



Stimuli

Mobile phone symbols
Computer instructions
Nintendo Wii games

Word bank

DVD
games
digital
keys
fasts
CD
screen
pause
wiire
escape
delete
scroll
skype
lock
forward
telephones
computer
text
shift

Select a focus

Commands and symbols
from a computer
keyboard

Choose movement words

Dot, forward slash,
insert, return, delete,
shift, space, copy, paste.

Develop movement vocabulary and motifs

- ▶ Mind map all the symbols that appear on a computer screen and/or mobile phone. Teacher to create a movement menu for each of the symbols that appears with a number on the keyboard or phone, e.g. 9 – make a curved whole body shape that travels sideways, 6 ^ , hold an angular shape with a body part then add a sudden jump. There will be ten instructions. Use TOP Dance support resource.

- ▶ Explore actions that represent the instructions on the movement menu.
- ▶ Create a movement phrase using the symbols relating to the numbers of six digits from a home or mobile phone number.

- ▶ Perform the phrase to a partner. Is it clear which symbol is being performed?
- ▶ Work with a partner to combine phrases together using commands from a keyboard, e.g. insert, delete, copy. Decide which commands to use and apply them to the phrase, e.g. A performs a movement and B copies that movement, B performs a movement and A sends B away, A performs a movement and B inserts a movement from their phrase.



Create a movement phrase

- ▶ Use six digits from a telephone number, e.g. 769313, which in symbols equates to & ^ (£ ! £).
- ▶ The movements children explored through using the movement menu will represent the symbol instructions next to the number.
- ▶ The movements must link together and be performed in the order that the numbers fall.

Developing the movement phase into a dance using STEP

- ▶ **S** Explore different pathways when performing the shapes and the phrase. Use the symbols to help with the direction of travel e.g. ! = travel in a straight line and finish with a jump on the spot. Use other symbols on the keyboard to add to the motif e.g. /, @, =
- ▶ **T** Develop an alternative movement phrase by using symbols from a DVD player, e.g. ▶ = PLAY, ▶▶ = FAST FORWARD, || = PAUSE, ■ = STOP, ◀◀ = REWIND, ▲ = EJECT. PLAY = normal speed, FF = quicker pace, PAUSE = hold/ freeze, STOP = finish, EJECT = jump.
- ▶ **E** Use Nintendo Wii games to explore new actions, e.g. tennis = strike, travel, jump. Or computer games vs board games.
- ▶ **P** Work with another pair to combine motifs to create a longer dance. Explore ways of performing in canon and as two pairs together.



Skills

Example

Thinking Me

Explore	Assess	How could you apply what you have learned to help someone else?
Compose	Make reasoned decisions	What do you need to practise and why?
Perform	Evaluate	Describe other pairs' dance performance. How do they communicate the symbols from a computer keyboard?

Social Me

Explore	Take turns	Why is it beneficial to show and share dance ideas?
Compose	Negotiate	Why is it important to listen to everyone's views when deciding what movements to include in your dance?
Perform	Encourage others	How can you motivate each other?




Healthy Me

Explore	Committed	How do you know if someone is committed to improving their performance?
Compose	Understand how to warm-up	How can you prepare the different joints of the body in a warm-up? What is the purpose of doing this?
Perform	Identify the functions of joints	Identify the joints you use for the various symbol actions.

Physical Me

Explore	Copying	When copying your partner's dance movements, which did you find easy and which did you find hard? Why was this?
Compose	Move with agility	What changes of body shape have you made during the motif – how did varying the speed affect control?
Perform	Working with a partner	What relationships have you used when performing your dance? e.g. mirror, shadow.

Resources

-  "Technologic" Human After All by Daft Punk
"Dub Gusset" Rhythm and Stealth by Leftfield
"Phat Planet" on Rhythm and Stealth by Leftfield
-  **See MATALAN resource sheet for video/DVD symbols**
Create symbol cards for 'Dance by Chance' exploration work
-  <http://www.google.co.uk/searchq- images of computer symbols>
<http://www.google.co.uk/search? – images of mobile phones>
See MATALAN resource sheet for video/DVD symbols
Create symbol cards for 'Dance by Chance' exploration work

Learning connections

- Literacy**
Life before technology!
- Science**
How do computers work:
the microchip and processors
- Numeracy**
Nintendo Wii games
- Physical activity**
Nintendo Wii games

YST_MAT_TOPD_01
© Youth Sport Trust 2011

MATALAN
Sporting
Promise

working in partnership with
 Youth Sport Trust