



The Learning Design Tool is intended to support dance educators in designing learning experiences based on *Grades 9 to 12 Dance: Manitoba Curriculum Framework*.

Note: It is important to download this document, save it on your own digital device, and complete it using Adobe Acrobat.

Designing with the Grades 9 to 12 Dance Curriculum Framework

The Dance Curriculum Framework is organized around four interconnected essential learning areas represented as wings in the dance butterfly graphic organizer: Making, Creating, Connecting, and Responding. Each essential learning area is elaborated by a set of 13 recursive learnings. The essential learning areas (wings) and their recursive learnings are not intended to be addressed in order of presentation; instead, they provide flexible entry points and different “windows” into the Dance Curriculum Framework.

3C Model (Community of Learners, Contexts, and Curriculum)

Dance learning design in Manitoba is flexible in response to varying approaches to curriculum implementation and to diverse communities of learners and contexts. The components of the 3C Model—Community of Learners, Contexts, and Curriculum—are essential for course design:

- **Community of learners:** Characteristics of classroom learners (e.g., student identity, interests, strengths, prior knowledge, prior experience, needs, challenges)
- **Contexts:**
 - **Learning contexts** (e.g., big idea, inquiry question, complex task or problem, theme of interest to student or group, universal theme, artistic text, artist, style) and **learning connections** (e.g., other arts education curricula, other subject areas, intercultural competencies, Indigenous perspectives, information and communication technology, sustainable development, social justice)
 - **School, divisional, and community contexts** (e.g., school and divisional priorities, physical environment, social environment, available technology, available scheduling, resources, artists)
- **Curriculum:** The Dance Curriculum Framework

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DESIGNING WITH THE FOUR ESSENTIAL LEARNING AREAS

The following learning and assessment design cycle is intended to support both novice and experienced educators in designing dance learning based on the four essential learning areas and the accompanying 13 recursive learnings of the Dance Curriculum Framework.

Learning and Assessment Design Cycle

1. **Determine the individual and/or group learner profile** for the community of learners (e.g., considering student identity, interests, strengths, prior knowledge, prior experience, needs, challenges).
2. **Consider authentic, meaningful contexts** (e.g., learning contexts and connections, school, divisional, and community contexts) to anchor learning.
3. **Determine the dance curriculum essential learning area(s)** that will serve as the entry point(s) into the recursive learnings.
4. **Select and target recursive learnings** that will guide teaching and assessment. Cluster recursive learnings as appropriate. Meaningful and effective arts learning experiences typically integrate learnings simultaneously from all four essential learning areas.
5. **Determine and design learning pathways**, allowing for flexibility and emergence of new learning trajectories.
6. **Identify evidence and tools for formative assessment** to inform next steps for learners and teachers. Use established and co-constructed criteria for successful learning.
7. **Identify evidence and tools for summative assessment**, ensuring that evidence aligns with teaching and learning related to the recursive learnings. Use established and co-constructed criteria for successful learning.
8. **Revisit the recursive learnings** in different contexts and in new ways so that learning becomes more sophisticated, more complex, deeper, and broader with time and new experiences.
9. **Evaluate dance learning growth**. Three learning dimensions and the accompanying signposts can be used to describe dance learning growth: breadth, depth, and transformation. (See [Appendix A](#) of the Dance Curriculum Framework.)
10. **Plan subsequent learning** to connect to and build on dance learning.



LEARNER PROFILE (INDIVIDUAL AND/OR GROUP)

What is the individual and/or group learner profile for the community of learners?
Consider the questions below.

Who is the learner?	
What are the learner's interests?	
What are the learner's strengths?	
What is the learner's prior knowledge?	
What is the learner's prior experience?	
What are the learner's needs?	
What are the learner's challenges?	



CONTEXTS

What authentic, meaningful contexts could anchor student learning?

Learning Contexts

- Big idea
- Inquiry question
- Complex task or problem
- Theme of interest to student or group
- Universal theme
- Artistic text
- Artist
- Style
- Other(s):

Describe the learning contexts.

