

LIVING PICTURES

Number of players: **5 -20**
Age of players: **any**
Duration: **15 minutes**

Materials needed:

- laptop/computer/tablet,
- projector/multimedia board/screen,
- Smartphone/tablet with camera,
- 2 brushes,
- A set of several (3-4) images that can be displayed on a whiteboard/screen.

Space:

A classroom with desks set against the walls or at the front of the classroom, or other free space with access to a projector/screen.

Before class:

1. Check how large your class/group is.
2. Select or prepare your set of images to be played by the class.

Target :

The task of the group members will be to recreate the depicted image using their bodies.

Game flow :

1. Ask for two people to come forward to play the role of painters – each is given one brush as a symbol of their role in this round of the game.
2. Display the chosen image on an overhead projector/screen for 30 seconds – during this time the whole group looks at the image and together (except for the painters) tries to map it with their bodies.
3. After 30 seconds, turn off the overhead projector and display the same image on a computer or tablet so that it is only visible to the painters.
4. Set the stopwatch for 5 minutes. From this point on, the painting is silent – only the painters can speak. Their task now is to refine the painting – direct the class to reproduce as much detail as possible from the original. The painters are not allowed to touch the people imitating the painting – they only give verbal directions or show with their own bodies.
5. When the time is up, or when the painters report the end of their work before 5 minutes, take a picture of the group set up in the painting.
6. Display the original image again on the projector/screen and show the class the photo to compare the image with the imitation together.
7. Repeat the exercise, changing the image and selecting new painters.

Tips:

- When choosing images for the task, pay attention to how much physical contact the participants will need to reproduce them. Adapt the images to your group's willingness and ability.
- The group is sure to have their own ideas about the images they would like to reproduce. Ensure that participants have time to "paint" the picture of their choice.
- The images reproduced don't have to depict people – it's the creativity that counts!