

Group Dance 'Program'

Lesson Date:

Duration: 10 - 15 minutes

Teacher(s):

Age range: Grades 3 - 5th (adjustable)

Lesson Objectives:

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

1. Create your own dance plan as a group
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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.
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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'
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