



# Happy Children, Happy World With Traditional Games

**Lifelong Learning(LLP) Comenius  
Programme**

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**5**

## **Traditional Games**

*A collection of traditional games collected, played  
and learnt by students of partner schools of this  
project*





# TURKISH GAMES

## OPEN THE GATE MERCHANT'S CHIEF

(It's an outdoor game of minimum 10 players and without any instruments)

### How to Play:

Two players are selected by the other players as "it"s. The selected two players choose names for themselves from fruits or from flowers or from trees etc. and they don't say these names to the others. The selected players turn face to face and hold their hands up. They begin to sing the melody of the game. The other players make a line and pass one by one under their arms.

The words of the song are like this:

*Open the gate Merchant's Chief,  
What will you want for opening of the gate?  
Let the one behind me be a memory*

After finishing of the melody, the two players begin to catch the other players in the line one by one by counting: "First rat", "second rat" and "the third rat is captured in the hole". Then they secretly ask the third player to choose one of the names that the two players have. The third one makes his decision, after that, makes a line behind the player according to his/her choice, and the game goes on like this. After finishing of the last one, the two players have their teams in line behind them. Then they draw a line between teams at ground, and the two groups in lines begin to try to pull the other group to their side. The team which manages to pull the other one to their side will be the winner





## I SELL OIL, I SELL HONEY

This is a group game played outdoors. A player stands. The others make a circle around him or her and crouch down. The standing player holds a handkerchief in his (her) hand and turns around the circle by jumping and singing the melody of the game. The words of the melody are like this:

*I sell oil, I sell honey, my chief is dead, I sell them,  
Color of my chief is yellow, if I sell it's fifteen liras,  
Zambak, zumbak, turn your back and look careful*

Crouching players in the circle also sing and claps their hands with him. In the middle of the song, the turning first player puts the handkerchief one of the player's backside. If the other player realizes the handkerchief at his backside, immediately takes it and runs after the first player to catch him around the circle. If he can catch the first player before finishing his one full tour, he hits his back by handkerchief and the first player doesn't change and continues his turn. But if the crouching player can't catch the first player before finishing his one full tour, the first player changes and the crouching player becomes the first player. And the game goes on like this.



## KUTU KUTU PENSE

This game is played in a large area. There is no material for it. Players clasp and form a circle. They start to rotate .When they rotate ,they say 'kutu kutu pense elmamı yerse arkadaşım ----- arkasını dönse ' They say one of the player's name. Whose name is said , he/she returns and the game continues untill last player.



## OLD CUSHION

Ýt 's a group game. Players make a circle . One player is choosen and she(he) sits in the middle of the circle and turns down her face. Other players turn around the player who is in the middle and say the melody of the game.

"Eski minder yüzünü göster  
Göstermezsen bir poz ver.  
Güzellik mi?  
Çirkinlik mi?  
Havuz başında heykellik mi?"

After the song finishes, the player in the middle stands up and says 'beauty, ugliness or statue. The other players sit for. The player in the middle choose one of the player and this choosen player comes in the milde of the circle . The game is played until last player comes to the middle.



## GRABBING A CHAIR

It is very enjoyable game. It can play with players of all ages. Chais are put side by side. Numbers of chairs must be less than numbers of players. Players start to dance with music and when the music stops everybody tries to catch a chair. Standing player stays out of game and every time one chair is removed. So the last player wins the game.



