



## SCULPTOR/CLAY

**Number of players:** 6+

**Space:** Open room

**Materials needed:** None

### **Procedure:**

Partner up—one person is assigned to be the artist, the other the clay. The artists are told to “sculpt” their partner into a statue representing a specific theme, word, or character—the only rule is that you may not put your clay in any position that would make them uncomfortable. After they have finished sculpting, the sculptures remain frozen and the artists walk about their newly created gallery. To “sculpt” you can use mirroring, touching and manipulating, puppet strings, or simply gesturing from a distance how you want your partner to move.

### **Possible side coaching:**

- “Before you begin please ask your partner if you may touch them [or if there’s no touching if you may sculpt them].”
- “When mirroring it is important that you hold the position once you are placed in it. Don’t keep mirroring once you’ve been told to hold something.”
- “Try to explore different levels and body positions.”

### **Processing points:**

- Notice all the different sculptures that were created for a single idea/ Character/theme.
- How did it feel to be the clay?
- How did it feel to be the sculptor?
- Do you think these are realistic feelings that these characters might have? Why or why not?
- Do you think people in this school ever feel this way? Do you ever feel this way?

### **Possible learning areas:**

Social skills, higher order thinking skills, literature themes, and social studies

**AKA:** Human Sculptures

**Source:** Boal