



Physical Education

Dance: The Circus

Unit Purpose

The unit of work will challenge pupils to bring together the different characters and performers that would have formed a 19th Century (1850) circus. Pupils will be able to distinguish between the different performers through **clear movements** and **expression**. Pupils will be able to perform their circus routine as part of a group.

Inspire Me

Did you know... the circus was first established by Philip Astley in 1768. Astley would perform tricks on top of horses in a circular ring, which he would refer to as a 'circus'.



Key Success Criteria

- P** Pupils will perform accurately and convincingly in character with big bold actions. Pupils can perform with flow and include a change of level and dynamic.
- C** Pupils will consolidate their ability to evaluate their own and others' performances. Pupils will apply effective decision making as they construct their sequences.
- S** Pupils can consistently apply life skills such as cooperation and encouragement as they work successfully with others to execute their sequences and group performance.
- W** Pupils will demonstrate life skills such as resilience and responsibility as they support others to improve and accept feedback on their own performances.

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.

Character: Character refers to the person, animal or fictional character that the pupil is portraying in their performance.

Unison: Unison is where pupils perform the same movement at exactly the same time as each other.

