Name	Date

Master 2a

## **Dance Code Sequences**

#### **Dance 1: Whole Class**

Face upward on the grid. For example, Dancer A will start facing towards location (2,6).

### Repeat 2

Glide 1 step forward.

Glide 1 step to the left.

Dance your way 2 steps back.

Glide 2 steps to the right.

### Repeat 2

Dance your way 1 step forward.

Dance your way 1 step back.

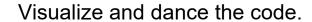
## **End Repeat**

Glide 1 step to the left.

#### **End Repeat**

Crisscross.

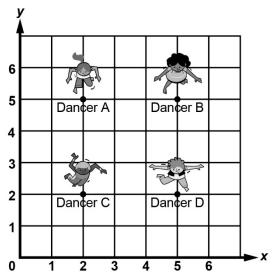
Jump a half turn.



Will Dancer A ever be on (3,3) on the coordinate grid?

Where will Dancer D be after "Dance your way 2 steps back"?

Will Dancer C ever be where Dancer B started?



Name	Date
Master 2b	Dance Code Sequences (cont'd)

How is each coding event incorporated into the dance routine? **Sequential events:** the dance is a sequence.

**Concurrent events:** all dancers are doing the same moves, so they'll always be the same distance away from each other.

**Repeats:** the sequence repeats 2 times, which gets the dancers back to the beginning and has them doing the dance 3 times in total

**Nested events:** the step forward and back within the repeat of the whole dance sequence is a nested repeating event.

Name	Date

Master 2c

## Dance Code Sequences (cont'd)

**Dance 2: Whole Class or Groups of Four** 

Code: Dancer A	Code: Dancer B	Code: Dancer C	Code: Dancer D
Face forward	Face forward	Face forward	Face forward
(as if you are			
moving higher	moving higher	moving higher	moving higher
on the <i>y</i> -axis).			
Dance 1 step	Move 1 step	Dance 1 step	Move 1 step
back.	forward.	back.	forward.
Glide 1 step left.	Glide 1 step right.	Glide 1 step left.	Glide 1 step right.
Move 1 step	Dance 1 step	Move 1 step	Dance 1 step
forward.	back.	forward.	back.
Glide 2 steps	Glide 2 steps left.	Glide 2 steps	Glide 2 steps left.
right.		right.	
Jump a half turn.	Jump a half turn.	Crisscross.	Crisscross.
Crisscross.	Crisscross.	Jump up.	Jump up.
Dance 1 step	Dance 1 step	Dance 1 step	Dance 1 step
forward.	forward.	forward.	forward.

Visualize the dance. Talk about how the dancers are moving in relation to one another. What visualizing and tracking strategies are you using?

In groups of four, dance the code sequence. Talk about what you notice.

Name Date
Name Date

Master 2d

## Dance Code Sequences (cont'd)

**Dance 3: Whole Class or Groups of Four** 

Code: Dancer A	Code: Dancer B	Code: Dancer C	Code: Dancer D
Face forward	Face forward	Face forward	Face forward
(as if you are			
moving higher	moving higher	moving higher	moving higher
on the <i>y</i> -axis).			
Dance 1 step	Dance 1 step	Move 1 step	Move 1 step
back.	back.	forward.	forward.
Glide 1 step right.	Glide 1 step right.	Glide 1 step left.	Glide 1 step left.
Dance 1 step	Dance 1 step	Crisscross.	Crisscross.
back.	back.		
Glide 2 steps	Glide 2 steps left.	Glide 2 steps	Glide 2 steps left.
right.		right.	
Dance 1 step	Dance 1 step	Dance 1 step	Dance 1 step
forward.	forward.	forward.	forward.

Predict the dancers' movements.

Will the dance work? Will any dancers be in the same location on the coordinate grid at the same time? Explain.

Dance the code to check.

Name	Date	

Master 2e

## Dance Code Sequences (cont'd)

### Alter the Code: Groups of Four

Alter the code for Dance 3 to make it your own.

Make sure that dancers don't bump into each other on the "dance floor!"

At some point in your dance, all the dancers should:

- all be doing different moves
- all be doing the same move

#### You might:

- adjust the sequence
- add new blocks
- change the numbers of the existing blocks
- add repeats
- alter the starting location of the dancers.

Talk about the changes you are considering and what impact they will have on your dance.

It is important to work back and forth between the code sequence and the outcome of the code (the dance itself). Master 2f

# Dance Code Sequences (cont'd)

Code: Dancer A	Code: Dancer B	Code: Dancer C	Code: Dancer D
Face forward	Face forward	Face forward	Face forward
(as if you are			
moving higher	moving higher	moving higher	moving higher
on the <i>y</i> -axis).			
Dance 1 step	Dance 1 step	Move 1 step	Move 1 step
back.	back.	forward.	forward.
Glide 1 step right.	Glide 1 step right.	Glide 1 step left.	Glide 1 step left.
Dance 1 step	Dance 1 step	Crisscross.	Crisscross.
back.	back.		
Glide 2 steps	Glide 2 steps left.	Glide 2 steps	Glide 2 steps left.
right.		right.	
Dance 1 step	Dance 1 step	Dance 1 step	Dance 1 step
forward.	forward.	forward.	forward.