

Didactic Scenario

1. Title

An Exciting Dance Adventure with Coding

2. Keywords

Coding game, technology, programming, gamification, logical

3. Basic Information

STEAM Subject: Technology

Typical interaction time with the instructional scenario in teaching hours for in-school work:

General description of the scenario:

Phases	Stage	Time
1	Introduction	10 minutes
2	Exploring Dance Movements	20 minutes
3	Dance Showcase and Feedback	30 minutes
4	Dance Fun	10 minutes

Age group: 6 – 10 years old

Estimated difficulty level:

Very Easy	Easy	Moderate	Challenging	Very Challenging
		X		

Teaching resources

Material:

Spacious dance area or room
Colorful sticky notes
Colorful tapes or hula hoop circles
Projection or large screen (optional)
Music system

School infrastructure: Spacious dance area or room, Projector and large screen.

Additional material from external sources/online tools:

https://www.youtube.com/watch?v=ZiR2L9SAyLQ&ab_channel=MoodMelodies

<https://code.org/dance>

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4. Educational Problem

The aim of this activity is to introduce elementary school students to the world of dance and coding, encouraging them to enhance their creativity, teamwork, and self-expression skills. Through the integration of dance and coding, the activity seeks to foster a joyful and interactive learning environment, where students can discover the joy of dance while experiencing the logical and systematic aspects of coding.

5. Learning Objective (-s)

1. Explore and express themselves through various dance movements, incorporating emotions and creativity into their routines.
2. Collaborate and communicate effectively with their peers, working as a team to create and showcase their dance performances.
3. Gain an understanding of the basic principles of coding through the use of colorful sticky notes and defining dance movements systematically.
4. Appreciate the physical and emotional benefits of dance, recognizing its role in promoting overall well-being and self-confidence.

In summary, "An Exciting Dance Adventure with Coding" aims to inspire elementary school students to explore the world of dance while introducing them to basic coding concepts. The activity fosters creativity, teamwork, and self-expression, providing students with a holistic and enjoyable learning experience that connects the arts with technology in a fun and engaging way.

6. Phases of the Scenario

Phase 1

Title: Introduction

Indoor	Outdoor	Mixed
X		

Phase duration in minutes: 10 minutes

Detailed description of the scenario phase:

Begin the activity by emphasizing the joy and excitement of dance.
Capture students' interest by showing short videos or images of children's dance performances and various dance styles.
Explain the expressive and emotional aspects of dance and encourage students to express their own feelings through dance.

Activity sheets:

Phase 2

Title: Exploring Dance Movements

Indoor	Outdoor	Mixed
X		

Phase duration in minutes: 20 minutes

Detailed description of the scenario phase:

Provide students with colorful sticky notes and colorful tapes or hula hoop circles.
Instruct students to create and express their dance movements within the dance area.

Encourage them to use sticky notes and colorful tapes to define and outline their dance steps. Facilitate group discussions, allowing students to share their dance routines and exchange ideas with each other.

Activity sheets:

Phase 3

Title: Dance Showcase and Feedback

Indoor	Outdoor	Mixed
X		

Phase duration in minutes: 30 minutes

Detailed description of the scenario phase:

Give each group an opportunity to showcase their dance routines.
Integrate music with each group's dance performance using the music system.
Allocate time for other students to provide positive feedback and comments on the dance performances.
If there is a projection or large screen available, display the dance performances on the big screen for all students to watch and enjoy.

Activity sheets:

Phase 4

Title: Dance Fun

Indoor	Outdoor	Mixed
X		

Phase duration in minutes: 10 minutes

Detailed description of the scenario phase:

Conclude the activity by emphasizing the enjoyment of dance and celebrating the students' participation in the dance adventure.
Highlight the physical and emotional benefits of dance and encourage students to continue dancing regularly.

Express gratitude to the organizing students and groups for their efforts in creating the dance routines and commend their achievements.

Activity sheets:

7. Evaluation Methodology

"An Exciting Dance Adventure with Coding" provides elementary school students with a delightful and creative dance experience, empowering them to enhance their creativity and collaboration skills. Students explore the expressive power of dance, creating their own dance movements to convey emotions and thoughts. This activity allows students to discover the enjoyable world of dance while promoting the significance of dance for physical and emotional well-being.