

1. Activity

Just Dance/ Dance Party

2. SDGs

N/A

3. GG hub

N/A

4. Ages

7+

5. Duration of the activity

5 - 10 mins longer if participants are enjoying.

6. Minimum of participants

5

7. Materials needed

Laptop/tablet, Speakers, Wifi connection, Just dance video, projector.

8. Location of materials

Collect materials from the secure place *office or reception*.

9. Location of the activity

Portable activity, can use the stage if you want a larger crowd.

10. Description

Dance with your friends, share music and culture from around the world.

11. Badge

International Friendship Award

12. QR code to earn the badge.



13. Educational objective

Just dance allows participants to decompress, et loose and to meet new friends. This will develop new friendships, good health and well being along with the lesson that even though an activity may not have an obvious educational objective, having fun is a form of learning.

14. Before the activity

Gather the required materials and set up the sound system. Then have the video(s) pulled up and buffered so that there is no interruption.

15. Instructions

Play the music and have volunteers dance with the video. Encourage everyone to get in the groove.

Variations- Different songs- Scouts may also request specific songs.

16. Reflective question

Have you learnt any new songs that you did not know?

17. After the activity

Tear down the sound system. Unplug the computer- return the electronics to their safe location- **PLEASE DO NOT LEAVE THESE AROUND THE SITE.**

Move on to the next location or to the next activity.

18. Training notes

Remember that this is pop up activity- so if this is getting really busy might need to shut it down sooner- don't want massive crowds.

19. Safety

Dancing and hopping around can be dangerous. We have to make sure that people are aware of their surroundings and that they are not doing anything unsafe. Keeping an eye out for pushing and shoving is also key to the dance party. There is also a potential for any unwanted touching which should also be monitored.

20. Accessibility

Adaptable for mobility, poor vision and sound sensitive participants may create issues but anybody can dance and move. Other participants may just want to dance it out to the sound. For sound sensitive, it may be best to move them away if they are overwhelmed.