



How to play - Freeze

This information sheet relates to playing the game "Freeze", also known as musical statues, and some variants of the basic game.

Playing games in an early childhood educational environment is a valuable way of incorporating opportunities for children to:

- participate in a social situation
- understand and follow game rules
- accept game decisions, for example being out
- respond in positive ways to their own participation and the participation of others
- have fun

It also provides opportunities for activity and to release tension.

Some suggested times for playing Freeze

- To transition from a noisy activity to a quiet activity
- To provide an opportunity for movement during longer sessions of seated work
- To dismiss children for recess (use Variant #1 rather than the basic game)
- To ease a tense situation
- To settle children and prepare them for the next activity
- To have fun in a few 'spare' moments
- Whenever you think it's appropriate

The basic game

Requirements:

- a manager, often a teacher or parent but can be a child
- a group of participants, often children but anyone can play
- enough space for the participants to move about without bumping into each other, and
- a source of music that can be played and paused.

How to play:

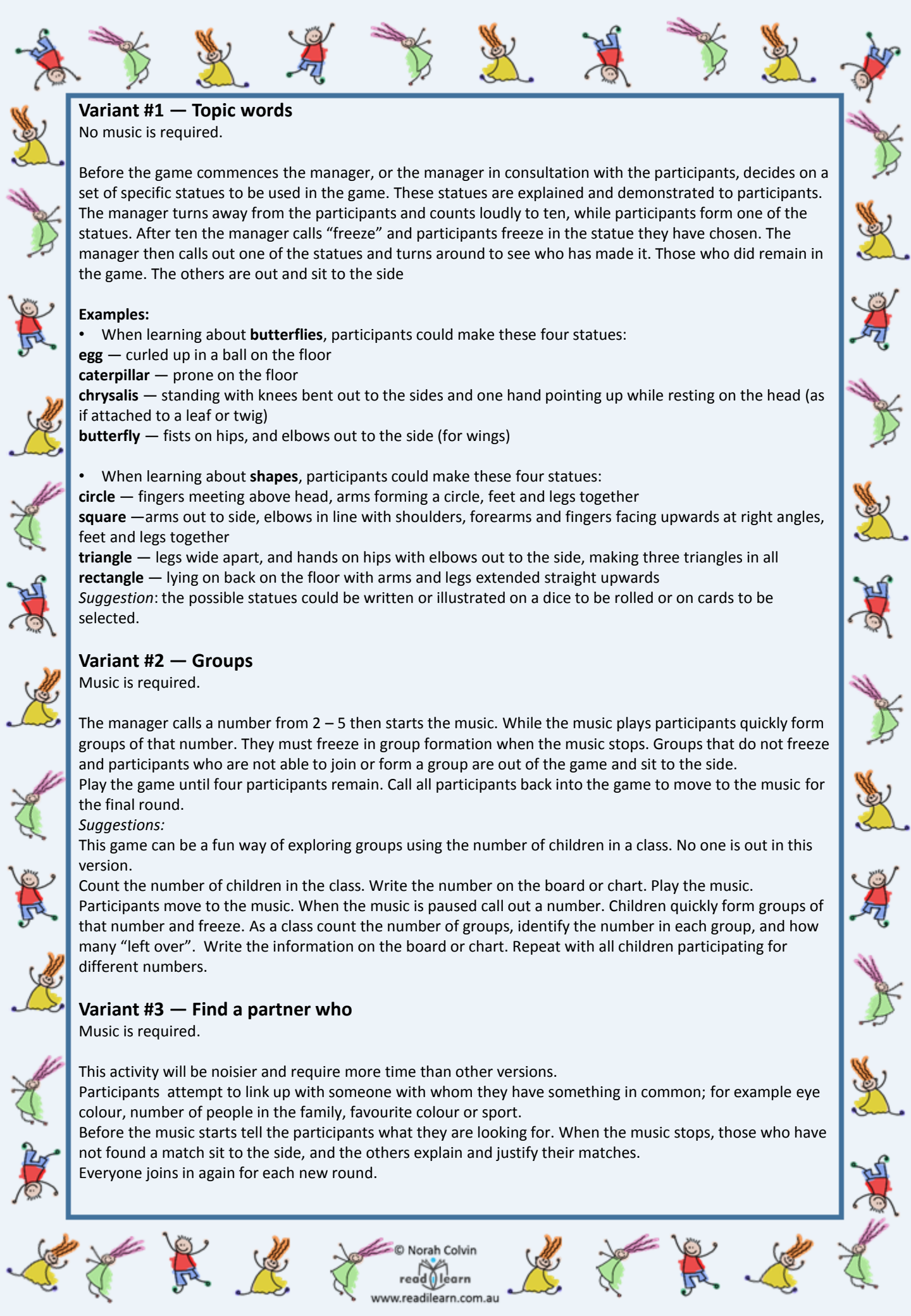
Participants find a spot within the defined space from which to start the game.

The manager plays a piece of music. Participants move to the music and about the space without bumping into each other.

After a few seconds (varying duration between approximately 2-20 seconds) the manager pauses the music and the participants immediately freeze. Anyone seen moving is out of the game and sits to the side.

The game continues until only one participant remains.

Note: In some of the variants participants must freeze with a partner. Requiring partners to freeze touching the same body parts together; for example: ankles, elbows, tops of head, or bottoms, can add to the fun.



Variant #1 — Topic words

No music is required.

Before the game commences the manager, or the manager in consultation with the participants, decides on a set of specific statues to be used in the game. These statues are explained and demonstrated to participants. The manager turns away from the participants and counts loudly to ten, while participants form one of the statues. After ten the manager calls “freeze” and participants freeze in the statue they have chosen. The manager then calls out one of the statues and turns around to see who has made it. Those who did remain in the game. The others are out and sit to the side

Examples:

- When learning about **butterflies**, participants could make these four statues:

egg — curled up in a ball on the floor

caterpillar — prone on the floor

chrysalis — standing with knees bent out to the sides and one hand pointing up while resting on the head (as if attached to a leaf or twig)

butterfly — fists on hips, and elbows out to the side (for wings)

- When learning about **shapes**, participants could make these four statues:

circle — fingers meeting above head, arms forming a circle, feet and legs together

square — arms out to side, elbows in line with shoulders, forearms and fingers facing upwards at right angles, feet and legs together

triangle — legs wide apart, and hands on hips with elbows out to the side, making three triangles in all

rectangle — lying on back on the floor with arms and legs extended straight upwards

Suggestion: the possible statues could be written or illustrated on a dice to be rolled or on cards to be selected.

Variant #2 — Groups

Music is required.

The manager calls a number from 2 – 5 then starts the music. While the music plays participants quickly form groups of that number. They must freeze in group formation when the music stops. Groups that do not freeze and participants who are not able to join or form a group are out of the game and sit to the side.

Play the game until four participants remain. Call all participants back into the game to move to the music for the final round.

Suggestions:

This game can be a fun way of exploring groups using the number of children in a class. No one is out in this version.

Count the number of children in the class. Write the number on the board or chart. Play the music.

Participants move to the music. When the music is paused call out a number. Children quickly form groups of that number and freeze. As a class count the number of groups, identify the number in each group, and how many “left over”. Write the information on the board or chart. Repeat with all children participating for different numbers.

Variant #3 — Find a partner who

Music is required.

This activity will be noisier and require more time than other versions.

Participants attempt to link up with someone with whom they have something in common; for example eye colour, number of people in the family, favourite colour or sport.

Before the music starts tell the participants what they are looking for. When the music stops, those who have not found a match sit to the side, and the others explain and justify their matches.

Everyone joins in again for each new round.