

MUSEUMS

Also known as Statues.

The one where...

Everybody pretends to be a really creepy statue in a museum and scare the security guard without getting caught moving.

This is a simple but fun physical game that uses agility, concentration, and the players' imaginations. It's best played by moderate to large sized groups.

Time: About three to five minutes.

Equipment: None

No. of players: 10+

Age group: 5+

Physical effort: 3/5

Mental effort: 3/5

Difficulty: 2/5

This game is good for:

- Agility
- Concentration
- Imagination

Set up

One player is chosen to be the guard. The rest of the players scatter evenly around the space and imagine that they are a statue in a museum, for example a dinosaur or an Egyptian mummy. They strike a pose that reflects this.

Playing the game

The guard walks slowly around the room, shining an imaginary flashlight. The other players must move as much as possible without the guard seeing them, creeping up behind the guard, pulling faces, etc. If the guard catches any player moving, they are eliminated from the game. The last player not to be eliminated becomes the guard for the next round.

Variations

- In addition to movement, players can make creepy sounds that complement their statues.