## NAME , CITY ,ANIMAL AND OBJECT

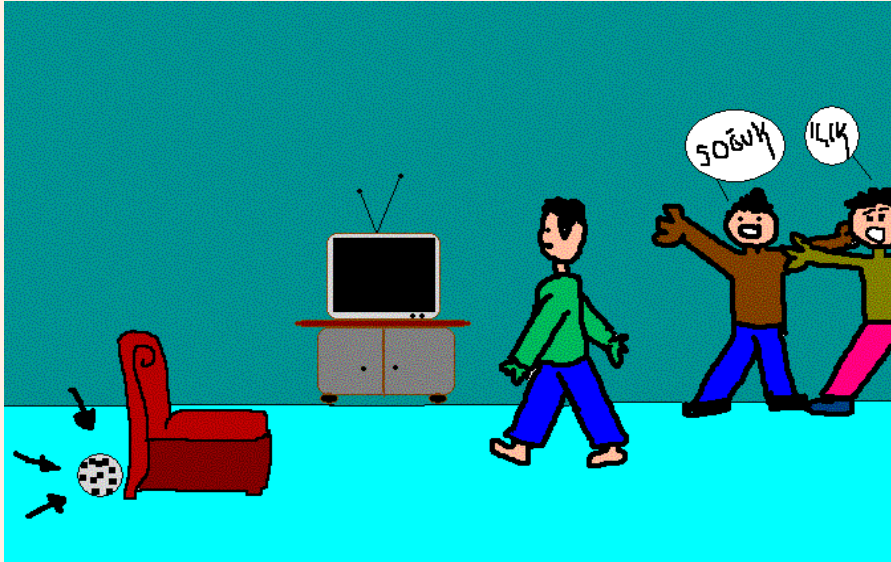
It can be played any suitable place It's played at least two players. The materials are pencil and paper. First a table is drawn . On the top of the paper ' name, city, animal, plant ,object and artist ' are written. Each player draws his /her table. One player start to say the alphabet silently and when the other player say 'stop' he/she stops and says the letter. All players start to write any name , city, animal, plant goods, and artist which is start with choosen letter. If a player writes every parts he /she gets 10 points. If any player writes wrong thing or put blank , you get more 10 points. You have 20 points totally. Who gets more points he /she win the game.

NAME	CITY	ANIMAL	OBJECT
Aadav	Ahmed Hamdi Jaipora	Ash	filan



## COLD AND HOT

This game can be played in room or class. Little children likes this game. One child is chosen then an object is hidden somewhere in the room. If the chosen child comes closer to the hidden object, the other children say 'hot' but if he/she gets away from the object ,they say 'cold'. It continues until the player finds the object.



## MY AUNT WENT TO MARKET

It's a memory game. It can be played at least two players. It has no materials. It can be played everywhere. First player says "My aunt went to market and bought an apple ." Second player have to say the same sentence and add something starting with letter A. Players have to remember aforesaid objects and add one object each time. If one player can't find an object or delays , he (she)loses the game.



## SALT – ICE

It's an enjoyable game. It can be played everywhere. There is no material for this game. Players hit their hands to legs twice. Then they clap their hands twice and they flick twice. At his time one player say Salt –ice. Next player change the location of the word. So he(she) says ice- salt. They play the game but this time they play from the opposite direction. If one of the player is confused, he(she) loses the game.





# *Hungarian Games*

## **I'm carrying fire**

(children in year three)

Children stand in a circle. One of them is outside, holds a hanky and goes around during singing a song. Children standing in the circle mustn't watch the child outside.

Then the child outside drops the hanky behind someone and starts running. The child from the circle chases the hanky holder who must be caught. But the hanky holder must find the right place in the circle. If he/she can, he/she is the winner, if can he/she misses three turns and waits in the circle.



## **Tüzet viszek...**

(harmadik osztályosok)

A gyerekek körben ülnek. Egyikük a

körön kívül egy zsebkendőt tartva körbe jár és egy dalt énekel: Tüzet viszek, lángot viszek ki ne nézz, be ne nézz! Kendő rajta.

A körben állók nem nézhetik a külső gyereket. Ő leejti a zsebkendőt valaki mögött és futni kezd. A körben ülő gyerek üldözi a zsebkendő tulajdonost és el kell őt kapnia. A zsebkendő tulajdonosának meg kell találnia a helyét. Ha sikerül, ő nyert, ha nem három fordulóból kimaradás a körben várakozik.



