


2 credits

0 h + 30.0 h

Q1 and Q2

Teacher(s)	Delens Cécile ;
Language :	French
Place of the course	Louvain-la-Neuve
Main themes	The activities addressed to meet these objectives will be: - Introducing the technical principles of expressive movement and expressive meanings of time, space, dynamics and body clean; - The game with the balance as a definition of the essence of expressive movement; - Pursuit of the synchronization of various phrases of movement with the rhythmic structures of different lengths.
Aims	<p>After this educational entity, the student will be able - To collect and identify repetitive and rhythmic structures to express them using the different parts of the body; - Repeating sequences of movements respecting the principles of expressive movement (projection of sensations, nuances in the energy, highlight the lines of the body, clarity of directions in the investment and travel, use of the temporal component).</p> <p>1</p> <p>-----</p> <p><i>The contribution of this Teaching Unit to the development and command of the skills and learning outcomes of the programme(s) can be accessed at the end of this sheet, in the section entitled "Programmes/courses offering this Teaching Unit".</i></p>
Content	The objectives will be met through two complementary practical content: - An introduction to dance movement (warm-up and choreography + some creative dance moves) - An introduction to the "body voice"
Other infos	Prerequisites Continue evaluation and / or final practice with the possibility of interrogation (s) and / or a final exam to check the acquisition of knowledge associated with practice. File Support Course Encadrement Holder (s), counselor (s) technique (s) and / or assistant (s) possibly assisted by student monitors. Other
Faculty or entity in charge	FSM

<b>Programmes containing this learning unit (UE)</b>				
Program title	Acronym	Credits	Prerequisite	Aims
Bachelor in Motor skills : General	<a href="#">EDPH1BA</a>	2		
Minor in Culture and Creation	<a href="#">LCUCR100I</a>	2		