

Motionhouse

CHARGE

ELECTRIFYING DANCE CIRCUS



Primary Education Resources

Our digital primary education resources provide a wealth of practical and appealing content to inspire and engage pupils' learning in science, dance, and across the curriculum.

With its scientific themes, Charge is ideally placed to engage children with science and ignite curiosity in the biological electricity of their own bodies. With its capacity to grip the imagination, Charge can be used as a stimulus for a unit of work in primary schools to support learning across the curriculum: in literacy, geography, PE, music, history, PSHE and art, as well as science and dance. All activities suggested are suitable for KS2 and some (marked KS1*) have been included for younger children.

A brief **introductory page** provides a pupil-friendly launch into the work and includes points of interest and general discussion questions illustrated with images and unseen trailer footage. This is followed by **Professor Ashcroft's bio-electricity Q&A**. These are some of the fascinating facts about biological electricity taken from Professor Ashcroft's book, *The Spark of Life*; the inspiration behind CHARGE.

Dance Detectives takes a look at each scene in turn and poses a series of questions to draw out themes, ideas and meanings from 'clues' in the stage text (movement, relationships, sound, set, film and lighting). Like doing a jigsaw, children can be guided by the teacher to fit the pieces together so that a fuller picture starts to emerge and the meaning of the scene can be discussed. Why did the choreographer choose to do this? What do you think he was trying to say? The questions are followed by a **summary** of the 'clues'; information about the ideas and images the choreographer was working with; and a likely interpretation.




'How did they do that?' offers a peek behind the scenes – via video footage of rehearsals and interviews with the choreographer and dancers - to find out how some of the special effects, images and sequences were created.






Finally, each scene becomes a springboard to dive into **thematically-linked cross-curricular activities** with the aim of supporting engagement and learning in science and other subject areas. All the activities are suitable for KS2 and some (marked KS1*) have been included for younger children.





The resources include:



- Full production video
- Complete audio
- Dance Detectives: Guided looking and understanding
- Behind the scenes insights
- Teaching video: Frogs
- Plus 14 fully-developed cross-curricular lesson plans using Charge as a springboard for learning

The scene-by-scene menu below provides a preview of the range and type of content you will be able to access once you have purchased your access code:

SCENE	CURRICULUM LINK	THEME / ACTIVITIES	LEARNING OBJECTIVE
Strop Duet 	PSHE	Short term memory: observational skills, remembering techniques & learning strategies through games	KS1: develop skills of observation, concentration and remembering KS2: understand that we have a short and a long term memory and there are things we can do to help us learn and remember more effectively.
Frogs 	Science	Frogs: life cycle, habitat, classification as amphibian, movement. Research and debate: animal dissection & vivisection	KS1: understand frogs as amphibians; their movement and their habitat. Encourage care of wildlife KS2: Understand frog skeletons, movement & life cycle. Develop presentation/debating skills
Zoetrope 	History	Toys & games before electricity. Zoetropes and flip books	KS1: Understand the impact of electricity on everyday life KS2: Practise research, design and making skills

SCENE	CURRICULUM LINK	THEME / ACTIVITIES	LEARNING OBJECTIVE
Lightning Storm 	Geography	Electrical storms and global patterns of extreme weather conditions	Learn about extreme weather conditions and personal safety
Frank 	Literacy	Mine classic stories for descriptive language: KS1 The Gruffalo KS2 Frankenstein	KS1: identify adjectives and adverbs KS2: Identify MAPOS, openers, subordinate clauses & WOW words.
Hive City 	Science PE Dance	Simple circuits using 'canon' dance devices, partner/contact ideas and parkour	KS2: Understand how a simple circuit works and name its parts KS1/2: provide opportunities to develop physical skills of control, balance, partnering, running, jumping, and how to navigate apparatus safely
Lightbulbs 	Science	Electrical safety in the home Contemporary concerns: renewable energy; saving energy	KS1: understand where electricity comes from KS2: Understand today's need for renewable energy sources and how to save energy
Strop Duet II 	Science	CNS. Brain illusions, brain facts quiz,	KS1/2: appreciate the complexity of the brain & CNS and its role as the body's messaging and processing system Know that the brain can be misled.

SCENE	CURRICULUM LINK	THEME / ACTIVITIES	LEARNING OBJECTIVE
<p>Memories of Paris</p> 	<p>Music</p>	<p>Musical genres & appreciation: listening, describing, analysing, making and playing</p>	<p>KS1: Listen to different musical styles with concentration and understanding KS2: Learn about the structure of the ear and how we hear; listen with attention to detail and play sensitively in an ensemble.</p>
<p>The Cycle of Life</p> 	<p>Literacy / PSHE</p>	<p>Poetry analysis: Shakespeare's <i>The Seven Ages of Man</i></p>	<p>KS1: Appreciate that, like frogs, humans have a life-cycle. KS2: develop confidence to understand poetry and Shakespeare and identify linguistic devices such as metaphor, simile & alliteration</p>
<p>Brain</p> 	<p>Science</p>	<p>Parts of the brain & their functions. Sleep. Dreaming</p>	<p>KS2: be familiar with the main parts of the brain. Understand the importance of sleep and think about the function of dreams</p>
<p>Heart</p> 	<p>Science</p>	<p>The heart: effect of exercise on the pulse rate; practical interactive activities to help visualise the circulatory system</p>	<p>KS1: learn that O2 is a basic survival requirement and the heart an O2 pump KS2: identify key parts of the circulatory system & their role in transporting O2 and CO2 around the body</p>

<p>Losing Touch (Ion Channel)</p> 	<p>Art</p>	<p>Surrealism & the ion channel as stimuli: observing, appreciating, sketching, designing & making</p>	<p>KS1: Know how to make a simple puppet KS2: recognise surrealist images and understand how themes can translate into designs using colour, shape, line, image & pattern</p>
<p>Strop Duet III</p> 	<p>PSHE</p>	<p>Remembering; the fading of memory with age</p>	<p>KS2: appreciate the value of memory. Encourage empathetic connection with elderly relatives/neighbours</p>

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<https://charge.motionhouse.co.uk/teaching/>