Players dance freely around the room. When the music stops, players must freeze and form a statue.

What you need

> Music player and music

What to do

> The music starts and players dance freely around the room.
> When the music stops, players must freeze and form a statue (e.g., tree, stork, airplane).
> Players discuss different statues and choose a favourite one. All students perform the statue that was chosen as the favourite.
> Players repeat and copy a statue from another player in the room the next time the music stops.

Change it

> Encourage players to hold the body position for different lengths of time.
> Slow down the pace of the music to allow greater body control when forming statues.
> Players form groups of three and form a statue together.

Safety

> Check there is enough space between players.

Ask the players

> What are the different ways you can dance around the room?
> How can you make interesting statues?
> How can you use different body parts to make different shapes and statues?
> How can you make sure that you are able to hold your position of the statue once the music stops?

Learning Intention:

Musical statues is an energiser that develops balance skills whilst students respond to a musical stimulus.