## Appropriate Physical Contact in Dance Policy

Teaching dance and musical theatre is a physical activity and appropriate physical contact between students and instructors in class is essential to training.

Instructors can make physical contact with a student to illustrate a concept or to adjust a student's alignment. Certain postures in ballroom & Latin American dancing requires the adjustment of legs, hips and torsos therefore guidance may be needed using physical touch. When dancing with a partner there will be physical touch in order to remain in contact with partner. Teachers will always ask permission of the student and explain the reason for the adjustments.

In choreographic teaching, instructors demonstrate positions and movements to the students by moving parts of the students' bodies and by moving dancers in relation to each other: this often involves a considerable amount of contact with students.

Euphoria Dance recognises that such physical contact is a potentially complex area; and the school also fully recognises its responsibilities for safeguarding students and instructors and for protecting their welfare.

The following principles and procedures are in place to fulfil the school's obligations:

- 1. Contact by the teacher is made with particular awareness of the needs of each individual, to assist the dancer in correcting placement.
- 2. All instructors will treat any physical contact with due sensitivity and care, and with due regard for the wishes of the student.
- 3. Contact will not involve force or the use of any instrument.
- 4. Instructors will be mindful of location and avoid situations where they are isolated with a student; all private classes should be held in studios and dance areas with windows or with the parent/carer present.
- 5. Students and parents are encouraged to discuss any worries with any instructor or an independent listener.
- 6. Both students and instructors should feel free to report any concerns to the Sally Dickinson, the DSL Designated Safeguarding Lead.