

World's End Junior School Knowledge Organiser

Year 4 - Dance

In this dance unit, we will listen and identify different sections of music and create dance movements to respond to each section. We will learn to dance in canon with a partner and begin to think about tempo and dynamics.

Canon



Movement



Movement

- Identify the tempo and dynamics of music.
- Perform imaginative movements to fit with different sections of the music.
- To move in unison and canon.
- To create abstract movements.

Leadership

- I can lead a small group activity.
- I can act independently.
- I can manage the space around me more effectively.

Tactics and Strategies

- Use strategies to understand the dynamics and tempo of the music.
- Use strategies to perform in canon.

Healthy lifestyle

- At least 30 minutes of continuous movement to increase cardiovascular strength.

Personal and Social

- Work with a partner and small group to create a sequence of movements.
- Use constructive feedback to improve my performance.

Vocabulary

Motif, movement, canon, dynamic, tempo, abstract movement, improvise, rhythm.



Vocabulary explained

Tempo: The speed of the music.

Dynamics: Varying levels of volume in a piece of music.

Motif: A finished sequence of dance moves.

Movement: Using your body in different ways in time to the music.

Canon: To take it in turns to complete the same dance move.

Unison: Two or more people doing the same range of moves at the same time.

Sequence: More than one dance move set in a particular order.

Rhythm: Moving in time to the music.

Mirroring: Doing the exact opposite of your partner at the same time.

Abstract Movement: Moving to the music by creating your own dance moves.

Count: Equal beats usually paired with music – can be 4,8,16 or 32 in length.

Different styles of dance

Ballet – A highly technical and famous performance dance with precise moves.

Contemporary - An expressive style that combines elements of several dance styles.

Street – Informal style of dance involving a variety of athletic moves.