## **The cabbage is round**

(children in year one)

Children make pairs, a boy and a girl. They stand in two circles behind each other hand in hand (the boys are at the back). In the middle there's a girl alone. They dance and sing. At the end of the song the girls must choose another partner. The girl who couldn't, stands in the middle.

The song goes this way:

The cabbage is round, its leaves are notched.  
All the ones who has no pairs should come to  
dance with me.  
I am spinning my mate like a weaver does the  
spindle,  
last dance is going to be at dawn.



## **Kerek a káposzta...**

(első osztályosok)

A gyerekek fiú-lány párokat alkotnak. Kézenfogva két körbe állanak egymás mögött, a fiúk hátul. Egy lány egyedül áll középen. A gyerekek énekelnek és táncolnak és a dal végén, a lányoknak új partner kell választani. Akinek nem sikerül, középre áll.

A dal így szól:

Kerek a káposzta, csipkés a levele,  
akinek nincs párja, jöjjön velem táncba.  
Pörgetem páromat, mint takács az orsót,  
hajnalig járjuk el majd a legutolsót.

## **Beat the third one**

(children in year three)

Children make two circles and they stand behind each other. Two children are chosen, one of them runs and the other chases him/her. The runner should stand before a pair in the inner circle. The second child behind him/her is the new runner and should be caught up with.

If someone is caught, they change places – the caught person should chase and the other runs. The winner is the child who hasn't been caught at all.



## **Üsd a harmadikat**

(harmadik osztályosok)

Körben kell párosával állni, úgy hogy a párok tagjai a kör közepe felé nézve egymás mögött állnak. Ki kell választani egy menekülőt és egy fogót. A menekülő játékos elkezd szaladni, és beáll az egyik pár elé, ekkor a pár külső tagja lesz a menekülő. A fogónak most már őt kell elkapnia. Ha ez sikerül, akit elkapott, az lesz a fogó. Akit nem kaptak el az a győztes.

## Hopping Sparrows

Draw a 6 m diameter circle and scatter candy 'bird treats' in it. Choose a player to play the Big Bird. The Big Bird is in the middle of the circle and outside are the hopping sparrows all around. They keep hopping in and out while they pick up as much of the treat as they can. The Big Bird tries to catch them and when he is successful they have to put back the treat they have collected. After 3 minutes the game is over and the winner is the player who collected the most treats.



## Ugráló verebek

Rajzolj 6 méter átmérőjű kört és szórj bele „madár eledelként” cukrot. Válassz valakit aki a Nagy Madarat játssza. A Nagy Madár a kör közepén van és körben az ugráló verebek akik ki-be ugrálnak és annyi eledelt szednek össze, amennyit tudnak. A Nagy Madár megpróbálja elkapni őket és ha sikerül neki, vissza kell rakniuk a gyűjtött eledelt. A játék 3 percig tart és az a győztes, aki a legtöbb cukrot gyűjti.

## That Famous, That Notable...

The players choose a referee then all of the others find names for themselves from a given circuit. For example: animals. Standing in a circle all of the players are keeping their hands on a ball. The referee keeps calling animal names saying a rhyme: 'The player whom I want to throw is that famous, that notable .....'. When someone has the name which was called it picks the ball up while all the others run away backward. At the very moment when the player with the ball stands up and says 'Stop' the running players must freeze and they can only duck but not move away. The one with the ball tries to hit it at the others. When he is successful they are eliminated.

## Az a híres, az a nevezetes...

A gyerekek egy bírót választanak, a többiek pedig neveket választanak egy megadott körből. Például: állatok. A körben állók a kezüket egy labdán tartják. A bíró egy verset ismételve állatneveket szólít sorban: A játékos, akit meg akarok dobni, az a híres, az a nevezetes ... Ha valaki hallja, hogy a nevé szólítják, felkapja a labdát miközben a többiek hátraszaladnak. Mikor a játékos feláll és azt mondja, „Állj” a futók „megfagynak”, és csak lehajolniuk szabad, de mozogni nem. A játékos a labdával megpróbálja eltalálni őket és akit sikerül, az kiesik.



