

# Statues Game

*This game is similar to “Simon Says.” Have students copy a variety of movements in rapid succession, such as patting head, stomping, clapping, spinning around, etc. Then surprise them by calling out “Statues!” randomly as you continue to move. The students should freeze in place. Try to trick the statues into moving by giving a command. If they move, they are out. Call “Move again,” to continue with the students who are still in the game. After a few rounds, have students return to their seats.*

**Everyone stand up! You need to copy everything I do EXCEPT when I say, “Statues!” Then you need to freeze like a statue. Statues can’t move, right? So you can’t move, either, until I say, “Move again.” Anyone who keeps moving when he’s supposed to be a statue is out. We’re going to play really fast. Here we go.**