Group Dance ‘Program’

Lesson Date: 
Teacher(s):
Duration: 10 - 15 minutes 
Age range: Grades 3 - 5th (adjustable)

Lesson Objectives:
1. Apply the use of loops
2. Problem Solving
3. Third Objective

Lesson Materials:
1. Cards with different small movements. (Each team gets all the same cards)
   - Arrow cards
   - Start card
   - Stop card
   - Dance cards
     - Spin
     - Jump
     - Clap hands
   - Number Cards
     - Each group gets the same number cards.

Lesson Introduction:
1. Create your own dance plan as a group

Lesson Activity:
1. Explain that they need to create either their own dance. The cards can be placed in any order to be complete.
   - Must Start with Start and end with Stop
   - Must use all of the cards and numbers
2. Create groups, 3-5 per group
3. Once the all groups are done creating their plan everyone tries their own
4. Groups rotate and try out other groups' dances.

Lesson Conclusion:

1. There are all sorts of ways to create dance programs, the same is true for computer programs.
2. Today you all were programers making your own ‘computer program’