

ZULU DANCE AT VALLEY SCHOOL

DATES: Mondays (4/17, 4/24, 5/1, 5/8, and 5/15)

TIME: 315PM-415PM

COST: \$75

LOCATION: LOWER ELEMENTARY CAFETERIA

Zulu Dance is a program by Crystal Castillo, Spidey, and their team who are devoted to enriching the lives of children through dance. Hip-hop, break-dance, and the history of hip-hop are taught to boys and girls TK-5th. Fun choreography, special dance games, and uplifting music are used to cultivate every child's confidence. Zulu Dance strives to show every child the true meaning of hip-hop, which is peace, love, unity, and having fun!

Each child that registers for the Zulu Dance Workshop will:

- *Learn the fundamentals of hip-hop dance
- *Be taught the basics of break-dance
- *Study the history of hip-hop
- *Receive a special prize!

And learn a full dance routine that they will perform at their showcase, **which will be on Monday, 5/15. We will meet with all the students for last rehearsal that day then at 340pm the audience will be allowed to enter for the show that starts promptly at 345pm. ALL PARENTS, FRIENDS, AND FAMILY ARE WELCOME TO ATTEND!**

FOR MORE INFORMATION PLEASE CONTACT CRYSTAL CASTILLO AT:

(805) 748-9435 or Zuludance@yahoo.com

Please fill out the bottom and leave both the payment and completed form prior to the start date at the school office or give it to the instructor on the first day of class.

Checks and Cash accepted.

Please make check payable to 'Zulu Dance Foundation'

I give permission for my child to attend the Zulu Dance Foundation after-school classes. By participating in, or authorizing participation in, this workshop in anyway whatsoever, I hereby release and hold harmless Zulu Dance Foundation and Valley School; from any and all liability.

Location: Valley School When: 4/17-5/15 Cost: \$75

*****PLEASE NOTE THE LAST CLASS/SHOW IS ON 5/15*****

Student Name: _____ Grade: _____

Parent Name: _____ Parent Signature: _____

Address: _____ City: _____ Zip: _____

Home Phone: _____ Emergency _____

Phone: _____ Email: _____

