**Night at the Museum**

**EQUIPMENT:** none

**PLAYING AREA:** gymnasium or field



**SET- UP:**

* Assign one student to be the “janitor”. Everyone else is an exhibit/toy/animal.
* Have the janitor turn their back and close their eyes.

**OBJECTIVE:** The objective is to be the last person standing.

**RULES:**

* When the janitor’s back is turned, everything comes to life. Other students can dance, jump, change positions, and run around.
* When the janitor says, “Freeze”, he/she spins around and tries to catch the other students wiggling. Any violators join the janitor’s team.
* The last person standing wins.

**GAME VARIATIONS:**

* Give specific movement patterns for each round.
* Give specific balancing criteria for each freeze.

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