

Movement Echo

Movement Echo is a dance game, where players take turns teaching and learning cool moves.

- To begin, have players share a couple things they enjoy doing (for example: reading, drawing, or riding a bike). If you want, one person can write those actions on a chart.
- Next, gather all players together and play some fun music. If there is enough space, have everyone stand in a wide circle.

- The first leader selects an action from the board, goes in front of everyone, and silently shows movements for that action. Everyone follows along, copying the leader's movements. After some repetitions of the movement, the leader approaches another player and brings them to the leader position, then returns to the other dancers.

- The new leader performs the previous movement, then adds a new action (based on the ideas discussed earlier or an improvised new one). As before, all other players follow the leader, mimicking the leader's actions.

- The cycle repeats with each leader selecting a new leader at the end of their turns. Each leader performs a 2-part dance sequence combining the previous leader's move and their own new one.

- Possibilities:
- Players can use all kinds of action moves:
 - pantomiming household chores
 - improvised dance moves to the music
 - moving like animals
 - name dances: leader says their name, and simultaneously performs a specific movement for every syllable

- This activity was designed to complement Unit 3 Communication, Lesson 3.1 Listening and Responding to Others, from Sanford Harmony.
- Grades 1-2