

Wax Museum

Name: Jennifer Marlowe

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Title of Lesson: Wax Museum

Type of Lesson: Improvisation/Concentration

Age Range: 2nd-5th

Length of Time: 20-25 minutes

Materials: optional

National Goals: #2 The learner will act by interacting in improvisations and assuming roles

Specific Objectives: utilize The students will develop skills to identify characters, explore character development and concentration and improvisational skills.

Procedures:

1. Explain to the students that they are all statues in a wax museum. You, the teacher, are the curator.
2. Explain what a curator is and explain the concept of a museum if there are any that do not know what one is.
3. Explain that in the beginning, when the curator is in the room the statues do not move or speak.
4. Once the curator leaves the room, the statues come alive and interact with one another.
5. When the curator re-enters the room, the statues all freeze in their current position and location.
6. The curator reacts to these changes and may even begin to correct the obvious problems that have occurred while he/she was out. Some comments:
 ‘How could this have happened? ‘My statues must be melting. ‘I need to turn up the air condition.’
7. The statues are now allowed to move while the curator is in the room; but you must not get caught. If at any time the curator sees you move, you are out and must remove yourself from the game.
8. The last statue standing is the winner and becomes the curator for the next round.

This game can be used to discover character work, specific time or settings,

costuming (have them create a costume from material) and the possibilities are endless.

Evaluation: attached