

# Musical Statues

**How to play**— Everyone finds their own space to move in. Set up some music to play during the game. You might use a record player, mp3 player, radio or even play an instrument.

Start off with a warm up round —give everyone a chance to practise freezing like a statue when the music stops.

Start the music and everyone has to move to the music. They can dance, jump, sway or jiggle.

Once the music stops, everyone has to freeze in the exact position they are in. Any movement from any part of their body and they are out. Anyone who is out can help watch for others who move when the music stops.

Start the music again and repeat. Keep going until you have a winner/s.

**Hints**— Use different types of music in each round. Different music will help create different dance moves.

**Hints**— You can have different styled music rounds to increase the level of difficulty

**Animal rounds**— call out names of different animals and everyone has to move and dance like that animal while the music plays.

**Dance style rounds**— Get everyone to dance in different styles. Disco, Marching, Tango, Hip-Hop etc.

**Superhero rounds**—call out names of different superheroes and everyone has to move and dance like that character while the music plays.

