

VIRTUAL DANCE COMP (SOLO)

KS3 EQUALITY / ENGAGE / EXCEL

KS4 EQUALITY / ENGAGE / EXCEL

ENTRY OPENS: Monday 23 November 2020
ENTRY CLOSES: Friday 4 December 2020
Entries are submitted via WeTransfer (see below)

The Kent School Games programme is incredibly pleased to add this inaugural event into the competition calendar, as part of our #ReframeCompetition work.

ENTRY CATEGORIES

Schools can submit a maximum of one entry into each of the following categories:

- KS3 Equality (Male Solo)
- KS3 Equality (Female Solo)
- KS3 Engage (Male Solo)
- KS3 Engage (Female Solo)
- KS3 Excel (Male Solo)
- KS3 Excel (Female Solo)
- KS4 Equality (Male Solo)
- KS4 Equality (Female Solo)
- KS4 Engage (Male Solo)
- KS4 Engage (Female Solo)
- KS4 Excel (Male Solo)
- KS4 Excel (Female Solo)

Equality: for novice dancers who have a SEND – Learning Disability, Emotional Behavioural Difficulties, Autism or Aspergers – and little or no experience competing.

Engage: for novice dancers only, who have little or no experience competing.

Excel: for experienced dancers or those who do not wish to enter into the 'engage' level.

Our virtual competition is open to any male or female student attending a school in Kent that is eligible for involvement in the Kent School Games programme.

ROUTINE

Movement The movement can be any style or genre but must be original in concept.

Time Students should choreograph and perform between 30 and 60 seconds of movement.

Music The music must be commercially available with no explicit content.

Costume Any appropriate costume may be worn with appropriate footwear. No props are to be used.

Judging A minimum of three independent judges will decide the Kent School Games Virtual Dance Competition (Solo) Champions.

Filming The movement must be filmed in landscape mode. Filming should take place within a school environment i.e. hall, sportshall, dance studio but if the facilities are unavailable then movement filmed appropriately at home by students (in the house or garden) will be accepted. Please read the attached Safeguarding guidance before any filming takes place.

SUBMISSION PROCESS

Entries welcome from both curriculum lessons and extra-curricular school dance clubs. It is our suggestion that every school runs their own Intra-School competition to find a winner in each category. We advise that your Intra-School competition should be organised well in advance of the entry open and close period.

Entries must be submitted by a member of school staff, who sends a completed official entry form and the movement video(s) via WeTransfer (wetransfer.com) using ryei@theebbsfleetacademy.kent.sch.uk. Entries will not be accepted without an accompanying official entry form. You do not need to log in or create an account with WeTransfer in order to send your entries. No email or mail entries will be accepted.

The name and school of the dancer and the movement video of the winning 1st, 2nd and 3rd place entries in each category may be published on the Kent School Games social media channels. A select number of movement pieces may also be chosen for a celebration compilation video. If consent is not given please ensure that this has been acknowledged on the team sheet in the photo consent column.

If the school or PE Department is going to promote its Intra-School competition or winning entries through social media, please do tag in your local School Games Organiser and the Kent School Games channels @KentSchoolGames and use the hashtag #KSGVirtualDance.

JUDGING

Movement pieces will be scored by the judges on the following:

Performance	<i>Overall performance of the dancer, including facial expressions, connection with the music, connection with the audience/judges.</i>
Choreography	<i>Formations are interesting/clear, includes different levels and variation, choreography is appropriate for the dancer based on age and experience.</i>
Technique	<i>The level of technical proficiency for the specific dance category. Use of footwork and arms, and the correct execution of movements.</i>
Music	<i>The music adheres to the time limit requirements for the entry type. Music is appropriate for the age of the dancer and contains no explicit content. Rhythmic interpretation and movement of the dancer.</i>

Medals and certificates will be awarded for 1st, 2nd and 3rd place in each category.



EQUALITY	ENCOURAGE
ENGAGE	EXCEL

VIRTUAL COMPETITIONS – SAFEGUARDING CONSIDERATIONS

A ‘Safeguarding Considerations’ document has been created by Kent Sport to ensure the Kent School Games virtual competition programme maintains the safety and wellbeing of children and young people, through offering guidance and good practice to schools regarding the new virtual competitions. Please take time to read the document alongside the Event Specs.

SPIRIT OF THE GAMES

Schools are encouraged to demonstrate the School Games Values and compete in our virtual competitions in the ‘Spirit of the Games’. Teachers and participants are expected to demonstrate honesty and respect and compete within the rules. If a school has been found to submit false or inaccurate videos then, if qualified, the school will not be invited to the Kent School Games final (virtual or physical). The Spirit of the Games Values can be found in the [resources](#) section of the Kent School Games website – just type “spirit of the games” into the ‘find a file’ function.

Sports Managers: Jon Rye rvej@theebbsfleetacademy.kent.sch.uk
 Gemma Edwards gedwards@canterbury.kent.sch.uk

