



exercise
move
dance

SCHOOL GAMES

Dance

Level 1 Competition toolkit



Welcome to the Level 1 Dance Competition Toolkit

Here you will find:

- Information on how to deliver your own dance competition in your school.
- Guidance on things you may need.
- Judging/scoring criteria for your competition.
- Judging cards and guidance.

This toolkit is designed to help you, the teacher, or any young leader to deliver a high quality dance competition in your school where any dance style can be performed.

So, let's get started

What do you need to deliver your own dance competition?

You will need:

- a) An entry process
- b) A venue
- c) Volunteers
- d) Judges/scorers

A) An entry process

- Let the children and young people know that you are hosting a dance competition that they can enter. Some ideas would be to put up posters in the school, some info in the school's newsletter, social media pages, school website or maybe in their PE lessons. All information should contain a date, time and venue for the competition.
- Dance teams should get in touch with you, the organiser, to let you know they want to compete. This can be done through signing up onto a register.
- Dance teams will need to submit their music to you in MP3/4 format well in advance of the competition, along with their team declaration sheet attached.
- You, as the organiser, should produce a running order/schedule so the teams, judges and volunteers are aware of the order of the performances either before the competition or when they arrive at the competition.



B) A venue

- A sports hall, school hall or dance studio is more than adequate for this competition. These spaces can also be used at the Level 2 and Level 3 competitions (a stage or theatre is not necessary to run the competition).
- It is also not necessary to provide lighting or costumes for the competition.

C) Volunteers

Here is a basic plan of how many volunteers or young leaders you will need to run your competition:

ROLE	DESCRIPTION	HOW MANY PEOPLE?
Competition organiser	Coordinates the competition	1
Scorers	It is helpful to have two people to do this role. One to read out the scores and the other to input the scores into the computer.	2
Judges	People to judge the competition performances using the judges support pack.	3
Stage manager	Someone to coordinate groups moving on and off the stage/performance area	1
Music coordinator	Someone to press play and stop on the music and get the next track ready.	1

Other roles that could be helpful, but not essential:

- Host/MC to make announcements
- Group coordinators to collect groups for their performance
- A runner to pass score sheets between the judges and scoring tables
- Registration/admin support to collect registration sheets and hand out programmes/schedules

D) Judges/scorers

All competitions should have THREE judges if at all possible, but not essential at Level 1.

Judges could be teachers/teaching assistants, local community dance teachers, employees of local dance/performing art organisations, college teachers or young leaders and peers from your school. These are just some ideas but you can also think of your own.



JUDGING CRITERIA

		THINGS TO CONSIDER
CATEGORY 1	The idea (10 marks)	<ul style="list-style-type: none">• Originality• Innovation
CATEGORY 2	The movements (10 marks)	<ul style="list-style-type: none">• Use of different actions such as travelling, jumping, turning and gestures.• Use of different dynamics such as force, speed and flow.• Use of space such as level, directions and formations.
CATEGORY 3	The performance (10 marks)	<ul style="list-style-type: none">• Focus• Enthusiasm• Theatrics• Timing

JUDGES SCORING GUIDELINES

1 – 10 point selection	
1 - 2	= Needs work
3 - 4	= Fair
5 - 6	= Good
7 - 8	= Very good
9 - 10	= Excellent

Have any questions or queries?

Contact schools@emdp.org