

## Planning and Preparation guide for...

### THE STATUE GAME

#### Introducing Advanced Emotion Vocabulary

This game introduces advanced emotion words kinesthetically to prepare students to compare and contrast vocabulary using the Emotion Mapping Tool.

**PLANNING-** Choose advanced emotion vocabulary to use as prompts in the game prompt the game. See the **Advanced Emotion Vocabulary Resource** for options

#### Tips for Choosing Advanced Emotion Vocabulary-

- **Choose advanced emotion words that relate to core emotion words that your students are familiar with.** Example: If your class has already played the statue game to embody the core emotion words *Happy* and *Mad*, advanced emotion words like *thrilled*, *contented*, *furious* or *annoyed* might be great choices. However, if you want to introduce the advanced emotion word *terrified*, you need to play the statue game to embody the core emotion word *scared* first.
- **Consider introducing contrasting word pairs** to give students an experience and description of a wide emotional range (ex: Repulsed & Eager).
- **Consider introducing related word pairs** to give students an experience and description of subtle contrasting differences in the range of emotions (ex: Shocked & Amazed).

**PREPARATION-** How will you support visual, kinesthetic & multi language learners in your class?

#### Before the activity

- **Plan ONE context sentence for each emotion word.**  
Example: *When you get a new puppy, you might feel DELIGHTED*  
See the **Context Sentence Planners** for more criteria, format and more examples.
- **explore vocal and physical expression.**

Try out different ways to express each word vocally (loud, soft, harsh, gentle)

Try out different ways to express each word through your body pose/ face.

**Exploration Tips-** Make choices that are simple and fun for you! Need inspiration?

- Watch the Notice the Variety teaching essentials video to see how kids do it !
- Make a statue of a character that you associate with that emotion.
- Choose a song that goes with the emotion. Make a statue in response to the music.
- Try making statues while looking in the mirror.
- Try making statues while looking at the emojis on the Emotion Mapping Tool
- Perfection isn't necessary! No choice is too ridiculous! If you're having fun, your kids will too!

#### During the Activity

- **hang up The Emotion Mapping Tool to use as a visual aid**
- **Be prepared to explore complicated emotions** (ex: Lonely, anxious, horrified) but allow a bit of time for discussion if children need context or want to talk about those emotions.
- **Be prepared to engage in nuanced conversation!** People experience and understand language in nuanced and divergent ways. Use the conversations that arise during this game to validate different ways of understanding or experiencing a word, while also giving kids a clear idea of how the word is most often understood and what it is used to communicate.
- **Use the Describing Tool- Facial & Physical Expression** to find specific words to describe kids choices.