



Physical Education

Dance: Heroes

Unit Purpose

The unit of work will challenge pupils to respond to the stimulus (heroes) using a range of different, controlled **movements** showing character **expression**.

Pupils will learn how to **co-ordinate** and **control** their bodies to perform movements, creating a sequence.

Inspire Me

Did you know... that the first superhero created was called The Phantom, who debuted in his own newspaper comic strip in Amercia on the 17th February 1936.



Key Success Criteria

- P** Pupils can move in relation to the music and respond with appropriate movements and actions. Pupils can ensure their movements are big and clear.
- C** Pupils will develop their curiosity and imagination as they demonstrate appropriate ideas for moving.
- S** Pupils can demonstrate fairness and empathy as they work well with others, creating their movements and sequences.
- W** Pupils will develop life skills such as self belief and courage as they create their sequences including more advanced compositional elements.

Vocabulary for Learning

Champion Dancers: Champion dancers can move with control, respond to the rhythm and move in relation to the music.

Beat: The beat is the basic unit of time used to count the notes of the music or sound that a dancer is moving to. Dancers usually move on the beat (counts 1, 2, 3, 4).

Moving: means using a variety of body parts to move around the space in a creative way.

Control: means moving our bodies in time with the music, beat or sound.

Rhythm: is a repeated pattern of movements or sounds.



Sport Specific Vocabulary

Sequence: This is a combination of controlled movements that have been added together in a particular order.

Motif: is a series of movements that are repeated.

Expression: refers to the actions a dancer uses to make their characters thoughts or feelings known.

Gratitude

Creating a motif with expression characterisation and emotion

Superheroes: Performing movements in sequence

Fairness

Character performance: Creating movements that represent superpowers

Curiosity

Flow: Linking movements together

Extending character performance

Imagination

Villains: Creating their own movements

Courage

Exploring relationships within our movements

Transition to Year 2

Year 1 Learning Journey