

The Statue Game

Embodying Core Emotion Vocabulary

This game introduces the core emotion words from the Emotion Mapping Tool. Once your class is familiar with the game and the core emotion words, you can move on to introduce advanced emotion vocabulary using the Statue game and the Emotion Mapping Activity.

Planning

Decide which core emotion words you want to introduce today. You don't need to do them all on the same day.

Core emotion words:

happy, mad, sad, scared, surprised, confused, disgusted.

Planning Tips:

- **Start with core emotion words that your students are familiar with.** The goal of this game is to layer descriptive language on to emotion words that students are able to express physically. To begin with, avoid words that would require you to interrupt the rhythm of this game to provide context. If you know that your students will need context for these core words,
- **Plan short relatable context sentences** using the Context Sentence Planner for Core Emotions.
- **Consider introducing contrasting word pairs** to give students an experience and description of a wide emotional range (ex: Happy & Mad).
- **Consider introducing related word pairs** to offer an experience and description of subtle contrasting differences in the range of emotions (ex: Scared & Surprised).
- **Choose core emotion words that scaffold toward the advanced emotion vocabulary you eventually want to introduce.** For example, if you want to eventually introduce the advanced vocabulary words “furious” and “annoyed”, use this game to embody the core emotion word “mad”.

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Preparation

How will you support visual, kinesthetic & multi language learners in your class?

Before the activity, explore vocal and physical expression.

- Try out different ways to express each word vocally (loud, soft, harsh, gentle)
- Try out different ways to express each word through your body pose and facial expression.

Exploration Tips- Make choices that are simple and fun for you! Need inspiration?

- Watch the **Notice the Variety video** in the Build Your Skills section of the Statue Game page to see how kids do it!
- Make a statue of a character that you associate with that emotion.
- Choose a song that goes with the emotion. Make a statue in response to the music.
- Try making statues while looking in the mirror.
- Try making statues while looking at the core emojis on the **Emotion Mapping Tool**
- Perfection isn't necessary! No choice is too ridiculous! If you're having fun, your kids will too!

During the Activity

- Make an **Emotion Mapping Tool** to hang up as a visual aid.
- **Be prepared to explore complicated emotions** (ex: Sad & Disgusted) but allow a bit of time for discussion if children need context or want to talk about those emotions.
- Use the **Describing Tool for Face & Body** to find specific words to describe kids' choices.