Learning Connections

- Other arts education curricula
 - Dramatic arts
 - Music
 - Visual arts
- Other subject areas:
 - Intercultural competencies
 - Indigenous perspectives
 - Information and communication technology (ICT)
 - Sustainable development
 - Social justice issues
- Other(s):

School, Divisional, and Community Contexts

- School and divisional context (e.g., school and divisional priorities, physical environment, social environment, available technology, available scheduling)
- Community context (e.g., resources, artists)

Describe the school, divisional, and community contexts.



CURRICULUM ENTRY POINTS

Which dance curriculum essential learning area(s) will serve as the entry point(s) into the recursive learnings?
(See [p. 17](#) of the Dance Curriculum Framework.)



RECURSIVE LEARNINGS

Which recursive learnings will guide teaching and assessment? Select and target recursive learnings from all four essential learning areas to be used as the focus of instruction and assessment. Use the spaces below to customize and detail the recursive learnings. Click on the curriculum codes to link to the recursive learnings, enacted learnings, and inquiry questions identified in the Dance Curriculum Framework.

The learner develops language and practices for making dance.

MAKING (DA-M)



DA-M1

The learner develops competencies for using elements of dance in a variety of contexts.

DA-M2

The learner develops competencies for using dance techniques in a variety of contexts.

DA-M3

The learner develops expressive skills and musicality to communicate artistic intent.

Recursive Learnings and Assessment

The learner develops understandings about the significance of dance by making connections to various times, places, social groups, and cultures.

CONNECTING (DA-C)



DA-C1

The learner develops understandings about people and practices in dance.

DA-C2

The learner develops understandings about the influence and impact of dance.

DA-C3

The learner develops understandings about the roles, purposes, and meanings of dance.

Recursive Learnings and Assessment

RECURSIVE LEARNINGS (continued)

Which recursive learnings will guide teaching and assessment? Select and target recursive learnings from all four essential learning areas to be used as the focus of instruction and assessment. Use the spaces below to customize and detail the recursive learnings. Click on the curriculum codes to link to the recursive learnings, enacted learnings, and inquiry questions identified in the Dance Curriculum Framework.

The learner generates, develops, and communicates ideas for creating dance.

CREATING (DA-CR)



DA-CR1

The learner generates ideas from a variety of sources for creating dance.

DA-CR2

The learner experiments with, develops, and uses ideas for creating dance.

DA-CR3

The learner revises, refines, and shares dance ideas and creative work.

Recursive Learnings and Assessment

The learner uses critical reflection to inform dance learning and to develop agency and identity.

RESPONDING (DA-R)



DA-R1

The learner generates initial reactions to dance experiences.

DA-R2

The learner critically observes and describes dance experiences.

DA-R3

The learner analyzes and interprets dance experiences.

DA-R4

The learner applies new understandings about dance to construct identity and to act in transformative ways.

