



HUMAN SHAPES

INSTRUCTIONS:

Split players into groups, the more you have in a group the easier it will be.

The game leader will shout out an object or an animal e.g. elephant. The groups have a certain amount of time to create the shape of the elephant using their bodies.

This is a team activity, so the idea is to make one giant elephant e.g. one person uses their body to be the trunk, one person can be two legs etc. The players will use their bodies to join together the different parts of the elephant.

EQUIPMENT:

- None

VARIATION:

- Introduce a time limit and reduce this as the game goes on
- Work together in silence
- Tell players the object they make must be able to move