

MODEL ME**HOW TO PLAY:**

- Split children into groups of three standing one behind the other, facing the front of the hall.
- Children number themselves one, two and three.
- Number three is the 'model' and they must choose and hold a position of their choice (ensure to warn models that they will be holding this position for a while so ensure that they choose a position in which that they can balance).
- Number two is the 'clay'. They begin by crouching on the floor facing towards the front of the hall/line, in front of the model so they cannot see their position.
- Number one is the director. They turn around to face number three. The director must then instruct the clay to move into the same position as the model. Directors must keep their hands behind their back to ensure they only use verbal direction.
- The clay must not turn around to see the model. they must move on the verbal instructions from the director.
- To begin the game, ask the clay to crouch with their heads down, at the same time the model must take their position. Once the model is ready, the director begins to instruct the clay to get into the correct position.
- Give groups time to create the exact position of the model.
- Rotate children so they all get a turn at each role.

Progression:

- Give groups a time limit to create the position in.
- Increase the number of children in each group. E.g. groups of 6 (2x models, 2xclays and 2 x directors.) The directors must share the role, making sure they do not talk over one another.