Recursive Learnings and Assessment

LEARNING PATHWAYS

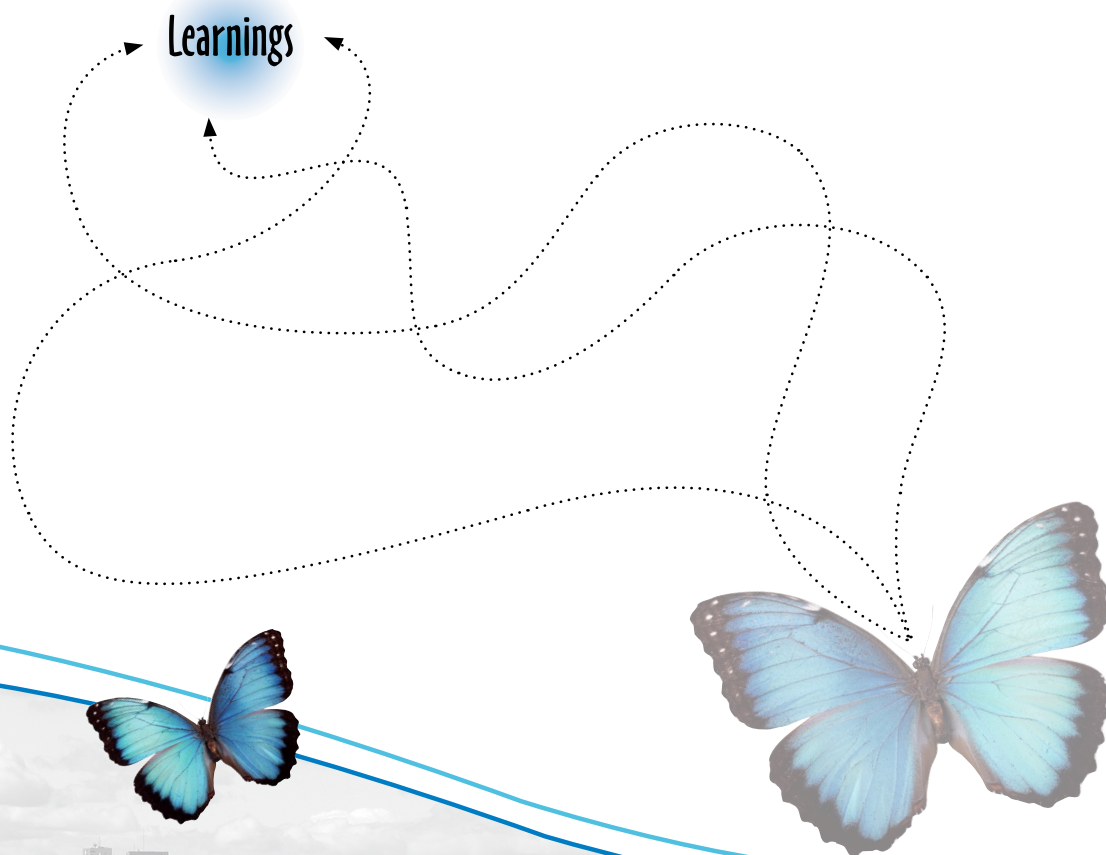
What are the possible learning pathways? Learning pathways are the trajectories that students follow as they enact the learnings from all four wings of the dance butterfly.

Educators cluster recursive learnings (see [pp. 6–7](#)) to design learning pathways. Teachers and students can co-construct learning pathways. Students follow a variety of learning pathways to enact the targeted learnings. Trajectories can change and emerge in response to student learning and questions. They may be unique to individual learners.

Guiding Questions

The following questions are intended to support the design of learning pathways:

1. What is the purpose of the learning experience?
2. What essential learning area(s) will serve as the entry point(s) into the recursive learnings?
3. Which recursive learnings (e.g., DA–M3, DA–C3, DA–CR1, and DA–R2) may be clustered together?
4. What milestones and trajectories could help students reach the identified learning goals?
5. What scaffolding (processes and strategies) will be used to support students along their learning pathways?
6. What formative and summative assessment tools, strategies, and criteria will be used and co-constructed with students? (See [pp. 10–13](#) of the Learning Design Tool.)
7. What resources will be used? (See [p. 9](#) of the Learning Design Tool.)



LEARNING PATHWAYS (continued)

Describe the possible dance learning pathways and the scaffolding that will be used to support students along their learning pathways.

Outline resources needed to support the learning.

Resources

- Human resources (e.g., artists, guests, Elders)
- Community resources
- Print text sources (e.g., books, newspapers, scores, brochures)
- Multimedia (e.g., applications, software, videos, audio, photos, webpages)
- Artmaking materials
- Music instruments
- Costumes, props, sets, space
- Technology (e.g., interactive whiteboard, sound equipment, projector, document camera)



How will dance learning be assessed for each essential learning area? Quality assessment involves targeting recursive learnings and using a range of established and co-constructed criteria to indicate successful achievement of the targeted recursive learnings.

