



Physical Education

Dance: Carnival

Unit Purpose

The unit of work will challenge pupils to experience dances from different cultural traditions. Pupils will develop group movements selecting and applying choreography into a performance.

Pupils will continue to use their bodies to perform technical movements with **control** and **rhythm**.

Inspire Me

Did you know... Rio's Carnival is registered on the Guinness Book of Records as the biggest carnival in the world. There are more than 2 million people dancing on the streets every day during the carnival in Rio.



Key Success Criteria

- P** Pupils will perform with clarity, fluency, accuracy and consistency as part of a big group. Pupils will always perform with high energy.
- C** Pupils will make effective evaluations of an individual, pairs' or groups strengths and weaknesses. Pupils will reflect on their own performances.
- S** Pupils will consistently apply life skills such as respect and trust as they work successfully with others to execute their sequences and group performance.
- W** Pupils will demonstrate effective responsibility as they work with less able pupils and create movement ideas to improve the quality of their work.



Vocabulary for Learning

Excellent Dancers: Excellent dancers interpret the music, perform with good timing and musicality, show expression and creativity and are able to choreograph.

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

Creativity: refers to pupils using their imagination or original ideas when performing their dance actions.

Emotion: refers to the feelings a dancer's character is feeling depending on their circumstances, mood, or relationships with others.



Sport Specific Vocabulary

Stimulus: stimulus is something that provokes or causes an action or response.

Choreography: is a set of sequence steps and movements that have been specifically designed for a dancer or group of dancers to performer.

Rhythm: is a repeated pattern of movements or sounds.

