

## Higher National Unit specification

### General information for centres

**Unit title:** Dance: Choreography for Screen

**Unit code:** F1VR 34

**Unit purpose:** This Unit is designed to provide candidates with an introduction to choreography for screen. It will enable them to gain experience of the practice of creating choreography for film or video, including basic filming and editing techniques. The Unit is intended for candidates with an interest in film making, animation and video performance art.

On completion of this Unit the candidate should be able to:

- 1 Describe the development of dance for screen.
- 2 Use filming and editing software.
- 3 Create, film and edit a short piece of choreography for screen.

**Credit points and level:** 1 HN credit at SCQF level 7: (8 SCQF credit points at SCQF level 7\*)

*\*SCQF credit points are used to allocate credit to qualifications in the Scottish Credit and Qualifications Framework (SCQF). Each qualification in the Framework is allocated a number of SCQF credit points at an SCQF level. There are 12 SCQF levels, ranging from Access 1 to Doctorates.*

**Recommended prior knowledge and skills:** Access to this Unit is at discretion of the centre. However, it would be beneficial if candidates were undertaking or had completed the following HN Units:

F1LL 34	<i>Dance: Classical Ballet Technique: Intermediate</i>
F1LS 34	<i>Dance: Contemporary Dance Technique</i>
F1NS 34	<i>Dance: Choreographic Skills</i>
F1LP 34	<i>Dance: Contact Improvisation</i>
F1M1 34	<i>Jazz Dance Technique</i>
F1NF 34	<i>Current Trends in Contemporary Dance</i>
F1R3 34	<i>Sound Editing for Choreography</i>

It would also be beneficial if candidates possessed IT skills.

**Core Skills:** There are opportunities to develop the Core Skills of Working with Others to SCQF level 4 and Problem Solving and IT to SCQF level 5 in this Unit, although there is no automatic certification of Core Skills or Core Skills components.

## **General information for centres (cont)**

**Context for delivery:** If this Unit is delivered as part of a Group Award, it is recommended that it should be taught and assessed within the subject area of the Group Award to which it contributes.

**Assessment:** Outcome 1 can be assessed through a written/oral assessment.

Outcome 2 will be assessed through practical tasks which demonstrate the candidate's ability to use software to film and edit a piece of choreography. Assessment will be carried out under controlled conditions.

Outcome 3 will be assessed by recording the process of creating a piece of choreography for the screen and filming and editing it. The filming and editing could be done under supervised conditions. All assessment will be recorded by appropriate means, e.g. by assessment checklist and/or video.

## **Higher National Unit specification: statement of standards**

**Unit title:** Dance: Choreography for Screen

**Unit code:** F1VR 34

The sections of the Unit stating the Outcomes, Knowledge and/or Skills, and Evidence Requirements are mandatory.

Where evidence for Outcomes is assessed on a sample basis, the whole of the content listed in the Knowledge and/or Skills section must be taught and available for assessment. Candidates should not know in advance the items on which they will be assessed and different items should be sampled on each assessment occasion.

### **Outcome 1**

Describe the development of dance for screen

#### **Knowledge and/or Skills**

- ◆ History of dance for screen
- ◆ Trends
- ◆ Choreographers

#### **Evidence Requirements**

Candidates will need to provide evidence to demonstrate their Knowledge and/or Skills by describing the development of dance for screen. The evidence should include:

- ◆ key periods that influenced the development of dance for screen
- ◆ one example of a trend within the field of dance for screen
- ◆ a description of the work of a practitioner within this field

#### **Assessment Guidelines**

Evidence may be presented in the form of an essay of approximately 750 words, or equivalent.

It is recommended that candidates complete this Outcome before progressing on to Outcomes 2 and 3.

## **Higher National Unit specification: statement of standards (cont)**

**Unit title:** Dance: Choreography for Screen

### **Outcome 2**

Use filming and editing software

#### **Knowledge and/or Skills**

- ◆ Filming software
- ◆ Editing software

#### **Evidence Requirements**

Candidates will need to provide evidence to demonstrate their Knowledge and/or Skills by showing that they can, with reference to a short dance piece(s) of at least 30 seconds:

- ◆ use current and appropriate filming software
- ◆ use current and appropriate editing software

Evidence should be generated through practical assessment under controlled conditions.

#### **Assessment Guidelines**

Assessment for this Outcome is practical, with candidates displaying the ability to use filming and editing software under controlled conditions. A different dance piece can be used for the filming and editing as long as both are a minimum of 30 seconds.

Quick-moving, hand-held camera techniques, abrupt editing, the incorporation of animation or special effects could be used

This Outcome should be completed before progressing to Outcome 3.

### **Outcome 3**

Create, film and edit a short piece of choreography for screen

#### **Knowledge and/or Skills**

- ◆ Planning skills
- ◆ Creation of choreography
- ◆ Production elements
- ◆ Filming techniques
- ◆ Editing techniques

## **Higher National Unit specification: statement of standards (cont)**

**Unit title:** Dance: Choreography for Screen

### **Evidence Requirements**

Candidates will need to provide evidence to demonstrate their Knowledge and/or Skills by showing that they can:

- ◆ devise a plan for creating and filming a piece of choreography for screen. The plan should include set/space, costumes, sound, lighting and props
- ◆ create and develop the choreographic piece which should be at least 2 minutes long
- ◆ use filming techniques appropriate to the piece
- ◆ use editing techniques appropriate to the piece
- ◆ produce a final work displaying the techniques they have deployed

Evidence should be presented as a plan for the choreographic piece along with the final filmed and edited version of the piece.