## **Flapping shoes**

*The children are kneeling in a circle keeping one of their shoes in their right hands. They start to pass the shoes to the right while they are chanting a song. The quizmaster sometimes stops the song with a clap. The child whose hands are empty at this very moment will drop out and gets some slaps from the mates with the shoes.*

*During playing the game children chant this song:*

*Take your shoe quickly and put it here in front of me.*

*Will you tell me when you find out which one was for me?*

## **Csapkodó cipők**

*A gyerekek egy körben térdelnek egyik kezükben a cipőjükkel. Adogatják jobbra haladva acipőket és egy dalt énekelnek. A játék mester időnként tapssal megállítja dalt. akinek abban a pillanatban üres a keze kiesik és a többiek rácsapnak a cipőjükkel.*

*Játék közben ezt a dalt éneklük:*

*A cipőt fogd, hamar ide tedd elém!*

*Ugye szól, ki tudja, hol van az enyém!*



## **Knock, knock**

*The children are standing in a circle. One of them is in the middle and is shutting his or her eyes. The quizmaster chooses someone who goes there pats his or her back and says:*

*Knock, knock I'm knocking try to tell me Wo I am*

*If he or she is successful they change their places and the next round comes.*



## **Kipp kopp ...**

*Körben állnak a gyerekek. Egyikük közepén áll a szemét becsukva. A játékmester kiválaszt valakit, aki odamegy, megütögeti a vállát és azt mondja: Kipp-kopp, ki kopog? Találd ki, hogy ki vagyok!*

*Ha sikerül, helyet cserélnek és a játék megy tovább.*



## The ring is on a journey

Players sit in a circle except one chosen player who is out of the room. Everyone grabs a rope tied around with a ring on it. Children move their fists on the rope to disrupt the chosen player's attention who tries to spot the ring. They pass the ring in secret from one to another during singing the song below. By the end of the song the chosen player has to find out who has the ring and they exchange their roles. If not, they start it again.

The ring is on a journey  
passed from one hand to another.  
Do not tell where the ring is  
even if you know it.

## Megy a gyűrű vándorútra

Körben ülnek a gyerekek egyikük kivételével. Egy zsinórt fognak, amire egy gyűrű van húzva. A gyerekek mozgatják a kezüket, hogy elvonják a kiválasztott figyelmét, aki meg akarja azt találni. Titokban egymásnak átadják a gyűrűt, miközben az alábbi dalt éneklük. A dal végére a kiválasztott meg kell találja kinél van a gyűrű és vele helyet cserél. Ha nem sikerül, újra kezdik.  
Megy a gyűrű vándorútra,  
egyik kézből a másikba.  
Aki tudja, meg ne mondja  
merre van a gyűrű útja!



## King, give me a soldier!

Divide everyone into two teams, each forming a long line, holding hands, facing the other team. The two teams should be around 20 or so feet apart. The teams take turns calling out, "King, give me a soldier!" The answer is: „No, I won't." They continue: „So I'll take one." „Take it if you can." A child leaves their team's line, runs as fast as she/he can toward the other line and tries to break through the held hands. If it is successful, she/he takes someone back to the team. If not, she/he join the new team. When a team has no more people left, then the team loses.



