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“HAH”

HAPPY CHILDREN, HAPPY WORLD

WITH TRADITIONAL GAMES

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Intercultural Games Booklet

HAPPY CHILDREN, HAPPY WORLD

WITH TRADITIONAL GAMES

(WITH STUDENTS' CARICATURES)

CROATIAN GAMES

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CROATIAN CARICATURE

“KARET”

by: Lea Žuljević

KARET

Karet je dječja igračka u vidu prijevoznog sredstva. To je vozilo popularno u Dalmaciji. Sastoji se od drvene šperpločne daske oblika kvadra koja služi kao sjedište. Na nju su pričvršćene nepokretna zadnja osovina i pokretna prednja osovina. Na zadnjoj su dva manja kuglična ležaja, a na prednjoj u sredini jedan veći kuglični ležaj koji se popularno zovu BALINJERE. Prednja osovina služi kao upravljač. Igranje se sastoji od spuštanja niz nagib na asfaltnoj podlozi. Pobjednik je onaj koji najbrže vozi.

KARET

¨KARET¨ is a children's toy resembling a vehicle. It is popular in Dalmatia. It consists of a rectangular plywood bord which is used as a seat. There are two spindles fixed onto it, the back one being immovable and on the front one being movable. On the back spindle there are two small ball – bearings and one the front one one bigger ball – bearing in the centre. These ball – bearings are popularly called ¨BALINJERE¨. The front spindle serves as a handlebar. The game consists of rolling down an asphaltic slope.

The winner is the fastest driver.

CRNA MARICA

U igri sudjeluje grupa igrača na jednoj strani i jedan igrač, okrenut leđima grupi, na drugoj strani. Taj jedan igrač izgovara riječi „Crna Marica 1, 2, 3" i tada se okrene. Dok on to izgovara i ne gleda ostale igrače, oni nastoje što brže doći do njega. Kada se on okrene, svi moraju mirovati. Ako je nekoga ugledao u pokretu, taj igrač mora na početak – start. Pobjednik je onaj koji prvi dođe do igrača koji izgovara „Crna Marica…"

BLACK MARY

On one side there is a group of players and on the other a single player with his back turned against the group. This single player sayS the following:

¨ Black Mary 1, 2, 3¨

and then faces the group. While he's saying the words without looking at the other players, they try to reach him as quickly as possible. When he turns and faces them, they all have to stand still. If the player catches somebody moving then that player must go back to the start and the game starts all over again (for him).

The winner is the player to reach the player saying ¨Black Mary 1,2,3…¨ first.

DAN I NOĆ (1)

Igra uključuje 10 ili više igrača i jednog igrača koji govori „DAN" ili "NOĆ". Ako kaže „DAN" ostali moraju ustati na noge, ako to ne naprave ispadaju iz igre.

Ako kaže „ NOĆ", ostali igrači moraju čučnuti. A ako ne čučnu, ispadaju iz igre.

DAN I NOĆ (2)

Dulja verzija uključuje 10 ili više i igrača koji može reći: kuća, vojnik, kino, ponoć. Ako je PONOĆ, moraju leći na pod, ako kaže kuća moraju postaviti ruke u obliku trokuta, ako kaže VOJNIK moraju koračati poput vojnika i ako kaže KINO igrači moraju zapljeskati. Tko od igrača to ne napravi ispravno, ispada iz igre.

DAY AND NIGHT (1)

This game involves 10 players or more and a leader. The leader says if it´a day or night. If it's ¨DAY¨ you must stand up, if you don't you are out of game. If it's ¨NIGHT¨, you must kneel. If you don't, you are out of the game.

DAY AND NIGHT (2)

The longer version involves a house, soldier, cinema, midnight.

If it's ¨MIDNIGHT¨ you must lie on the floor.

If it's ¨HOUSE¨ you must put your hands in a shape of a triangle.

If it's ¨SOLDIER¨ you must walk like a soldier.

If it´s ¨CINEMA¨ you must clap your hands.

If you don't do these things, you are out of the game.

IDE MACA OKO TEBE

Igra uključuje neograničen broj djece, maramicu i pjesmu. Jedan igrač izabran da bude MAČKA, ide u krug s maramicom u ruci dok ostala djeca kleče u krugu okrenuta prema sredini kruga i pjevaju:

IDE MACA OKO TEBE,

PAZI DA TE NE OGREBE,

ČUVAJ MIJO REP,

DA NE BUDEŠ SLIJEP,

AKO BUDEŠ SLIJEP,

OTPAST ĆE TI REP!

Dok djeca pjevaju, MAČKA ide oko formiranog kruga i bira iza kojeg djeteta će ostaviti maramicu. Kad pjesma završi, djeva u krugu se okrenu oko sebe. Onaj igrač koji pronađe maramicu je MIŠ i mora se ustati i pokušati uhvatiti MAČKU.

