

Lesson 3.4: Dance Routines

Objectives

In this lesson, students will:

- ❖ Follow instructions to create a dance move
- ❖ Use routines to create a larger set of dance moves.

Agenda

- | | |
|-----------------|---------|
| 1. Introduction | 5 mins |
| 2. Dance Moves | 10 mins |
| 3. Let's dance | 15 mins |

Preparation

- Dance routines handout (3 routines for at least 5 students). They can be taped around the classroom
- "Let's dance" icons
- Create your own routine (1 per student)

Resources & Links

- Blockly Games:
<https://blockly.games/>
- Google Slides:
<https://tinyurl.com/CFFDanceRoutines>
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Credits:

1. Introduction



Today, we are going to learn some dance routines. Each routine belongs to a famous owl that invented it. We are going to learn these routines and then create our own dances.

2. Dance Moves

Each routine is made of several dance moves.



Clapping your hands once



Stomp one of your feet



Jump on your feet



Carefully kick gently one of your feet.

Have students try each dance move.

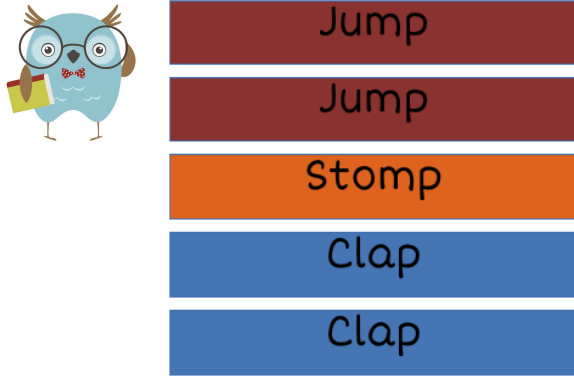
3. Dance routines

Now that you have mastered each move, we can put them together to create dance routines. Let's look at the famous Feather Owl's routine



Rehearse the routine with the students several times

Let's look at the famous Reader Owl's routine:



Rehearse the routine with the students several times

Finally, let's explore the Dreamer Owl's routine:



4. Let's dance!

Each routine is represented by the picture of its inventor.

Divide the class into 3 groups and assign them one dance made of 2 routines. You can use pre-cut icons from the "Let's dance" handout. This activity can be extended by making new dances with more than 2 routines.

Suggestion: Keep the icons and each morning, wake up the students by assembling a new dance for them with 3 routines. Within a few weeks, they will have the routines well memorized so you do not need to keep the instructions around.

5. Create your own routine



Distribute the handout “Create your own routine” to the students. Explain to them that they are such create dancers that the famous owls want them to create a routine of their choice, made of 4 authorized dance moves from their list. Students work on their activity and then share with a friend to rehearse their new dance routine.

This activity can also be extended by asking students to create their own dance using precut icons. Here are icons you could use for your class:



6. Wrap up and Reflections



Reflection Points:

- What is a dance made of? (Dance routines)
- What is a dance routine made of? (Dance moves)
- If we all agree on simple instructions like the dance moves, we can “encapsulate” a series of instructions together to make a routine and then “encapsulate” a list of routines to make a dance. The process of “encapsulation” is used by people who are creating computer programs (called programmers or coders) to create complex solutions and products like games.

Feather Owl's routine



Clap

Stomp

Stomp

Clap

Jump

Reader Owl's routine



Jump

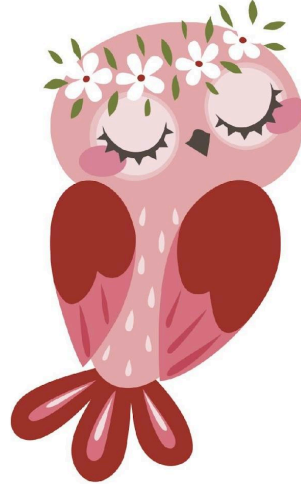
Jump

Stomp

Clap

Clap

Dreamer Owl's routine



Clap

Kick

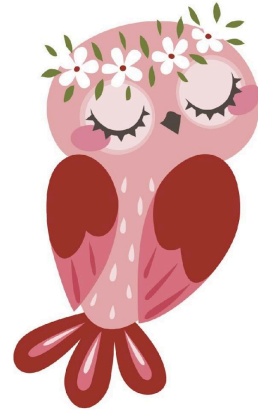
Clap

Kick

Jump

Let's dance!

Cut these icons to create a dance of 2 routines for students



Create your own routine

You are such a great dancer! You have been asked to create your own routine.

1. Give a name to your routine
2. Create a list of dance moves to invent your routine. Each dance move can be Clap, Stomp, Jump or Kick
3. Share with a friend so you can rehearse it together



My routine is called: _____'s owl
routine (noun)

(move 1)

(move 2)

(move 3)

(move 4)