## **Ideas for Dance Integration**

## Elementary

*Create letter shapes with bodies and spell words.  *Use pathways to write letters and words as you travel.  *With a partner, explore prepositions such as over, under, through, beside, and around.  *Perform movements for each syllable in the word.  *Create movement inspired by literature and poetry.  *As a class, write stories that include movement words.	Math  *Move to rhythm patterns that equal a specific sum (3 counts plus 5 counts equals 8 counts).  *Dance with 1/4 of your body, 1/3, 1/2 etc.  *Move with 2+1 body parts on the floor (students move with 3 body parts 'stuck' to the floor, etc).  *Create geometric shapes with your body or props such as stretchy bands.  *Create symmetrical and asymmetrical shapes.  *Estimate and check- how many jumps to get from point A to B.  *Create pathways using line graphs.  *Explore perimeter through movement.
*Create dances on concepts such as how plants grow.  *Create an obstacle course representing body systems such as digestion.  *Demonstrate cause and effect through movement.	*Observe or participate in traditional dances from various cultures.  *Participate in simple folk dances.  *Create pathway dance maps including a key and cardinal directions.
*Respond to accompany movement sequences. *Respond to a variety of music through movement. *Respond to visual art through movement using basic visual art terminology.	Health  *Work in groups to solve movement problems.  *Discuss the health benefits of movement.  *Discuss how moving makes you feel.  *Explore basic muscle groups and bones though movement.

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## Secondary

*Create gestures for each line of Haiku.  *View a dance and write a review using dance vocabulary.  *Create movements that show how a character's feelings change throughout a novel.  *Compare the writing process to the choreography process.	*Use movement to demonstrate mathematical patterns and structures (fractals, coordinate plane).  *How many ways are there to shake hands? How many different combinations of hands/ body parts can you make?  *Dance algebra, 2x+3 (Since 'x' can be any number, create a number of movements such as 4. That means you will perform all 4 movements twice and create 3 additional movements).
*In groups and/or with props create simple machines using movement and body shapes.  *Use movement to explore physics (acceleration, friction, and Newton's Laws).  *Create dances that represent biological or chemical processes (mitosis, photosynthesis, and bonds).	*Observe and participate in traditional dances from various cultures.  *Participate in more complex folk/line dances.  *Research themes that have been presented through dance.  *Study the societal/historical influences on dance.
*Create art in response to dance (or vice versa).  *Compare and contrast dance vocabulary to that of visual arts vocabulary.  *Use movement to explore music vocabulary such as allegro, adagio, suite, quarter note, rest, etc.	Health  *Explore anatomy and kinesiology through movement.  *Create dances that express issues that are important to students.