



Dance with Claire Pring Dice

For this lesson you will need a (large) dice & whiteboard to record the results.

Ask the children to find a space & suggest a range of actions.

As the suggestions are offered ask the children to try them as you make a note of the action on the board, e.g. jump, turn, stretch, balance, twist, hop, skip, shrink, shake, point...

Ask the children to decide which action should be associated with each number on the dice, e.g. 1 = jump, 2 = turn and so on...

Make a note of this on the whiteboard so everyone can see.

Roll the dice several times & ask the children to perform the associated action.

Keep this quick so that they move from one action to another without pause.

Link the children into groups of 2, 3 or 4. Ask one of them to be the dice & call out the numbers in a random for their group.

Changeover roles regularly so that everyone has at least one turn at being the caller.

Play the music quietly in the background if possible.

Repeat the game but this time the children are allowed to respond with any action except the one associated with that number, e.g. if the number 1 was called then they could spin, sway, wriggle – but they couldn't jump.

Again ensure that everyone has a turn at being the caller.

Some groups will 'answer' with a different movement from the selected list – others might respond with any different action – either is fine.

Ask the group to repeat the previous task but this time the person calling the number should show the action – then their partner(s) answer with something different.

Choreographically this is known as 'question & answer'.

Ensure that everyone has the opportunity in both roles.

Add the music & observe.

If you want to take this further they could...

Perform as a chain – in groups of 3 or 4 each person moves one at a time & they must respond with something different to the person before them.

Devise sequences – using the random order of the throw of a dice to decide upon the action content – this is known as 'chance' choreography.

Levels – start at a low level & each action makes you grow higher until at their tallest – then they start descending again.