

# PROGRESSION OF KEY SKILLS

## Dance

### Reception

REY

- > Moving in time to happy and sad music
- > Experiment with different ways of moving
- > Experiment with actions at different levels
- > Moving around as different characters or animals to the music



### Year 1

1

- > Listen to the music and begin to move in time to it
- > Perform basic dance movements
- > Perform dance movements showing some levels
- > Perform basic dance travelling movements e.g. stepping, skipping, jumping
- > Perform simple dance moves with some control

### Year 2

2

- > Move in time to the music showing some expression
- > Perform dance movements with control
- > Perform dance movements showing a variety of levels
- > Perform dance movements showing travelling in different directions e.g. sliding, turning, gesturing
- > Remember simple dance steps perform with control in time to the music



### Year 3

3

- > Collaborate to make a dance warm up
- > Use a stimulus to create a dance
- > Dance in unison with a partner
- > Perform canon with a group
- > Use some different levels and pathways



### Year 4

4

- > Cooperate to make a dance warm up and take on a leadership role
- > Respond imaginatively to a stimulus
- > Dance in unison with a partner/group performing a range of movement patterns
- > Perform canon showing a range of movement patterns
- > Perform a variety of levels and pathways in a dance

### Year 5

5

- > Co-operate and collaborate to create a warm up displaying a variety of movement patterns
- > I can translate ideas from a stimulus showing control and fluency
- > Dance in unison in a group keeping in time with each other
- > Dance in canon showing good timing
- > Perform using a variety of levels and using the space

### Year 6

6

- > Co-operate, communicate and collaborate with group to make up a warm up with good rhythm and timing
- > I can translate ideas from a stimulus into movement showing expression, precision, control and fluency
- > Dance in unison in a group showing good timing, energy and strength
- > Dance in canon in a group showing good timing, energy and strength
- > Use levels, travelling and space with timing and musicality

