

6th Grade

Creation and Performance

6.CP.1.1 Students will explain the role of improvisation as a part of the choreographic process.

6.CP.1.2 & 1.3 & 1.4 Create a dance with

- 1) Beginning, Middle, End
- 2) Locomotor movement
- 3) Non-locomotor
- 4) Shapes
- 5) Rhythmic Changes
- 6) Identifiable pathway
- 7) Personal expression

6.CP.2.1 No Bench Mark

6.CP.2.2 No Bench Mark

6.CP.2.3

- 1) State how self-assessment helps them learn to perform better
- 2) State how teacher feedback helps me refine dance
- 3) State how peer feedback helps refine

DANCE MOVEMENT

6.DM.1.1 Understand the purpose of beginning dance technique in terms of developing muscular strength, alignment, flexibility, stamina, and coordination.

6.DM.1.2 The students will compare qualities within

- 1) Time (Sudden and Sustained)
- 2) Space (Symmetrical and Asymmetrical, levels, indirect and direct)
- 3) Weight (Strong and light)
- 4) Flow (bound and free)

6.DM.1.3 Students will demonstrate movement vocabulary such as

- 1) Walk
- 2) Run
- 3) Jump
- 4) Leap
- 5) Skip
- 6) Slide
- 7) Hop
- 8) Gallop
- 9) Bend
- 10) Twist
- 11) Stretch
- 12) Swing

6.DM.1.4 Analyze the components of time in dance

- 1) Tempo
- 2) Beat
- 3) Duration
- 4) Meter: duple, triple
- 5) Rhythm
- 6) Pulse
- 7) Phrasing
- 8) Unison
- 9) Sudden, Sustained

CONNECTING

6. C. 1.1 The student will understand the primary use for dance before 1450.
 - Dance in early civilization:
 1. celebratory
 2. ceremonial
 3. ritualistic
6. C.1.2 The student will exemplify connections with dance concepts and other curricula

- 1) dance & language arts (narrative dance tells a story)
- 2) dance & science (kinetic & potential energy)
- 3) dance & math (symmetrical & asymmetrical shapes)
- 4) The student will understand connections between dance and physical well-being.
 - a) alignment
 - b) motor skills

- c) coordination
- d) nutrition

6. C. 1.4 The student will identify various roles that impact the organization & presentation of dance production.

- 1) dancer
- 2) choreographer
- 3) stage manager
- 4) costume designer
- 5) director
- 6) sound technician
- 7) lighting designer
- 8) set designer

RESPONDING

6.1.1& 1.2 Students will use a dance rubric to evaluate

- 1) Time
- 2) Space
- 3) Energy = Weight + Flow
- 4) Body
- 5) Meaning