

working in partnership with

## Youth Sport Trust

TOP Dance cards have been designed to help the teacher develop dance ideas and anable children to develop personal learning and thinking skills.

The thematic cards explore:

LITERACY Communication

> **NUMERACY** Dancemathics

> > **SCIENCE**

Natural or man-made

Including

#### LET'S DANCE

illustrating ideas of the social, cultural, and historical aspects of dance

Supported by four dance STEP cards

Specifically

**SPACE** 

**Technically** 

**TASK** 

Essentially

**EQUIPMENT** 

**Particularly** 

**PEOPLE** 



## TOP Dance



## Cards

The FRONT of the card gives prompts for developing a dance:

- Stimuli
- Sample word bank
- Selecting a focus
- Choosing movement words
- Developing movement vocabulary and motifs
- Creating a movement phrase
- STEP examples to modify and refine phrases and structure a dance.

The BACK of the card focuses on personal learning and thinking skills and contains the following:

Thinking me (cognitive and creative ability)

Skills and qualities that develop children's ability to become independent learners.

Social me (social ability)

Skills and qualities that develop childrens ability to work well with others.

Healthy me (physical and mental helath incorporating personal ability)

Skills and qualities that develop the children's physical and mental health.

Physical me (physical ability)

Skills and qualities that develop the children's ability to move effectively and efficiently. Each of the four headings provide some examples of skills and qualities that when developed support exploring, composing and performing elements of dance. A series of questions for each skill identified will involve the children in more discussion, contributing to them reviewing and appreciating their learning through dance.

The cards provide only some of the many examples of skills, qualities and questions and it must be stressed the list is NOT exhaustive.

#### The BACK of the card also includes:

- Ideas for supporting resources, categorised into Music, DVD etc. as shown above in the purple panel..
- Learning connections prompts for curricular links in order to initiate/support/consolidate ideas and further extend dance ideas.























## TOP Dance:

## Cards

COMMUNICATION	
Laugh-a-minute	1
Read All About It	2
Technologic	3

# DANCEMATHICSLottery4Time5

Shapes, patterns and pathways 6

MAIOKAL OK MAM-MADL	
Machinery	7
Environment	8
Outer Space	9

MATIDAL OD MANIMADE

Sc	cial:	Ballroom Blitz	10
		Streetwise	11
Hi	storical:	Tudors	12
		Flower Power 1960s	13
Cı	ultural:	Africa	14
		Bollywood	15

LET'S DANCE: Places and Times

STEP FRAMEWORK	
Specifically SPACE	S
Technically TASK	T
Essentially EQUIPMENT	E
Particularly PEOPLE	P

## **STEP Framework poster**

The cards are supported by a STEP framework poster. This provides an overview of how to adapt and develop initial movement ideas intomovement phrases and dances. Changes can be made to the:

SPACE - directions, shapes and levels

TASK - actions and dynamics

**EQUIPMENT** - resources and stimuli

PEOPLE and the relationships

### **USB** wristband content

Supporting material:

**Resource url links** 

Dance terminology - glossary

**Action word cards** 

Wordles

**Dance formations** 

Supporting information for the following resource cards:

Laugh-a-minute

Technologic

Lottery

Time

Shapes, patterns and pathways

Machinery

**Ballroom** 

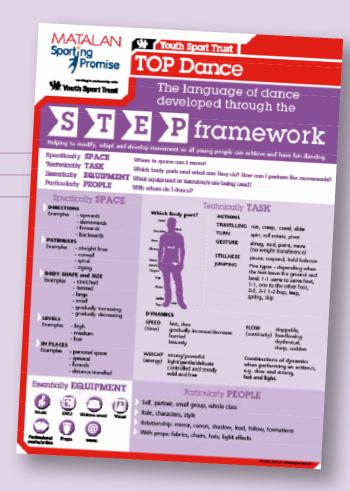
Tudor

Africa and rhymes

India

**STEP** 

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