# As they progress



## Let's 'Play to Learn'

- Read a particular section of the story/ play a particular section of the story on the CD-Rom
- Explore moods and feelings using simple movements e.g. – how do they feel arriving on Planet Play compared to arriving back in the garden?
- Explore using the basic dance actions of travel, turn, jump, gesture and stillness to create a short phrase/motif/ sequence e.g. — a 'shake and shudder' phrase or a 'building a ship' phrase or a 'playing football' phrase
- Explore changes in direction and level to make more interesting phrases e.g. taking an 'alien creature' phrase onto the floor

## Key words

- · control, linking,
- · imagine, explore, express, create
- · forwards, backwards, sideways, high, low, lying, kneeling, standing
- · shake, shudder, whirl, twist, twirl,

# Space Shake



## Opportunities to

- · develop movement responses to different stimuli
- explore and express moods, feelings and ideas through simple movements that can be repeated
- move in different ways, creating varied body shapes and changing direction and level

#### Resources

- Planet Play story book
- Pictures from the book
- A range of balls
- Hobby horses
- Materials to make a spaceship, creatures
- Planet Play audio clips

#### Questions

- What happens to your movements as the creatures get scary?
- How could you show the spaceship landing back on earth?
- How do you think Tom and Gethin felt as they landed back on earth? E.g. Tired? Out of breath?
  What can you see in the picture that tells you this? E.g. sweating, red faces
- What else happens to your body when you exercise?

## Safety & organisation Ensure:

- the surface is clean and free from obstructions
- · children work in their 'bubbles'















- Developing movement responses to different stimuli
- Exploring and expressing moods, feelings and ideas through simple movements that can be repeated
  - Moving in different ways, creating varied body shapes and changing direction and level

sometimes

most of the time

## Encourage the child to:

- · focus on their favourite word
- practise 'as they develop locomotor skills' using the Technical Skills Cards. How could you adapt these actions so they link to the story?
- watch other children to gain ideas. Ask them what do they like? How could they do this differently?
- discuss some of the moods and feelings in the book. How do they express the feeling of being scared? How did they know the children were scared from looking at the pictures?



- · use more than one direction
- $\boldsymbol{\cdot}$  discuss body shapes and when and how they might be used
- perform their actions for longer
- imagine what happens in between some of the events in the story. Create actions to express these
- discuss the quality of their movements e.g. how would a 'spinning' phrase differ to a 'twisting and twirling' phrase, etc?

### Rich opportunities

- CD: Art, craft and design design and make simple products e.g. a hobby horse
- KUofW: Places and people
- PSD,WB&CD: solve problems and work cooperatively
- $\cdot$  LLC: non-fiction books about space and the solar system

