

Coordinated Grid Disco Dance

A LESSON PLAN by Viksjöforsbaletten

OVERALL LEARNING GOALS:

- . Taking part and understanding simple mathematical systems
- . Using and understanding mathematical terms to navigate on paper and in physical space.
- . Working independently and communicating in groups
- . Improve in counting skills and basic arithmetic.

PROCEDURE:

- Create a coordinate grid on the floor using tape or chalk.
- Divide the children into two teams and appoint them with a team name.
- Each team then points out a set of 4 different coordinates on the grid which they further on exchanges with the other team.
- Now each team gets a set of 4 specific dance pictures containing moves, traveling steps to put at the end of each coordinate stop.
- Play the music and start the game, call out coordinates, and children must dance to the corresponding point on the grid.

Example (3,2,) (5,1) (8,3) (5,5)

(3,2,). Clap hands

(5,1). Spin

(8,3). Jump 4x and rotating 90 degrees
in each jump

(4,5). Play airguitar.

(2,4). Make a ball

(6,2). Clap on the heel

(1,2). Confident pose

(8,4). Kick, front side back with right leg

TIME:

2 hours in the classroom or outside
with good floor surface/concrete

Benefits: This game/dance can help children understand coordinates get introduced into reading other diagrams or chart games. Furthermore, this can allow the children how to combine math concepts with movement and rhythm. Making learning math an interactive and enjoyable experience for children through dance.

MATERIALS:

- Standard classroom supplies
- Tape or chalk that is suitable for use indoors and outdoors use
- A dance studio, gym, or other open space)
- External elements/ pictures with dance moves, speaker systems

3							
				2			
	1						4
				4			
							3
		1					
				2			

