

Bring the Museum to Life!

Make everyone laugh, while being creative, and working together

TIME
20-30 minutes

MATERIALS
None

TEAM STAGE
Storming,
Norming, Performing

Learning & Development Outcomes

This activity provides participants the ability to explore their ability to problem solve effectively while engaging in and experiencing a variety of stimuli. Though this activity can be used as a fun icebreaker or energizer, it can also be an active experience that provides a spark for discussions around leadership and responsibility, equity and inclusion, and more!

Outcomes are focused on developing **21st Century Skills** and the **National Association of Colleges and Employers (NACE) Career Competencies**, including, but not limited to:

- Demonstrating the ability to multi-task while producing high quality work.
- Keeping an open mind to diverse ideas and new ways of thinking.
- Solving different kinds of non-familiar problems in both conventional and innovative ways.
- Using innovative thinking to go beyond traditional methods.

Preparation & Logistics



Set Up

- Pick a space that is relatively quiet so that participants can hear each other and is large enough that everyone can spread out at least one arm's length from each other.

Safety

- Remind participants to speak and act appropriately throughout this activity.
- Touching other participants is NOT allowed.

Additional Considerations

- As the facilitator, you will need to roam around the space to ensure participants are following the rules and being safe!
- Set aside additional time for a debrief! 10-15 minutes is recommended.
- [Click here to watch the video live!](#)

Instructions

Summary

Individual participants set up as the museum "displays". One volunteer will begin the activity as the museum "visitor" and will try to "bring the museum to life" by getting the displays to laugh. Once the displays laugh, they also become "visitors" in trying to bring the rest of the museum to life.

This activity is appropriate for all ages.

Step 1: Share the Rules

Museum "Displays"

- Individual participants find their own space in the room that is at least one arm's length apart from others.
- They must choose a position to remain frozen in, like they are a museum display/statue.
- Participants that are frozen must remain frozen until a visitor makes them laugh, bringing them to life, and changing their role to a visitor.
- Once a visitor, participants follow the same instructions as the original visitor. Trying to bring the other displays to life by appropriately getting them to laugh.

Museum "Visitors"

- The first visitor (a volunteer of choice) will try to unfreeze the displays by appropriately trying to bring a display/multiple displays by getting them to laugh.
- The visitor is not allowed to touch the displays (just like in any museum!).
- The activity ends when all displays become visitors!

Step 2: Begin the Activity

- Remind all participants to be respectful and appropriate in all language, gestures, or any other means used.

Step 3: Administering the Rules

- If displays laugh, remind them that they are now a visitor, and have the responsibility of bringing the remainder of the museum to life.
- Help participants to stay involved, encourage them to work together if appropriate.

How to end the activity

- The activity ends when the entire museum is brought to life!

How long do I stay frozen?



"Your participants may get tired staying frozen in the same position for a long period of time. To alleviate this challenge, encourage your visitors to change the displays they visit frequently. Also, take 30 second time outs so everyone can rest!"



If the participants are really good at staying in character and you wish to speed it up, add a time limit. You may find participants will start to find way more creative ways to get the "displays" to laugh, adding to the fun!

Debrief Questions



These questions are a starting point to guide your debrief. Pick the ones that best match your group's experience and add or change questions as needed!

What

- What did you enjoy about this activity?
- What tactics worked and didn't work to bring displays to life?

So What

- How does it feel to laugh?
- How does it feel to make others laugh?

Now What

- How can laughter positively affect your life every day?
- What is something else that also positively affects your life every day?

Adjustments for...

Small Group (1-9)

- Provide a time limit and/or make it a competition.
- Each participant should have the opportunity to be the first visitor. Keep score to see how many displays they can bring to life in the allotted time or who can bring the entire museum to life in the shortest amount of time!

Group has prior experience

- This activity can easily be played a variety of times, prior experience may not help or hinder participants' ability to play. If you want to throw some different options in to mix it up, use the options listed in the "Small Group" Adjustment or add some new roles for participants to play:
 - Museum "Security": roam around and make sure visitors are being appropriate and not touching the displays. If they break the rules, visitors then turn into displays.
 - Museum "Curator": chooses where all the displays will be placed in the room.



Each adjustment is its own unique idea for how to facilitate this activity for different groups and situations! Choose any or all that work!

