

CLASSY MOVES

READY

EQUIPMENT:

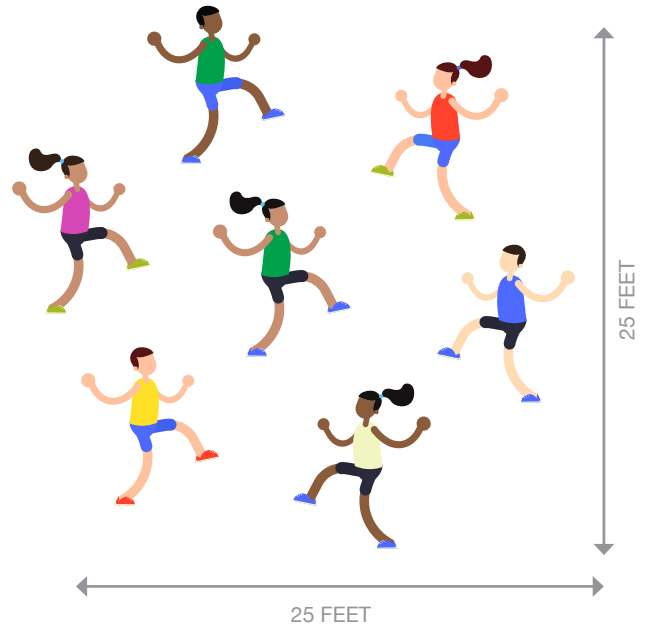
NONE

SET-UP:

PLAYERS FORM A LINE

NUMBER OF PLAYERS: 10+

TIME: 10 MINUTES +



EXPLAIN

- 1 Players form a circle standing 6 feet away from each other. The dance leader will be in the middle.
- 2 The dance leader will dance in the middle for 20 seconds.
- 3 Everyone must copy the dance leader's classy moves. Then it's someone else's turn
- 4 Continue until each player gets a chance to be the dance leader.

✓ **For Understanding:**

- Who should players be copying?
- How far apart should players stand?

GAME TIP:

- Demonstrate different types of dances before the game starts.

PLAY → REP IT OUT!

- **EASY:** Have two dance leaders.
- **MEDIUM:** Players can only dance using their hands.
- **HARD:** Have two players dance battle.

CATEGORY:
 BEGINNER

ENVIRONMENT:

AUDITORIUM,
 CAFETERIA,
 CLASSROOM,
 GYMNASIUM,
 HALLWAY,
 LIBRARY,
 PLAYGROUND

GRADES:

K-5

FITNESS FOCUS:



BACK-UP GAMES:

ANIMAL FARM
 HIDING NEMO
 HIGH WIRE