Hip Hop (K - 2nd Grade)Syllabus

General Goals: begin to understand rhythm, develop coordination, understand correct alignment, work on flexibility, spacial awareness, and staying focused in class.

Skills Introduced:

- Shoulder Isolations
- Chest pop/isolations
- Hip pops/shakes
- Hip Hop bouncing
- Grapevine into bouncing
- Grapevine bouncing adding turn
- Donkey Kicks
- Step clap square
- Jazz Square (hip hop bounce & slide)
- Opposite arm & leg kicks
- Ponies
- Double and single side bounces
- Running man

- Leg crosses in and out
- Hop out/Hop in 2 claps
- Jump up, land, bounce
- Coffee grinders
- Forward roll
- Air punches
- Body roll
- Arm waves
- Floor slides
- Cabbage patch
- Roger Rabbit
- The Robot
- Seat Spin

Classroom Etiquette to Introduce & Enforce: (all skills should be mastered before moving to a leveled class)

- Entering Class Ready to Dance
- Tennis shoes on, hair pulled back
- Leaving parents readily and without being coerced
- Putting dance bags and coats into their assigned cubby
- Using the bathroom before class only
- Knowing their teacher's and teaching assistant's names
- Raising their hand before sharing with the teacher or the class
- Taking Turns
- Lining Up

Transition Tools: Teachers will start the class with a warm up (10 - 15 minutes), and then work on across the floor combinations introducing new skills (15 - 20 minutes). The last 10 - 15 minutes will be spent working on a combination or playing a creative dance game that incorporates both skills and the student's imagination. Between these sections, we often use a transition tool (such as reading a dance story, or an educational coloring page) to give students a mental break before focusing on a new skill.

Reinforcement: We emphasize positive reinforcement in class, using high fives, clapping/cheering, giving a hug/pat on the back, and offering praise to encourage good behavior and dance technique. If a student displays good behavior or work, we will often use them as an example for the class. We also use a three-strike system to inform each student of how well they are focusing in class. A "strike" could be handed out for any of the following behaviors: refusal to participate in activities, unkind behavior towards a fellow student or instructor, excessive defiance, and others. Individual rewards will be offered at the end of each class for students who have not reached their third strike (i.e.: a sticker). Each instructor uses a different system, for example, a stoplight or a ballerina costume to illustrate this process to the students.

Future Placement: Students will move into a Level 4 or Elementary class when the instructor feels they have the body strength, spacial awareness, classroom etiquette, and dance skills needed OR when they are ready to go into third grade.