

# DANCE 7...CITY STREETS

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## OVERVIEW

This dance takes as its stimulus “West Side Story” and city gang culture.

It shows the sequence of friends meeting and engaging, moving into gangs and establishing a gang identity. Conflict with other gangs and returning to a feigned peace as a policeman/woman arrives.

When engaged in this dance pupils will select, refine and use movements which are more technically demanding to symbolise and dramatise gang culture in the city. Counter-balance and counter-tension movements demonstrate trust and friendship, group motifs and solidarity of group shapes reinforce gang identity and unity, and choreographed action/reaction “fights” illustrate gang conflict.

The accompanying music is reminiscent of a west end musical and builds up the story and the tension to explode in the exciting and dramatic “fight” before calming right down at the end on the arrival of the law!

## Music

- TRACK 1 - Meet a Friend
- TRACK 2 - Trust
- TRACK 3 - Play a Street Game
- TRACK 4 - SECTION 1 – Meet, Trust, Play
- TRACK 5 - SECTION 2 - Confrontation
- TRACK 6 - SECTION 3 – The Fight
- TRACK 7 - Peace
- TRACK 8 - “CITY STREETS”



## DANCE 7 - CITY STREETS

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### Learning Objectives

#### Pupils should learn to:-

- (i) Develop more complex patterns of movement.
- (ii) Select and use movement material that successfully communicates the intentions of the dance.
- (iii) Develop the mental and physical capability to perform to the demands of the activity.
- (iv) Describe the actions, dynamics, spatial work and relationships involved in the dance and take responsibility for making decisions about how to develop and improve their own and others' work.
- (v) Make informed choices about which actions they use.

## THE DANCE FRAMEWORK

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### SECTION 1: Harmony

Meet, trust, play a game

### SECTION 2: Confrontation

Gang identity and rising tension

### SECTION 3: The Fight

Inter-gang conflict.

### SECTION 4: Peace on the streets?

## LEARNING OUTCOMES

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### By the end of the dance pupils should be able to:-

- (i) Demonstrate more refined performances that demonstrate great technical competence.
- (ii) Select appropriate movements and ideas to structure dances which convey the choreographic intention.
- (iii) Maintain physical and mental stamina throughout the performance.
- (iv) Make good choices and take decisions on what to do to improve their own and others' work.
- (v) Understand the importance of safe practice and that being fit increases their self-confidence.

# CITY STREETS - SYNOPSIS

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## **PHASE 1: MEET A FRIEND – TRACK 1**

- (i) Jump, sink to the ground, slide, roll stand - repeat and add a clap.  
Hold a balanced position.
- (ii) Spin / walk / jump / high five / clap floor / etc. move about to meet partner and move with him / her (*4 x 8 beats*) **TRACK 1**

## **PHASE 2: TRUST – TRACK 2**

- (i) With a partner - display of trust - counter balance / counter tension, taking weight showing different shapes, levels, directions, claps, turns etc. (*8 x 8 beats*). Create four different balances and then work out how to move from one to the other. Repeat the sequence of moves if necessary to fill the music. **TRACK 2**

## **PHASE 3: PLAYING A STREET GAME – TRACK 3**

- (i) With a partner - play a street game e.g. baseball / football / basketball.  
Work out a motif or phrase to symbolise playing the game with your partner (*6 x 8 beats*)
- TRACK 4 Walking / moving / clapping / turning / etc. to divide and move into two street gangs standing opposite each other - staring each other out (*2 x 8 beats*)

## **SECTION 1 COMPLETE – TRACK 4**

## **SECTION 2 - CONFRONTATION**

### **PHASE 4: CONFRONTATION – TRACK 4**

- (i) Each “gang” works out its own steps / jumps / turns / claps etc. in a simple pattern or phrase-group identity. Everyone in the gang conforms and they all dance the same steps. (*4 x 8 beats*)
- (ii) Gang “A” watches “B” perform their group dance. They point, clap and mock (*2 x 8 beats*) - then Gang “B” watches “A” perform their group dance. They point, clap and mock. (*2 x 8 beats*)
- (iii) Both gangs re-establish identities. Both perform at the same time (*4 x 8 beats*) doing their own “gang” steps, confronting each other. **TRACK 5**

## **SECTION 3 - THE FIGHT**

### **PHASE 5: THE FIGHT – TRACK 6**

- (i) Each “gang” breaks up and moves in a menacing way - slow deliberate steps - to confront members of the other “gang” in groups of 1x1, 1x2 or 2x2.  
Choreograph an “action / reaction” fight (*8 x 8 beats*). Work out 3 x 4 action/reaction movements to symbolise a fight. Use “hitting”, “kicking”, jumping and rolling movements joined together smoothly using a variety of movements, level and pathways. **TRACK 6**

## **SECTION 4 - PEACE**

### **PHASE 6: PEACE - TRACK 7**

- (i) A policeman/woman appears on the scene and walks straight through the middle of the fighting gangs. Aggression ceases. Everyone walks away chatting and being friendly ~ hand on shoulder etc. They settle down in amicable groups, showing different group shapes. Policeman stands in the centre - upright with hand on hips looking around.

## **COMPLETE DANCE - “CITY STREETS” - TRACK 8**

# City Streets

## Phase 1-“Meet a friend” - Track 1



### A. WARM-UP - PREPARATION

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- (i) Warm-up: Gentle, rhythmic whole body warm-up. Careful stretching and mobilisation of joints.  
**(See Section C Warm-Ups p41)**
- (ii) Imagine the scenario.... Friends arrive from different parts of the city and meet and greet each other in a show of harmony.

### B. EXPLORATION AND DEVELOPMENT

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- (i) Pupils are spaced around the performing space in “casual” standing positions. Make the positions of the group reflect the three different levels  
High / Medium / Low  
There may be some pupils who wish to hold a united “casual” position with a partner or in a three. If so, then the group members should adopt positions on different levels.
- (ii) From this starting position create a phrase comprising the following elements. Explode into a jump, sink to the ground, slide, roll and stand. Break down and explore the individual actions before creating a phrase.
  - (a) Explore different shapes of jumping symmetric/ asymmetric jumps.
  - (b) Jump in different directions – forwards / sideways / backwards with care  
*(lean forward to balance)*
  - (c) Practise sink-down and slide.  
Slide could be on different body parts or with front/back/side to the floor.
  - (d) Add a sideways roll and jump back up onto feet.
  - (e) Create the travelling phrase - then perform it twice through and hold a brief balanced position.

## C. MAKING THE DANCE

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- (i) Decide who is going to be your partner, then walk rhythmically, spin, click fingers, clap the floor etc. to meet, and move together for 4 x 8 beats (**TRACK 1**) Remember to use.
  - (a) different directions, forwards / backwards / sideways
  - (b) different levels - high / medium / low
- (ii) Practise joining everything together to the music. Practise several times then perform it well.

## D. COOL DOWN

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- (i) Movements at lower level of intensity. Continue the gentle movement until the heart returns to a steady rate.