

Human Sculptures - The Grand Tour!

EXPLORE
Ideas



We'd love to hear how you get on with (and develop) Human Sculptures - The Grand Tour - so please let us know!

Activity Overview

Europe Day falls in May - so why not emulate our forebears by visiting and celebrating some of the continent's greatest landmarks? And this specially adapted version of one of our fastest-paced and most popular activities lets you do just that without ever having to leave school!

Target Audience

All ages from Reception upwards (Reception and KS1 pupils will need some support at first - but will quickly get the hang of things!).

Resources

Create a PowerPoint presentation illustrating the landmarks you are going to use.

Instructions

- (1) Explain that the pupils are going to work in small teams to create "human sculptures" of European landmarks. They will only be allowed to use their own bodies to create the sculptures; no tables, no chairs - nothing but their bodies. Ask for five volunteers - and help them turn themselves into the Eiffel Tower.
- (2) Tell the pupils that you will introduce the first sculpture once you have created teams. They will only be given 45 seconds; explain that you will count the time down - and that they must fall silent when you call "Freeze". Announce that at that point you will hand out points (for teamwork, for example - as well as for creativity, engineering and realism) - but that those points will only be available to those teams who are silent.
- (3) Create teams of 4 - 6 pupils apiece and assign each team to a space in the room (chairs and desks do not necessarily have to be moved).

(4) Announce the first landmark: the Leaning Tower of Pisa (Italy). Award points to some teams ...

(5) Announce the second landmark: Sagrada Familia (Spain). Award points to some teams ...

(6) Announce the third landmark: the Prague Astronomical Clock. Award points to some teams ...

(7) Announce the fourth landmark: the Parthenon (Greece). Award points to some teams ...

(8) Announce that as the final sculpture is very challenging, you will be awarding ten points. As those points will not be shared, the team producing the best piece of work will be the overall winners. Announce the fifth landmark: the Little Mermaid (Denmark). Award the ten points.

Optional Extra: Bonus Questions

After the first sculpture, give each team a mini whiteboard and a marker. Explain that you are going to ask a Bonus Question. Teams will have 45 seconds to agree on an answer and write it down. At the end of the time, one person (only one person) must be standing up and holding the whiteboard. If someone is standing up and holding a whiteboard displaying the correct answer, their team will win a Bonus Point.

Then ask an age-appropriate Bonus Question (for example, "What country is Pisa in?" ... or "Which Disney character is inspired by The Little Mermaid?").

Outcomes

Increased appreciation of the connectivity of Europe; improved ability at team-working; greater understanding of broader definitions of "problem solving".

Get in touch and let us know about your experiences of using Human Sculptures with your pupils at: info@as-creatives.com or tweet us @ascreatives

