



Bryniau Clwyd a  
Dyffryn Dyfrdwy  
Tirwedd  
Cenedlaethol

Clwydian Range  
and Dee Valley  
National  
Landscape



Pontcysyllte  
Safle Treftadaeth Y Byd  
World Heritage Site

# Wildlife

## Dee Valley Dance Pack - Guidance for Teachers

### Learning Objectives

To portray different wildlife by making body shapes and movements.

### Success Criteria

- Perform different body shapes and animal-like movement.
- Work with others to create and perform.
- Use different dynamics and levels to make the dance more interesting.

### Time needed for activity

1 Classroom Lesson  
1 Music and Movement Lesson

### Location

Open space, in hall or outside

### Resources and Equipment

- Sketches from classroom session
- Scarf or ribbon
- **Music:** Song of Sienna by Brian Crain

### Brief for Teacher

### Starter Activity

- Work through the **Wildlife Classroom Lesson** Powerpoint





Bryniau Clwyd a  
Dyffryn Dyfrdwy  
Tirwedd  
Cenedlaethol

Clwydian Range  
and Dee Valley  
National  
Landscape



Pontcysyllte  
Safle Treftadaeth Y Byd  
World Heritage Site

## Warm Up

### Catch the Fish

Remind pupils of the importance of warming the body up before exercise.

- Pupils to stand in a circle, one is chosen to be the **otter** and the others are the **fish**.
- The otter must choose a fish to be its prey by saying the name of another pupil in the circle and start to move towards them in a straight and direct line.
- Before they are caught, the fish must say a new prey's name.
- The otter gets 3 tries to catch a fish before they must swap with someone else.
- The game continues until everyone has had a go as an otter.

### Development

- The fish around the edge can make on the spot fish like movements as if they are trying the stay in one area of the flowing river.
- Speed up the otter movement.
- Replace saying the name of the prey by using eye contact to choose a fish.

---

## Dance

- In the original group of 3, pupils can use the animal sketches to help inspire some movements to represent the different animals and recreate how would the animals move and the shapes of their bodies.
- Think about the different sizes of the animals and try using different levels for the movement and make it more interesting by changing directions.
- Think about the dynamics of the movements (jerky, smooth, heavy, light, sharp and soft).
- Can they make the different animal movements flow from one movement to the next to represent the variety of wildlife in the river habitat? This will help them to develop their movements into a dance phrase.

### Reflection

- Each group can perform their choreography with an evaluation from their peers.
  - Reflect on the shapes created, can they determine the animal portrayed?
  - Reflect on the dynamics, different levels and the travelling between shapes.
-



Bryniau Clwyd a  
Dyffryn Dyfrdwy  
Tirwedd  
Cenedlaethol  
Clwydian Range  
and Dee Valley  
National  
Landscape



Pontcysyllte  
Safle Treftadaeth Y Byd  
World Heritage Site

## Cool Down

### Mirrored Musical Wildlife Statues

Remind pupils of the importance of cooling the body down after exercise.

- Everyone will need a scarf or ribbon.
- Choose a volunteer to lead with river flowing movements and think of 3 wildlife statue shapes for the class to mirror.
- Play the music and the pupils mirror the river flowing movements of the leader as the music plays.
- When the music is stopped the volunteer has to make a wildlife statue shape for the class to copy.
- Repeat this 2 more times and change leader if you wish.

---

## Reflection

Reflect individually by completing one of the sentences verbally:

- The thing that really helped me today was...
- To improve I could...
- Next time I could...
- The thing I found most difficult was...

Reflect as a class: would it be helpful to continue to develop this lesson content in another lesson?

---

Looking for more learning resources and information?

**[www.clwydianrangeanddeevalleyaonb.org.uk](http://www.clwydianrangeanddeevalleyaonb.org.uk)**