Corby Business Academy



Year 9 - Dance - Term 6 - Curriculum Overview

Week	Learning	Assignment completion
1st June	To understand how to use a stimulus as a starting point to create dance. To be able to select accompaniment appropriate for dance.	Task one - To create a character based on the oddities in the Greatest Showman and to explore the emotions they might feel. Make notes. Task two - Explore relevant music and select a piece. Explain why you have chosen this music and how it relates to the character.
8 th June	 To know what a Motif is and then to be able to plan out movement ideas for a motif. 	Task one - to watch and make notes on the dance composition video. Task two - Explore the actions, space, dynamics and relationships you can use.
15 th June	 To be able to create a motif(s) and select and reject dance ideas. 	Task one - Create motif(s) take photo or video clip of this. Task two - choreography log explaining what you have done.
22 nd June	To know and understand different structures and choreographic devices.	Task one - choose a structure and explain why you have chosen it and how you intend to use it in your dance. Make notes. Task two - Make notes on ideas for developing your motif(s)
29 th June	To be able to develop your motifs and link them in your dance.	Task one - work on developing your motifs and linking motifs into your dance take photos or video. Task three - choreography log explaining what you have done.
6 th July	To be able to create an opening and ending for a dance.	Task one - Create a start and end for your dance Task two complete any sections of your dance still needing to be finished. Take photos or video of your work. Task three – choreography log explaining what you have done.
13 th July	 To rehearse and perform their piece of choreography. 	Task one - finalise your dance Task two rehearse it and film a performance of it. Task three - choreography log - evaluate your dance.