

STATUES

Number of participants: 4 and up

Duration: unrestricted

Age Restrictions: Ages 4 and older

In this game from Greece, participants adopt the pose of a statue while one of the other players tries to get them to drop out of the game. It is a modification of the popular children's game "tag."

Greece is well known for its marble, bronze and limestone statues. These statues were made in ancient times to tell stories about heroes, events, mythical creatures and Greek culture. Some of the statues were also inspired by the many gods and goddesses that ancient Greeks believed in.

Space Requirements: Classroom or gym space, depending on the number of children

Activity Instructions

- Choose one player to be "it" and have them stand with their eyes covered in the center of the play area.
- The person starts to count at least to 10 but can go higher. The point is that there's no set ending number; only the person whose "it" knows when they'll stop counting and open their eyes.
- While they are counting, the other players scatter around, never sure when the person whose "it" will yell "*Agalmata!*" (that's "statue" in Greek). If it's easier, they can also just yell "statue."
- On this cue, players freeze, taking on poses that mimic a statue (i.e. a javelin thrower, *The Thinker*, the Statue of Liberty or any other pose they can think of). Kids are allowed to use found items such as sticks, toys etc. as part of their pose.
- The person whose "it" tags any statues that are moving -- they're out -- then tries to make the steady ones laugh or move. The last player remaining composed is the winner and becomes the new "it."