

BOOKER AVENUE JUNIOR SCHOOL



Dance Spring Term, 1st Half Mike Woodside 4W

Learning Objectives	Teaching Activities	Learning Outcomes	National Curriculum POS
 To use basic movements in sequence and to be aware of the space around them. 	Pupils travel using different movements and return to the same spot in 16 counts. Practice using different speeds. Work with a partner to produce combination movements in 16 counts.	Able to use varied movement at varying speeds alone or in a group.	Throughout unit: 1 a, b 2 a
To use varied movement to show different actions.	Pupils to use different actions to show scenes, such as bubbles, swinging from a rope, space, etc. Pupils to make movements of a machine they can think of. Work in groups to create machines with many different sections.	Able to use body movement, speed, direction and co-ordination to show and express different scenes	3 a, b 6 a, b
To use movement that is in keeping with winter.	Make movements of a freezing stream, skating, snowflakes caught by the wind, snow melting, etc Work individually and in groups	Able to act out sequences individually and in pairs that remind others of winter scenes.	
To follow sequences with several sections	Pupils to act out sequences with several sections, E.g. Branches swaying in the wind and then going still, life cycle of a butterfly, balancing like a tightrope walker, the sun rising and setting, etc.	Able to accurately perform tasks. Able to make the different sections of the routine different from each other.	
To come up with dance routines that accompany music.	Pupils to come up with dances using different types of music; classical and more modern. E.g. Holst's Planet music. Also work in pairs & groups.	Able to come up with routines that match the music and beat.	
To use contrasting actions in routines.	Act out favourite sport, then in fast forward, rewind, slow motion, etc. Make pairs of opposite shapes, etc. Use music with fast and slow parts in.	Able to come up with contrasting dance moves and act these out as required. Able to come up with a contrasting action to a command, E.g. slow	