1. Reflect on the assessment purposes, processes, and strategies.
2. Choose the assessment tools for the targeted learnings.
3. Evaluate dance learning growth. (See three learning dimensions and signposts in [Appendix A](#) of the Dance Curriculum Framework.)

Purposes

Classroom assessment is used for various purposes:

<ul style="list-style-type: none"> • assessment for learning (enables teachers to determine next steps to support learning growth) 	Formative
<ul style="list-style-type: none"> • assessment as learning (students critically reflect on their own learning for learning growth) 	
<ul style="list-style-type: none"> • assessment of learning (achievement of targeted dance learnings evidenced by students' best, most recent efforts and consistent patterns of authentic learning over time) 	Summative

Tools

A range of assessment tools are used for both formative (**for** and **as** learning) and summative (**of** learning) assessment. These tools include observations, conversations, and products. Assessment **for** learning enables teachers to adjust teaching and plan next steps for teaching and learning. Assessment **as** learning enables learners to reflect critically on their learning and on personal learning strategies to support learning growth. When students are able to apply new understandings in a variety of authentic contexts and over time, teachers use a variety of evidence from observations, conversations, and products to provide summative assessment (**of** learning) and evaluation of targeted dance learnings.

DA-M1 Dance Elements	DA-M2 Dance Techniques	DA-M3 Expressive Skills and Musicality	Examples of Assessment Tools
			Focused questions
			Observations
			Learning conversations or interviews
			Demonstrations, presentations, performances (written, visual, or oral)
			Student work/products/compositions
			Learning logs (listening, observation, exploration, reflection)
			Projects
			Rubrics
			Reflective journals
			Self-assessment
			Peer assessment
			Multimedia (applications, software, videos, audio, pictures)
			Portfolios
			Anecdotal records
			Surveys
			Entry and exit slips
			Quizzes, tests, checklists
			Other(s):

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DA-CR1 Idea Generation	DA-CR2 Experimentation, Development, and Use	DA-CR3 Revision, Refinement, and Sharing	Examples of Assessment Tools
			Focused questions
			Observations
			Learning conversations or interviews
			Demonstrations, presentations, performances (written, visual, or oral)
			Student work/products/compositions
			Learning logs (listening, observation, exploration, reflection)
			Projects
			Rubrics
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DA-C1 People and Practices	DA-C2 Influence and Impact	DA-C3 Roles, Purposes, and Meanings	Examples of Assessment Tools
			Focused questions
			Observations
			Learning conversations or interviews
			Demonstrations, presentations, performances (written, visual, or oral)
			Student work/products/compositions
			Learning logs (listening, observation, exploration, reflection)
			Projects
			Rubrics
			Reflective journals
			Self-assessment
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			Multimedia (applications, software, videos, audio, pictures)
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DA-R1 Initial Reaction	DA-R2 Observation and Description	DA-R3 Analysis and Interpretation	DA-R4 Identity, Action, and Agency	Examples of Assessment Tools
				Focused questions
				Observations
				Learning conversations or interviews
				Demonstrations, presentations, performances (written, visual, or oral)
				Student work/products/compositions
				Learning logs (listening, observation, exploration, reflection)
				Projects
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REFLECTION AND NOTES

COPYRIGHT INFORMATION

For copyright information, refer to the following resources.

Manitoba Education and Training

- *Administration and Implementation Guide for Grades 9 to 12 Arts Education* (see [Copyright and Arts Education](#))

The Council of Ministers of Education, Canada (CMEC)

- *Copyright Information for Teachers*
www.cmec.ca/466/Programs-and-Initiatives/Copyright/Copyright-Information-for-Teachers/index.html
- *Copyright Matters! Some Key Questions and Answers for Teachers*
www.cmec.ca/140/Programs-and-Initiatives/Copyright/Copyright-Matters-/index.html

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