

The Statue Game

Introducing Advanced Emotion Vocabulary

This game introduces advanced emotion words kinesthetically to prepare students to compare and contrast vocabulary using the Emotion Mapping Tool. Play the Statue Game to embody core emotion vocabulary first.

Planning

Use the **Advanced Emotion Vocabulary Resource** to find prompts that relate to:

- emotions that are coming up in your class.
- emotions that characters are experiencing in books your class is studying.
- stories that your students are writing or enacting through play.

Planning Tips:

- **Plan short relatable context sentences for each advanced emotion word.** See the Context Sentence Planner for Advanced Emotion Vocabulary for criteria, format and examples.
- **Consider introducing contrasting word pairs** to introduce subtle & extreme synonyms (ex: pleased & ecstatic).
- **Consider introducing related word pairs** to offer an experience and description of subtle contrasting differences in the range of emotions (ex: shocked & amazed).

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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?

- 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!
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During the Activity

- Make an **Emotion Mapping Tool** to hang up as a visual aid.
- **Be prepared to explore complicated emotions** (ex: Lonely, Anxious, Horrified) but allow a bit of time for discussion if children need context or want to talk about those emotions.
- **Be prepared to engage in nuanced conversation.** People experience and understand language in nuanced and divergent ways. Use the conversations that arise during this game to validate different ways of understanding or experiencing a word, while also giving kids a clear idea of how the word is most often understood and what it is used to communicate.
- Use the **Describing Tool for Face & Body** to find specific words to describe kids' choices.