



Hand sculpture

EQUIPMENT

None.

BEFORE

The teacher prepares a list of items (about 4 or 5 should be sufficient.)

AFTER

VARIATION: Instead of a single sculptor in each group, appoint two "sculptors" who have to work together. (Decide beforehand whether or not they are allowed to confer. It is more fun if they are NOT allowed to do so.)

VARIATION: Appoint one "sculptor" to come to the front of the whole class to sculpt the first item on the list. Whoever guesses correctly sculpts the second item, etc.. See how many items can be guessed in a set time - OR - see how quickly the class can guess a set number of items. Use the results as a target for the next time you play.

DESCRIPTION

Most of us are familiar with the party game in which players (using a bright light and a wall) form the silhouettes of animals using their hands - and others try to guess the animal they are forming.

In the absence of sufficient numbers of bright lights and walls, the aim of this activity is for players to use their hands to form a three-dimensional shape for others to guess.

Students are arranged in groups of 3 or 4.

One player from each group is nominated as the first "sculptor" and comes to the teacher to be shown or told the first item on the list.

The "sculptor" has to use their hands to "sculpt" the item while the rest of their group guess what the item is.

The sculptor is NOT allowed to speak at all (except to say NO or YES to the guesses).

The sculptor is NOT allowed to "finger-spell" the words.

When the group has correctly guessed the item, a second member of the group goes to the teacher to be shown or told the second item on the list ... and so on until all the items have been guessed.



PHYSICAL



INTER-PERS.



VISUAL

LOGICAL

MUSICAL

INTRA-PERS.

LINGUISTIC

NATURALIST