

VOLUME GAME**HOW TO PLAY:**

- Discuss with the children about what a volume control button does, on a radio for example. Explain that in dance, rather than increasing the volume of the sound, we increase the size of the movements being performed. We have a scale of movement from 1-10 to indicate the size of the movement. Normally when we move around in everyday life, we perform our movements at number 5.
- Children travel around the room and when a number is called, children must travel using movements and gestures that reflect the size of the number, e.g. number one would be very small, tiny, movements and number ten would be very large, over exaggerated movements.
- Call out a range of different numbers and as the number changes, children will need to think how to change the size/scale in which they are performing the travelling movement around the room, to match the number called.
- Children should not change speed, only the size/scale of the movement when a number is called.
- Experiment with travelling movements, and then onto actions and gestures. For example: Waving hello, yawning/stretching.

Resources

- Music is recommended to be played a very low level until the children have grasped the concept.
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