

The Statue Game

Embodying Core Emotion Vocabulary

Timing

3-5 min to set up & model t
2 min for each core emotion
word.

Space

Room to move & pose

Additional supports

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Do Before (options)-

Try the Facial Feature Warm Up, or the I Am Using My Voice! Warm Up.

1. Introduce the game

Sample Script (2-3 minutes)

- What is a statue? (Something that doesn't move, that's made of metal or wood – like the Statue of Liberty.)
- Do statues move? Do statues talk? Statues stay in one spot, keep their balance and stay quiet.
- Let's all pretend to be a statue.
- What's an emotion? An emotion is the same as a feeling. We're going to make statues to show emotions, or feelings.

2. Model the game

Embody an emotion word using the steps the children will follow.

Sample Script (1-2 minutes)

- I will **SAY** an emotion word like happy.
- We will **SHOW** happy with our bodies.
- We will all **FREEZE** in a statue that shows happy.
- I will **DESCRIBE** all of the different ways that you are using your body to show happy. You might be making the same statue as someone else or you might have your own idea.
- Then we'll **RESET**. We'll shake that feeling off and relax our bodies so we're ready for the next word.

continue...

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3. Play the game

Follow the steps for each core emotion word you want to introduce.

Sample Script (1-2 minutes for each word)

- **SAY**- The next emotion word is _____!
 - **SHOW**- Let use our bodies to show _____.
 - **FREEZE**- Freeze into an emotion statue that shows _____!
 - **DESCRIBE**- Wow! I see so many different, wonderful ways to show _____!
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Tips for Step 3

- Enthusiastically describe a variety of choices using specific, detailed and non-judgmental language.
 - Use the **Describing Tool for Face & Body** for support!
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4. Release, reset

Choose a consistent way to help your students release and reset between every word

Reset Options (10-20 seconds after every emotion word)

- Relax your body,
- Take a deep breath,
- Wipe it away,
- Shake it out,
- Wiggle it away