Young Audiences Arts for Learning

ARTS FOR LEARNING STUDIO RESOURCE

STATUE!

By Sze Lin Pang, Chicago Arts Partnerships in Education

ACTIVITY FOCUS:
Classroom Management

ADDITIONAL LENS:
Social Emotional Learning

ART FORM:
Visual Art

ARTISTIC TEACHING PRINCIPLES:
Community Grounding & Routines
Emotional & Physical Engagement

Summary

"Statue!" is a fun game where a designated person calls out " Statue!" and students have to stop whatever they are doing and pose like a statue. This activity can be helpful during task transitions or timed activities because students need to freeze and stop what they are doing. This helps to take them out of whatever they were doing and refocus their attention.

Goals

Students' ability to transition between tasks should improve, as well as their awareness of how long it takes them to complete tasks.

Materials Needed

None. Optional: paper and pencil, crayons, coloring pencils.

Additional Comments

None.

Activity Outline

If it is the first time, to play the game we will begin by looking at images of statues. We will ask questions like, "How can you describe the statue? What are the statues trying to tell you? What feelings are the statues trying to communicate?"

Then I will call out "Statue!" and students will need to pose like a statue. We can repeat with emotions: "Happy Statue! Angry Statue! Confident statue!", etc.

I will show students how to draw a stick figure of a Statue! pose. Then students can take turns posing for the class. They will draw stick figures.

Finally, I will show them how to convert their stick figures into a dynamic, colorful drawing.

Once students are habituated to the game, an instructor can call out “Statue!” whenever they want students to end an activity or call them to attention.