MIŠ lovi MAČKU uokolo pokušavajući je uhvatiti prije nego ona sjedne na njegovo mjesto. Ako "maca" stigne prije "miša", dijete koje je ostalo bez mjesta postaje "maca" i igra kreće ispočetka. No, ako "miš" uspije stići prije "mace", sve se ponavlja pa će MACA okušati sreću s nekim drugim.

A CAT AND A MOUSE

The game involves unlimited number of children, a handkerchief and a song. One player, chosen to be the ¨cat¨, will go with a handkerchief around the circle, while other children should kneel in a circle facing the centre and sing:

IDE MACA OKO TEBE,

PAZI DA TE NE OGREBE,

ČUVAJ MIJO REP,

DA NE BUDEŠ SLIJEP,

AKO BUDEŠ SLIJEP,

OTPAST ĆE TI REP!

While they are singing, the ¨cat¨ goes around the circle and chooses behind whom he will put a handkerchief. Once song is finished, the children who were sitting in the circle will take a look behind themselves. The player who finds the handkerchief is the „mouse" and he must stand up and try to catch the ¨cat¨. This player chases the ¨cat¨ around the circle and tries to catch it before the ¨cat¨ sits on her/his place.

If the player did not succeed to catch the ¨cat¨, he becomes the ¨cat¨ and the game starts all over again. If the player catches the ¨cat¨, the game starts again, and the ¨cat¨ will try her/his luck with someone else.

IGRA NA FRANJE

To je igra sa šarenim staklenim kuglicama.

Za početak igre u zemlju treba izbušiti manju rupu promjera desetak centimetara - TRAT. Sudionici igre nastoje iz udaljenosti od 3 metra svoju franju baciti što bliže TRATU. Onaj koji je najbliži, ima prednost prvog gađanja. Gađa se protivnička franja na način da se svoja prvo ubaci u trat. Gađanje se izvodi na način da se od ruba trata odmjeri jedan pedalj i ruka kojom se vrši gađanje ostaje u dodiru s palcem ruke kojom je odmjeren pedalj. Igra se za franje, pogođena franja se uzima.

GAME OF MARBLES

It´s a game played with colourful marbles. To start a game the players drill a little hole, cca 10 cm in diameter, in the ground. This hole is called ¨TRAT¨. The players try to shoot their marble from three meters distance as close to the TRAT as possible. The player whose shooter comes nearest the trat has the first shot. You try to hit the opponent´s marble by throwing your own first in the trat. The targeting of the opponent´s marble is performed by measuring one span away from the edge of the trat and the palm of the hand you use for shooting remains in contact with the thumb of the hand you used to measure the span. The game is played for marbles (¨for keeps¨) and the hit marbles are kept (¨winners keep, losers weep¨).

IGRA PILJAKA

Izabralo bi se pet lijepih okruglih kamenčića, zatim bi se izvlačili, duži ili kraći da bi se znalo tko prvi počinje igru. Igrač bi bacio kamenčiće jednom rukom pazeći da ne budu previše raštrkani, izabrao jednoga (najudaljenijeg) i bacio ga uvis te, hvatajući njega, hvatao jedan po jedan kamenčić sa zemlje. To je prvi krug.

U drugom krugu hvataju se dva po dva kamenčića, u trećem tri i jedan, i konačno sva četiri kamenčića sa zemlje.

Naredni krugovi se igraju s obje ruke. Prije bacanja lijeva šaka bi se savila u obliku luka, točnije njezin palac i srednji prst., dok bi se prstenjak i kažiprst čvrsto priljubili jedan uz drugoga i položila donjim bridom na zemlju. Desnom rukom bi se trebalo kamenčić bacit u vis, probaciti jedan kamenčić kroz luk kažiprsta te dočekati padajući kamenčić iz visine. Konačno, slobodnom rukom se napravi „šator" ili „kuća" tako da se polože vrhovi raširenih prstiju na zemlju, a dlan se podigne i savije. Sad se kod svakog bacanja kamenčića gura po jedan kamenčić sa zemlje u „kuću", ali svaki kroz druga „vrata" između prstiju. Najvažnije je da kamen koje se baca na smije pasti na zemlju. To znači da se hvatanje, odnosno guranje kamenčića sa zemlje može izvesti i u više bacanja, ali se za svako bacanje iza prvog dobivaju negativni bodovi. Ako kamenčić padne, sljedeći igrač počinje igru.

Pobjednik je onaj tko prvi završi igru, računajući i negativne bodove.

PEBBLE GAME

Children would find five nice round little stones or pebbles. To establish the person to start the game, children would pull sticks and the child with the longest or the shortest one would start. The player drops the stones from one hand trying not to scatter them too much, then chooses one of them (the one farther away) and throws it upwards. While it is still in the air, the player picks one of the remaining four stones with the same hand and catches the one falling back with the same hand. The same is done with the remaining three stones (one by one). That's the first round.

