## Belleville Primary School

		Dance Curr	iculum Overview	
Rationale  Approach		<ul> <li>Dance curriculum has been designed for all learners to have a curriculum which is driven by ambition, engagement, relevance and nurture</li> <li>All children achieve and succeed in dance through high-quality teaching and range of styles</li> <li>Strong belief and investment in the cultural capital of performing and the importance of dance in children's creative, physical and aesthetic development</li> <li>Culture of dance from Early years is inclusive, with a broad and balanced range of dance experience</li> <li>Specialist teaching for all children from EYFS to Y6 by highly qualified and experienced teachers with a passion for dance, equality and excellence</li> <li>Mix of creative, contemporary, traditional to ensure the dance curriculum will appeal to all children</li> <li>Progressive building of skills supported by and enhanced by the quality of teaching in gym, music, art</li> <li>Contributions from leading national dance organisations regularly enrich the dance curriculum</li> </ul>		
Rec	Content	Links across the wider curriculum  All About Me  How can I move?	m are made but curriculum driven by Light and Dark Mirroring and shadowing	quality, range, ambition not links  The Jolly Postman
	Key Outcomes	March, skip, turn, roll and jump.	Lead and copy a partner Use mirroring	Skip and move in time with the music Memorise a short sequence
	Content	Traditional Tales	Traditional Dance Sea Adventures	Mexican Hat Dance, Still Life at Penguin Café, Rain Forest
		Tell a story through dance Work with a partner and larger groups	Move in spaces using different speeds and levels Learn a sailor's hompipe	Explore travelling and still shapes Create a whole dance piece
Y1	Theme	Dance Narrative	Travelling and images	Dance Narrative
	Content	Peter Pan	Super Heroes	Victorians - Oliver
		Perform movements together and in opposition with a partner	Work as duets using contact work and the floor	Creating a piece with a beginning, middle and end. Use text to create a motif
Y2	Theme	Travelling and images	Dance Narrative	Traditional Dance
	Content	London Landmarks	The Fire of London	Scottish dance patterns
		Create a travelling phrase and developing a motif with a partner from an image	Creating a phrase from words Use of levels, change of direction - canon	Counting in phrases of 8 Moving in large group formations, floor patterns
Y3	Theme	Contemporary Dance Pathways	Dance Narrative	Latin dance
	Content	Balletboyz -Caves and jungles	Giraffes can't dance	Cha Cha Cha
		Respond creatively Working independently & in pairs Create 4 set movement task	Tell a story through dance Explore different movements for animal characteristics Show feelings/mood	Learn all the basic step patterns Link these together to create a short dance phrase.
Y4 Y5	Theme	Contemporary - creative	,	
	Content	Respond creatively independently & in pairs		
	Theme	Create 4 set movement tasks  Character narrative	Dance narrative	1
	Content	Cameras and gadgets	007- James Bond	Jive beginners/intermediate Develop Latin dance- The Jive.
		Respond creatively to four set movement tasks Create a short sequence in pairs Create a short solo phrase Assemble to form piece	Produce a dance based around the character James Bond. Develop individual and paired sequences Create a freeze frame Count in sections	Learn a number of step patterns Link together. Choreograph in groups to make short jive dance
Y6	Theme	Contemporary - creative	Traditional	Creative performance event
	Content	Ballet boyz- City machines  Demonstrate creative response Use co-operation and communication in effective problem solving Develop phrase movement developing technique Learn phrase of movement as group assemble phrases to make a piece	Jive intermediate/advanced Linked to WWII- historical & cultural Recap basic steps, and learn the intermediate/advanced steps Link these together to create a dance phrase	Flash mob- choregraphy  Choreograph collective farewell dance to Belleville Explore movements and actions Consider space, groups, unison, solo, duets, synchronisation, counts, levels, speed, directions Combine class elements to unify