

# NIGHT AT THE MUSEUM

**Equipment needed: NONE**

One person is 'it' to begin – the 'night guard' at the museum. They count to 10 while everyone else spreads play area, and enters a position, freezing on or before '10.' (These are the statues that come to life at night) The 'night guard' then moves throughout the space, trying to catch people moving.

Everyone else tries to move around without the night guard seeing them. You can imitate dinosaurs, historical figures, or anything else you may see in a museum.

If the night guard catches you moving, you become a night guard as well. The last person that is still a statue is the night guard for the next round. If there is a tie, do "rock, paper, scissors" to decide who will be 'it.'

## **Read Out Loud:**

You have just gotten a job at the museum as a night guard. The previous night guard quit, saying the place was haunted. You are not superstitious, and do not believe in haunted houses or museums. It's your first night on the job, and everything is going fine. Suddenly, you feel you are not alone/Suddenly, something moves behind you. You spin around, but it's just a statue. You think to yourself *wasn't that statue over there before, and with it's arms over it's head?* But you shake your head; statues don't move. You continue your shift, when it happens again! The statue is following you!