Dance Move Algorithms

In this lesson pupils will make up a dance routine and create the instructions (an algorithm) for a partner to follow.

Pupil objectives

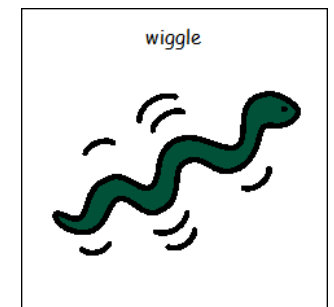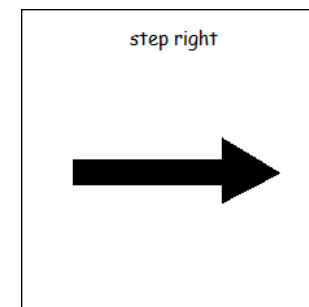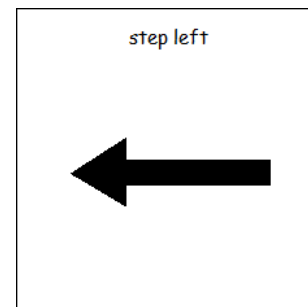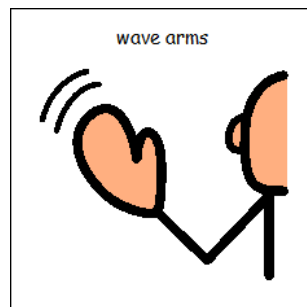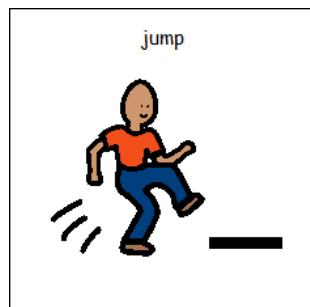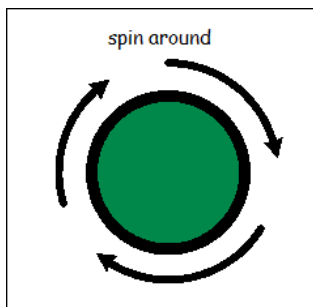• I can follow instructions.

• I can create a sequence of instructions for people to follow (an algorithm).

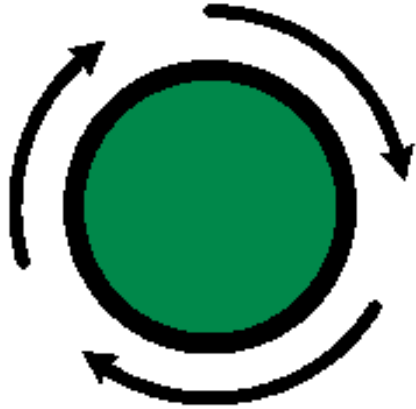• I understand that the order of instructions is important.

Introduction

• Explain to the pupils that they are going to be dance instructors.

• Show pupils the different dance move cards that they can use and ask them to repeat as you model the moves (e.g. jump, spin, wave arms).

• Hold up each card in turn and ask the pupils to show you the different moves to ensure pupils are familiar with all the moves before starting.

Main Activity

• Use the cards to make a dance routine. Follow the instructions step by step. Does the pupil notice if you do the wrong move? Can the pupil follow the sequence to complete the dance. Allow pupil to select their own cards to make up their own routine.
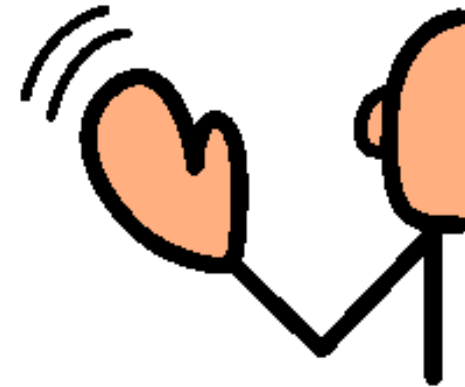
| spin around | jump | wave arms | step left | step right | wiggle |

spin around	jump	wave arms
step left	step right	wiggle