

## Year 2 Dance Unit 2.2

### National Curriculum objectives

Perform dances using simple movement patterns.

### Key Learning

#### Performance and appreciation

- Create a class performance and observe others work and give feedback using simple dance vocabulary

#### Choreography

- Select and explore an air pattern, jump and shape to form a short dance phrase
- Work as a group to recall choreography, rehearse and refine ideas

#### Movement

- Perform a variety of movements to form a group dance phrase; exploring turning, rotation, circular shapes/ dynamic through movement
- Explore movements considering size of movements, tempo, dynamics, floor pattern, air pattern, levels and shape

### Key Vocabulary

**Animation:** In dance is a technique of moving rigidly and jerky (like a robot or strobe lighting).

**Imagery referred to:** Robotic, string, puppet, marionette, inanimate, lifeless, alive, active, transport, circular, wheel, joystick, rudder, chime.

**Mirroring:** Involves imitating qualities of movement.

**Phrase:** Is a short choreographic element that has an intention and feeling of a beginning and an end.

**Rhythm:** In dance is expressing the rhythm of music through the body


**Types of movement referred to:** painting, gluing, stitching, hammering, screwing, march.

**Unison:** When two or more dancers perform the same steps at the same time.

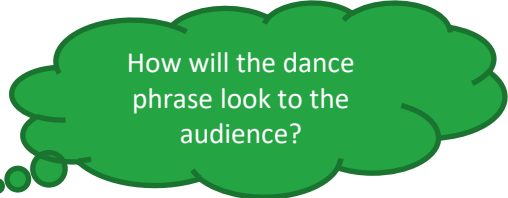
### Equipment

- 15 x Gymnastic mats laid out around the learning space (for cool down)
- Different toys
- Books on the theme of toys and toy makers
- Marching music (suggestion: 'Radetzky March' by Johann Strauss Sr)
- Drum
- Music (suggestion: 'Waltz Of The Flowers' or 'Dance Of The Sugarplum Fairy' by Tchaikovsky)
- Clock chime sound effect/triangle


### Key Questions



How does your favourite toy move?



How will the dance phrase look to the audience?



What is your favourite movement and why?

### Safety

- Remove all jewellery including earrings
- Long hair must be tied back
- Wear suitable footwear
- Use correct techniques
- Complete a warm-up and cool-down