



# Physical Education

## Dance: Cats

### Unit Purpose

The unit of work will challenge pupils to explore movement through improvisation, introducing **unison** and **matching**. Pupils will sustain their characters to add **drama** and **emotion** to the dance. Pupils will extend their dance skills by using more complex **interacting movements**, actions and incorporate apparatus.

### Inspire Me

**Did you know...** the first year of a cat's life is equal to the first 15 years of a human life. The average cat spends 70% of their lives sleeping, which works out to be around 13-16 hours a day.



### Key Success Criteria

- P** Pupils will perform with big and clear movements that flow. They will perform with expression and be able to stay in character.
- C** Pupils will refine their ability to evaluate their own and others' performances. Pupils will problem solve and apply resourcefulness as they construct their sequences.
- S** Pupils will apply life skills such as cooperation and communication as they work successfully with others to execute their sequences in canon and unison.
- W** Pupils will demonstrate integrity as they continually strive to ensure their sequences are executed to the highest standard.



### 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.

**Flow:** This is when a dancer moves from one action to another smoothly and without stopping.

**Character:** refers to the cat that the pupil is portraying in their performance.

