



Physical Education

Dance: Witches and Wizards

Unit Purpose

The unit of work will challenge pupils to respond to different stimuli being able to **sustain characters** to add drama and **emotion** to the dance.

Pupils will bring together their **choreography** and characterisation skills to tell a story.

Inspire Me

Did you know... In order to test whether a woman was a witch, people would perform a 'ducking'. This meant throwing the 'witch' into a river tied up. If they escaped, they were a witch. If they did not, they usually drowned!



Key Success Criteria

- P** Pupils will ensure that their movements are big and clear, they will perform with expression and emotion as they tell a story.
- C** Pupils will understand what makes an 'excellent dancer'. Pupils will apply creativity as they try a range of movement options.
- S** Pupils can apply life skills such as cooperation and encouragement as they work successfully with their partner/group to execute their sequences.
- W** Pupils will strive to ensure their sequences are performed precisely and accurately showing self motivation to want to improve.

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

Motif: is a series of movements that are repeated.

Interconnecting: are movements that involve one pupil moving over, under, around another pupil or movements that involve two pupils connected to each other.

Character: Character refers to the person, animal or fictional character that the pupil is portraying in their performance.

Integrity

Developing sequences in a small groups that show character emotion

Witches and Wizards: Responding to stimuli

Communication

Creating sequences in a small groups whilst performing in character

Creating motifs with a partner in character

Transition to Year 4

Explore the behaviours of children, men and women in 1939

Year 3 Learning Journey

Problem Solving

Developing characters and extending the story

Cooperation

Extending performances with a partner in character

Self Motivation

Developing characterisation by exploring good vs bad characters