## ADJ, KIRÁLY, KATONÁT

Először is feláll a két csapat kézen fogva, egymással szemben 6 méter távolságra. Aztán az csapat egy tagja elmondja az ismert mondókát: *Adj, király, katonát!* Az ellenséges csapat: *Nem adunk!* A (Mi) csapatunk: *Akkor szakítunk!* Az ellenség: *Szakíts, ha bírsz!* Ekkor a csapatból kiválasztott ember nekirohan az ellenség láncának és megpróbálja áttörni a kezeknél. Ha sikerül áttörni a falat, a két gyerek (akit átszakított a játékos)közül kiválasztja az egyiket és átviszi a

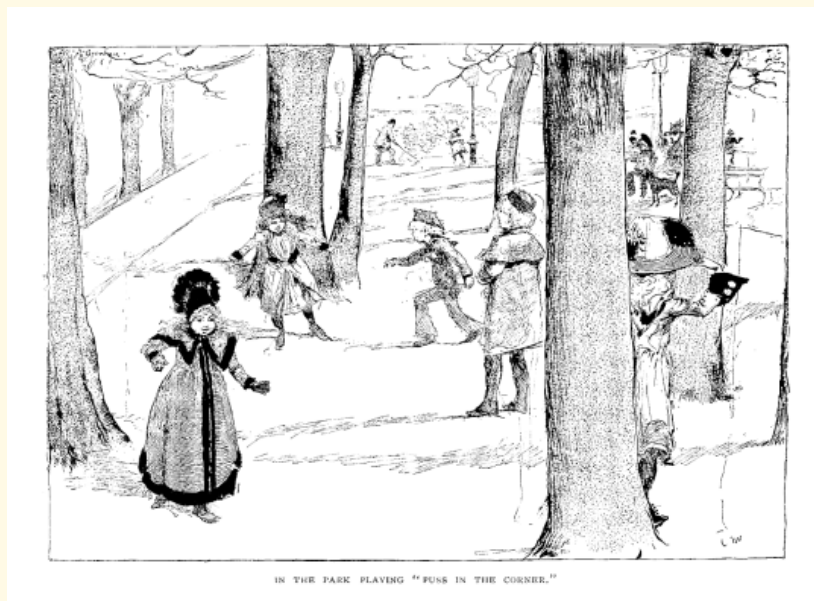
saját csapatába.

Ha nem sikerül átszakítani, a szakító áll át abba a csapatba, amit megtámadott. Ha egy csapatnak nem marad játékos, az a csapat veszített.

## Where are the scissors, mate?

The playing area has some posts, or trees. There is one more player than trees who is nominated "the tailor's apprentice" and takes his place in the centre of the area. Each of the other players selects one of the posts.

Play begins with the apprentice asking one of them: „Where are the scissors, mate?” The answer is a name and while the player is on its way towards him everyone attempts to exchange places with each other in any directions. "The tailor's apprentice" attempts to gain a post during the exchange. Should he succeed the player left without a post becomes "the tailor's new apprentice" and takes his place in the centre of the area. Play resumes in a similar manner.



## Komámasszony, hol az olló

A játékterületen van néhány oszlop, vagy fa. Eggyel több gyerek van, mint fa, öt a szabólegénynek hívják és közepén van a helye. A többi játékos mind választ egy-egy oszlopot.

A szabólegény odamegy az egyik fához és megkérdezi az ott állót : "Komámasszony, hol az olló?" Erre a megkérdezett valamelyik gyermek nevét mondja és odamutat pl. "Zsuzsinál!".

A szabólegény most Zsuzsihoz megy és megismétli a kérdést. Eközben a többiek helyet cserélnek egymással

vigyázva arra, nehogy a szabólegény odajöjjön a fához. Aki először megérinti a fát, az marad ott. Járkálás közben a kérdező állandóan figyel, mikor marad üresen egy fa, hogy lefoglalja magának. Ha ez sikerül neki, a fa nélkül maradt gyerek lesz a szabólegény, beáll középre és a játék tovább folytatódik.



# POLISH GAMES

## GEESE, GEESE COME BACK HOME

One person is a mother goose , the other is a Wolf and the rest are geese. Mother goose and geese stand opposite one another and the wolf stands nearby. The Mother goose calls the geese to come back home and the wolf has to catch them. the goose that is caught becomes a wolf.

Mum: Geese, geese, come home

Geese: We are afraid.