This should be assessed against a tutor's checklist ensuring relevant film and sound editing has been used appropriately for the devised piece.

### **Assessment Guidelines**

Assessment is in the form of creating, rehearsing and filming a piece of choreography for the screen. Rehearsals and development of the piece may be assessed by tutor throughout the project with the use of checklists.

Candidates may outline the plan in an annotated logbook.

The final assessment should be a presentation of the final filmed and edited piece.

## Administrative Information

**Unit code:** F1VR 34  
**Unit title:** Dance: Choreography for Screen  
**Superclass category:** LB  
**Original date of publication:** May 2007  
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### History of changes:

Version	Description of change	Date

**Source:** SQA

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## **Higher National Unit specification: support notes**

### **Unit title: Dance: Choreography for Screen**

This part of the Unit specification is offered as guidance. The support notes are not mandatory.

While the exact time allocated to this Unit is at the discretion of the centre, the notional design length is 40 hours.

### **Guidance on the content and context for this Unit**

This Unit is designed to provide candidates with experience of creating and filming choreography for screen.

Outcome 1 provides an overview of the history of dance on screen:

- ◆ dance films of the Hollywood musicals from the 1930s
- ◆ blockbusters of the 1940s and 1950s
- ◆ experimental dance films of the 1960s and 1970s, including Merce Cunningham's work
- ◆ developments in the 1980s and 1990s could involve the work of Twyle Tharp, Robert LePage and Lloyd Newson and the move into a more integrated and collaborative approach where, for example, dancers were involved in filming during performance or rehearsal
- ◆ 21st century developments could involve manipulation of video and continued advancements in mixed media performance, and could include work by Philippe Decouflé.

Candidates should have an understanding and appreciation of current techniques and trends before moving on to the other Outcomes.

Outcome 2 combines the opportunity for candidates to learn how to use film and editing software with the exploration of creative opportunities within this that could impact on and enhance their devised piece. For example, quick-moving, hand-held camera techniques, abrupt editing or incorporating animation or special effects.

Outcome 3 involves candidates planning, creating and filming a short dance piece lasting at least 2 minutes. Candidates should be given the opportunity to work in groups or individually. Production elements such as lighting, sound, sets, props, costumes should all be considered. Through rehearsals candidates should explore filming techniques which could enhance the overall theme or concept of the piece.

Candidates also have to edit the film. This creative editing process should be informed and developed through the candidates previously acquired skills and knowledge in Outcomes 1 and 2. The editing should reflect and enhance the overall theme or concept of the piece.

## **Higher National Unit specification: support notes (cont)**

**Unit title:** Dance: Choreography for Screen

### **Guidance on the delivery and assessment of this Unit**

This Unit has been developed as part of HNC/HND Dance Artists Group Awards. It is recommended that it is delivered within the HNC award or first year HND.

Outcomes 2 and 3 of this Unit should be delivered and assessed within an appropriate studio setting. Suitable filming and editing equipment and software must be available for candidate use.

The Outcomes are progressive and should be delivered in order.

Authentication of the candidate's work in Outcomes 2 and 3 will be made through the use of assessment checklists and/or video evidence.

#### ***Opportunities for developing Core Skills***

There are opportunities to develop the Core Skill of Working with Others to SCQF level 4, within Outcomes 2 and 3 as candidates may work in cooperation with one another.

There are opportunities to develop the Core Skill component of Problem Solving (Planning and Organising) to SCQF level 5 across the Outcomes of this Unit in the planning, creating and filming of a short piece for screen.

There are also opportunities to develop Core Skills in IT to SCQF level 5 as the candidates will have to use both film and editing software in Outcome 2 and may produce a word processed essay for Outcome 1.

### **Open learning**

Parts of the Unit would not be suitable for delivery by open or distance learning because practical tutor input is needed for working with filming and editing software.

For further information and advice please refer to the SQA document *Assessment for Open and Distance Learning* which is available on SQA's website: [www.sqa.org.uk](http://www.sqa.org.uk).

### **Candidates with disabilities and/or additional support needs**

The additional support needs of individual candidates should be taken into account when planning learning experiences, selecting assessment instruments, or considering alternative Outcomes for Units. Further advice can be found in the SQA document *Guidance on Assessment Arrangements for Candidates with Disabilities and/or Additional Support Needs* ([www.sqa.org.uk](http://www.sqa.org.uk)).



## General information for candidates

### Unit title: Dance: Choreography for Screen

This Unit has been designed to introduce you to dance for screen. It will enable you to gain experience in the practice of creating choreography for film and video including basic filming and editing techniques.

Outcome 1 looks at:

- ◆ the development of dance for screen
- ◆ specific examples of dance for screen
- ◆ key practitioners' work in this field

In Outcome 2 you will gain skills and knowledge in the use of:

- ◆ basic filming techniques
- ◆ basic editing techniques

Once you have completed the assessment on the above you will then use these skills in Outcome 3 to:

- ◆ plan a project to create a short dance piece on screen
- ◆ create and develop this piece incorporating production elements
- ◆ film and edit the piece using techniques you have acquired in earlier Outcomes. This stage should enhance and reflect the concept or theme of the overall piece.

Your understanding of the development of dance on screen shall be delivered through task driven theoretical classes. Your practical skills will be assessed by the use of editing and filming software. These skills will be used to film and edit the piece of choreography you have created.

Assessment for all Outcomes will be recorded by appropriate means eg assessment checklists and/or by video.