DANCE: HIP HOP

part of the Cornwall Virtual School Games



PLAY THE VIDEO

Watch how the game is played here!

ACHIEVE THE CHALLENGE:

The aim of the challenge is to perform a hip hop routine of your choice

HOW TO PLAY:

- 1. There must be at least six different moves
- 2. The skills chosen are based on the participant's ability
- 3. 2 minutes to complete your routine
- 4. Music of your choice

EQUIPMENT

- Mark out a soft safe space
- Appropriate clothing
- Timer e.g. stop watch, phone, clock etc

ADAPTATIONS FOR AGE / ABILITY

- Attempt a skill that you can do
- You can perform as many moves as you like























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SAFETY

Ensure the area is safe and clear. Ensure no jewellery is worn and the participants are appropriately dressed. Warm up skills before practising and performing. Ask your parents / carers permission and ensure the participants are able to perform the skills safely before taking part in the competition.

BONUS POINTS:

Bonus points can be achieved for any of the following and should be added to your total points and submitted through the results sheet:

- 1 point for every family member and year group teacher who tries the challenge
- 1 point for completing it in fancy dress
- 1 point for a video sent to the school or speaking to a teacher if you are in school, telling them how you have engaged with one of the 5 Ways to Wellbeing: Connect, Be Active, Take Notice, Keep Learning & Give





















Schools can tag us on Facebook @CornwallSchoolGames when posting about their schools involvement in the Cornwall Virtual School Games

SCOTING

- The skills chosen are based on the participant's ability
- 1 point for each move completed
- Count the total number of moves in 2 minutes

TIPS

- Take your time, have a little practice and see if you can use at least one skill from each category; head, core, upper and lower body
- Ensure the space is large enough
- See if you can link your moves together in a fluid motion





















