you like...

### Taiko Vocab:

- |                            |   |
|----------------------------|---|
| • Counting                 | ichi, ni, san, shi, go, roku, shichi, hachi, kyu, juu |
| • Bachi                    | drumsticks  |
| • Hidari                   | Left  |
| • Migi                     | Right   |
| • Mou ikkai                | One more time   |
| • Kiite kudasai            | Please listen   |
| • Mite kudasai             | Please watch  |
| • Shizuka ni shite kudasai | Please be quiet                                       |
| • Tataite kudasai          | Please drum   |
| • Issho ni                 | Together  |
| • Hitori de                | One person  |
| • x kai                    | x times (e.g.sankai = 3 times)                        |
| • Kakegoe                  | shouts (e.g. sore, yo, yoisa)                         |

**Cultural Activities:**

- Think about drum signals that could be used in a village. Try and make up some signals for an alarm (fire!), battle cry, to call a meeting etc.
- Look at different festivals in other countries – see how religion plays a role in the way people celebrate. What kinds of things would you have a festival for?
- Think about the way we celebrate in NZ, what kinds of games do we play at birthday parties or school galas? What kind of food do we eat? Are there special occasions where we eat certain food or play games or music?
- Think of different movements that could be used to represent common themes in dance (moon, mountain, people, etc)...

**Music games:**

- Listen to music from different countries, what are the identifying features?
- Try and make a song – each person can think of a rhythm and put them together. You may want to focus on a topic e.g. daily sounds (make up a rhythm for walking, running, brushing teeth, etc.... or animals – elephant, lion, dog, mouse etc).
- Layered rhythms / Drum circle – have a basic back beat (e.g. swing donko donko or straight sandoko etc, and let students improvise rhythms on top of this. Try this one at a time or all together to create a song).
- Kuchishoga – think about different ways we describe rhythm sounds – try making up your own words for the sounds that instruments make.

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