Mum: Of what?

Geese: The bad wolf

Mum: Where is it?

Geese: In the forest

Mum: What is it doing?

Geese: It's sharpening its knife.

Mum: For what?

Geese: To eat us.

Mum: Geese, geese, come back home.



## GĄSKI, GĄSKI DO DOMU

Wybieramy jedno lub dwójkę dzieci, które będą grać rolę wilka. Pozostałe dzieci będą gąskami. Potrzebny jest jeszcze moderator, który będzie prowadził dialog:

Moderator: Gąski, gąski do domu.

Gąski chórem: Boimy się.

Moderator: Czego?

Gąski chórem: Wilka złego.

Moderator: A gdzie on jest?

Gąski chórem: W lesie

Moderator: Co robi?

Gąski chórem: Nóż ostrzy

Moderator: Na kogo?

Gąski chórem: Na nas

Moderator: Gąski, gąski do domu

Po tych ostatnich słowach dzieci biegną w kierunku Moderadora, a zadaniem wilka jest złapanie jak największej liczby dzieci. Złapane dzieci odpadają z gry a dialog powtarzamy aż wszystkie gąski zostaną złapane.



## THE FARMER IN THE VALLEY

The children stand in the circle, one of them is a farmer and he stands in the middle of the circle.

Children sing and walk while the farmer chooses next children.

When the mouse chooses "the cheese", the child who is the cheeses stands in the middle of the circle and the children are spinning very fast for the cheese to fall down.

The farmer is in the valley, hejże jeże ha  
The farmer takes a wife  
The wife takes a baby  
The baby takes the nanny  
The nanny takes a cat  
The cat takes a mouse  
The mouse takes cheese  
Cheese stays in the ring because it can't count and sing  
The ring is spinning and the cheese is falling down

## ROLNIK SAM W DOLINIE

Dzieci bawią się w kole, wybrane dziecko jest rolnikiem i wybiera żonę, żona dziecko i tak dalej po kolei :

Rolnik sam w dolinie, rolnik sam w dolinie.  
Hejże, hejże, hejże ha, rolnik sam w dolinie.  
Rolnik bierze żonę, rolnik bierze żonę,  
Hejże, hejże, hejże ha, rolnik bierze żonę.  
Żona bierze dziecko, żona bierze dziecko.  
Hejże, hejże, hejże ha, żona bierze dziecko.  
Dziecko bierze nianię, dziecko bierze nianię.  
Hejże, hejże, hejże ha, dziecko bierze nianię.  
Niania bierze kotka, niania bierze kotka.  
Hejże, hejże, hejże ha, niania bierze kotka.  
Kotek bierze myszkę, kotek bierze myszkę.  
Hejże, hejże, hejże ha, kotek bierze myszkę.  
Myszka bierze serek, myszka bierze serek.  
Hejże, hejże, hejże ha, myszka bierze serek  
Ser zostaje w kole, bo nie umiał w szkole.

Pod koniec piosenki ser wchodzi do środka, przewraca się a koło się obraca.  
Tabliczki mnożenia, ani podzielenia.  
Koło się obraca, serek się przewraca.  
Następnie dzieci śpiewają:  
Hejże, hejże, hejże ha, serek się przewraca.  
Ser będzie rolnikiem, ser będzie rolnikiem.  
Hejże, hejże, hejże ha, ser będzie rolnikiem

## MY ULIJANKA

With the help of the rhyme the children choose the child who will be Ulijanka

The rest of the children walk around in the circle holding their hands. Ulijanka stands in the middle of the circle.

Children start to sing and Ulijanka shows what the children are singing.

My Ulijanka,  
kneel please  
hold your sides  
touch your plates  
wash yourself, dress yourself  
and choose whoever you want.  
Now Ulijanka chooses the child who becomes Ulijanka and stands in the middle of the circle. And the game begins again.