In the second round are played with both hands. Before scattering the stones, the player puts the free hand on the ground (playing surface) forming a ¨cup¨ with it. The hand is curved and the thumb touches in the index and middle fingers while only the outer edge of the hand touches the surface. While the stone is in the air, the player

picks the scattered stones and places (throws) them in the ¨cup¨. Finally, the player makes a ¨tent¨ or a ¨house¨ with the free hand by touching the ground with all five fingers, spread apart and the palm raised and arched. Again, one stone is thrown upwards and the remaining ones are pushed or placed into the ¨house¨ one by one but each must enter through a different ¨gate¨ between the fingers. The most important thing is not to let the flying stone fall on the ground. It means that you can catch or place the stones in two or more moves, but you get negative points for each one after the first. If the player lets the stone fall, the next player begins.

The winner is the one who is the first to finish, counting the negative points, too.

ZOGA

Igra zoge zahtijeva više sudionika. Potrebno je imati kredu i kamenčić.

Na podu nacrtamo 6 polja – kućica i unutar svakog polja napišemo po jedan broj

(od 1 do 6). Kamenčić se baca redom na polja na različite načine (bez padanja i gaženja crta).

Pobjednik je onaj koji prvi bez greške odigra svih 6 polja.

HOPSCOTCH

This game requires several players. You need a piece of chalk and a small stone. On the ground you draw 6 fields and write one number (from 1 to 6) inside each field. The stone is thrown onto each field starting from number 1 to number 6. The players are required to jump onto the designated field in various ways (without falling down or stepping onto the lines dividing the fields).

The winner is the first person who masters all 6 fields without a mistake.

PAPAGALO, KOJA JE URA?

U igri sudjeluje grupa igrača na jednoj strani i jedan igrač koji je Papagalo na drugoj strani. Gledaju jedni druge. Igrači pitaju: „Papagalo, koja je ura?" A on im odgovara nazivom nekog koraka kojeg taj igrač tada napravi.

Tko prvi dođe do Papagala, pobjednik je.

Vrste koraka:

- Mišji
- Mravlji
- Stopa
- Konjski
- slonovski
- crna kava (ideš natrag dok Papagalo ne kaže: „Stop!")
- bijela kava (ideš naprijed dok Papagalo ne kaže: „Stop!")

PAPAGALO, WHAT'S THE TIME?

In the game there is a group of players on the one side and a single player, Papagalo, on the other side. They are standing face to face. The players ask Papagalo: „What's the time?" And Papagalo answers by naming some step this player then has to imitate. The person to reach Papagalo first is the winner.

Types of steps:

- a mouse step
- an ant step
- a foot
- a horse step
- black coffee (you move backwards until Papagalo says: ¨Stop!¨)
- white coffee (you move forwards until Papagalo says: ¨Stop!¨)

TOMBOLA

Svatko dobije jedan papir na kojem pišu različiti brojevi. Jedna osoba izvlači brojeve.

Kome prvom izađu tri broja taj kaže da ima „tercinu".

Kome prvom izađe pet brojeva kaže da ima „cinkvinu".

Kome prvom izađu svi brojevi na papiru taj kaže da ima „tombolu".

Onaj tko dobije „tercinu" osvaja najmanji iznos.

Onaj tko dobije „cinkvinu" osvaja pola ukupnog iznosa.

Tko dobije „tombolu" taj osvaja cijeli iznos.

TOMBOLA

Each player gets one paper with different numbers written on it. One person pulls out the numbers.

The person who first crosses out three numbers on the paper says he has ¨tercina¨.

The person who first crosses out five numbers says he has ¨cinkvina¨.

The peson who first crosses out all the numbers on the paper says he has ¨tombola¨.

The person who gets ¨tercina¨ wins the smallest amount of money.

The person who gets ¨cinkvina¨ wins half of the amount total.

The person who gets ¨tombola¨ wins the whole amount.

TRLJA

Na papiru nacrtamo mrežu od tri pravokutnika i dobijemo 24 čvora (polja).

Svaki igrač naizmjenično postavlja po jedan kamenčić od devet, crne i bijele boje. Igrači pokušavaju formirati Trlju – tri kamenčića povezana horizontalno ili vertikalno, što omogućuje igraču da protivniku oduzme jedan kamenčić iz igre.

Igrač koji ostane s tri kamenčića ima pravo skakati na slobodna polja.

Pobjeđuje onaj koji prvi oduzme protivnikovih sedam kamenčića.

THE MILL GAME

The board consists of a grid with twenty-four intersections or *points*. Each player has nine pieces, or "men", usually coloured black and white. Players try to form 'mills'—three of their own men lined horizontally or vertically—allowing a player to remove an opponent's man from the game.

The player who has only three stones left, can jump on free node.

The winner is the one who first takes seven of the opponent´s stones.