<u>**Creative Approaches to Movement in the Orff Classroom**</u>
Saturday Workshop
February 4, 2011
Mid-Atlantic Chapter

"If there is a remedy, I feel it must lie in how we prepare our young for life. At present we leave the emotional education of our children to chance, with ever more disastrous results. One solution is a new vision of what schools can do to educate the whole students, bringing together mind and heart in the classroom. Our journey ends with visits to innovative classes that aim to give children a grounding in the basics of emotional intelligence. I can foresee a day when education will routinely include inculcating essential human competencies such as self-awareness, self-control, and empathy, and the arts of listening, resolving conflict, and cooperation."
Daniel Goleman, *Emotional Intelligence*

<u>**Outline for the Day**</u>
1)Skip Social and *Young Rider* Opening
2)Learning Circles
3)Traffic Game Warm-up
4)Installation Art Choreography
5)Break/Learning Circles
6)Movement Warm-ups: younger students
7)Choreographing Fortune Cookie Compositions
8)Movement Warm-ups: older students
9)Final thoughts from Learning Circles

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1)"Skip Social" from *Group Dance Improvisations* and "Young Rider" from *A Circle Cast* by Libana

2)<u>Learning Circles</u>
       Questions for consideration:
       Do I have any fears about movement or about movement in the classroom?
       What can I do to reward myself for going beyond my comfort zone?
       How will my students benefit if I do?
       What is my goal/intention for participation today?

3) **Rush Hour--a Traffic Jam Puzzle**
       --Make a perimeter for your group
       --Decide who are the obstacle cars and line them up on tracks according to the cards
       --Who is the car that needs to escape?
       --Work together to try to get the car out.
       --Rules: No talking and stay on tracks within the perimeter.

4) **Installation Art: Guillaume Reymond**
       --**Installation art** - Art that is or has been installed — <u>arranged</u> in a <u>place</u> — either by the <u>artist</u> or as <u>specified</u> by the artist. It might be either <u>site-specific</u> or not, and either indoors or out. The term became widely used in the 1970s and 1980s, and continues to be

employed by many people. Installations may be temporary or <u>permanent</u>, but most will be known to <u>posterity</u> through <u>documentation</u>. From <u>www.artlex.com</u>
--Watch the video from you tube, <u>http://www.youtube.com/watch?v=epEjByo2G-M</u>
--What did you notice?
--Create a movement piece using these terms:
       FAST FORWARD
       SHAPE
       REWIND
--Questions?
       WHAT IS YOUR PATHWAY TO THE SHAPE?
       HOW ARE YOU GETTING THERE—VERB?
       IS YOUR SHAPE VISIBLE FROM ABOVE?
       HOW WOULD YOU CHANGE YOUR MOVEMENT TO MAKE IT MORE
       INTERESTING?
--What if?
       CHANGED THE TEMPO?
       ADDED A SOUND CARPET?

5) Break/Learning Circles—check-in with friends, how is it going?

6) Movement Warm-ups for Younger Children
       --"Betty Martin" from *The Magic Circle* by Isabel McNeill Carley
       – "Simi Yadech" from *ShenanigansVol. I*

7) **<u>Fortune Cookie Choreography</u>**

       --Review your composition—sing/read through.
       --Discuss form and formation for a dance, what ideas do you visualize?
       --Do you have any ideas for specific movements? Verbs inspired from the text? Verbs inspired from the instrument parts? What do you see in your head? What would you like to try? <u>RESIST THE URGE TO ACT OUT THE FORTUNE!!</u>
       --Make decisions about space (pathways, levels)
       --Make decisions about time (do you want to copy or contrast the music?)
       --Make decisions about energy (what is the articulation in your body? Is it clear?)
       --Would you change your movement to make it more interesting?
       --WHAT IF............

8) Movement Warm-ups for Older Children
      --"Open/Close" from Barbara Mettler's *Group Dance Improvisations*
      --Newspaper warm-up from Sofia Lopez-Ibor's *Blue is the Sea*
      --Shapes and Travel using CD by Jackie Rago
      --Drama game references, good for the older beginning mover:
      The Viewpoints Book by Anne Bogart and Tina Landau
      Theater Games for the Classroom by Viola Spolin

9) Final Questions, conference with Learning Circle
**If remember nothing, remember WHAT IF questions :).