Agalmata (Greek Statues)

Category	Game
Type	Steam release
Time to allocate (mins)	10
Instructions	Our children may not be familiar with the classic Discus Thrower, but Greek children have access to some amazing marble statues that date to ancient times. After a trip to the museum, it's only natural that they would incorporate some of these awe-inspiring characters into an imaginative game. **Players:** Four or more **How to Play:** Choose one player to be "It" and have her stand, eyes covered, in the center of a large, open playing field. She starts to count, at least to 10, but she can go higher. The point is that there's no set ending number; only "It" knows when she'll stop and open her eyes. While "It" is counting, the others scatter around, never sure when she'll yell "Agalmata!" (That's "statue" in Greek. Tell kids to yell it to be authentic, or to just say "statue" if that's easier.) On this cue, players freeze, taking on poses that mimic famous statues. They can pull from any statue they've ever seen a photo of -- a javelin thrower, The Thinker, even the Statue of Liberty. Kids are allowed to use found items, such as sticks, a ball, or a Frisbee, to add a touch of realism. "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." This game is great for practicing balance.

Entry written by Sharon Venn of 1st Randburg