The Statue Game

Goal: This game is primarily aimed at developing students’ capacity for focusing attention. It may also develop other “skills for learning,” such as listening and following directions.

Materials: Timer/Clock

Object of the Game: to stand silently and completely still for as long as possible.

Steps:

1. Introduce this game as a challenge: students will try to stand like statues for as long as possible.
2. Direct students to find their own personal space and take a pose.
3. Start the timer! Inform students when they have reached 30 seconds, 60 seconds, 90 seconds, and 120 seconds. If you reach this point, conclude the game, and celebrate success.
4. If students move or make sounds, they are out of the game. (Blinking is okay!) Gently tap them on the shoulder to indicate that they can take a seat.
5. Play another round! Encourage students to beat their own personal record or the class’s record, rather than compete with others.