## MOJA ULIJANKO

Za pomocą wyliczanki wybieramy dziecko, które będzie Ulijanką.

Pozostałe dzieci chodzą w kole trzymając się za rękę.  
Ulijanka staje w środku koła.

Dzieci z koła zaczynają śpiewać, a Ulijanka pokazuje śpiewane czynności:

Moja Ulijanko,  
klęknij na kolanko,  
ujmij się pod boczki,  
złap się za warkoczki,  
umyj się, uczesz się  
i wybieraj kogo chcesz.  
Teraz Ulijanka wybiera dziecko, które zamiast niej stanie w środku koła.  
Ulijanka wchodzi do koła i śpiewamy od początku

## MAM CHUSTECZKĘ HAFTOWANĄ

Mam chusteczkę haftowaną, wszystkie cztery rogi  
kogo Kocham, kogo lubię, rzucę mu pod nogi,  
tej nie Kocham, tej nie lubię, tej nie pocałuję,  
a chusteczkę haftowaną Tobie podaruję.

Dzieci robią koło i trzymając się za ręce maszerują i śpiewają. W czasie trwania piosenki w środku kółka spaceruje jedno z dzieci z chusteczką w dłoni. Na koniec piosenki dziecko, które trzyma chusteczkę, podaje ją osobie przez siebie wybranej. Para rozkłada chusteczkę na podłodze, klęka na niej i dzieci dają sobie buziaka lub posyłają sobie buziaka rączkami. Następnie wybrana osoba wchodzi do środka koła, osoba wcześniej wybierająca dołącza do kółeczka. Ponownie dzieci śpiewają piosenkę i zabawa toczy się dalej.

## I'VE GOT AN EMBROIDERED HANDKERCHIEF

I've got an embroidered handkerchief  
that has got four corners  
to one I love, to one I like  
I'll throw the handkerchief  
that one I love, that one I like  
that one I'll kiss  
and the handkerchief  
I'll give to you.

Children sit in a circle and sing. One child walks in the middle of the circle waving the handkerchief and pointing at the children s/he sings. A child in the middle of the circle throws the handkerchief to one child and this child must kneel down on the handkerchief. The child from the middle of the circle does the same. They blow kisses each other (if they want they may kiss each other on their cheeks). The chosen child takes the handkerchief and goes in the middle of the circle.

## CHODZI LISEK KOŁO DROGI

Chodzi lisek koło drogi,  
Nie ma ręki ani nogi,  
Kogo lisek przyodzieje,  
Ten się nawet nie spodzieje.

Dzieci siadają po turecku w kręgu,. Jedno z dzieci tzw. „lisek” chodzi w koło z chusteczką w ręku w rytm śpiewanej przez dzieci piosenki. Na słowa „kogo lisek przyodzieje ten się nawet nie spodzieje” „lisek” podkłada delikatnie chusteczkę jednemu z siedzących dzieci i szybko ucieka wokół kręgu. Obdarowane dziecko musi liska złapać, gonitwa trwa do momentu aż „lisek” okrąży krąg i siądzie na zwolnione przez dziecko miejsce. Dziecko z piłeczką zostaje nowym” liskiem” i zabawa zaczyna się od początku.

## A FOX IS WALKING NEAR THE ROAD

A fox is walking near the road,  
It doesn't have neither an arm nor a leg  
Nobody can predict  
Who will be dressed by the fox.

Children sit in a circle. One child walks outside the circle holding a handkerchief or a mascot. After words: 'Who will be dressed by the fox' the child throws the handkerchief behind one child who must take the handkerchief, stand up, chase and catch the running child before s/he runs and takes the empty place in the circle. If the chasing child is able to catch the running child s/he can sit on his/her place in the circle. If not, s/he takes the handkerchief and goes outside the circle.

## NIE CHCĘ CIĘ

Nie chcę cię, nie chcę cię, nie chcę cię znać  
Chodź do mnie, chodź do mnie rączkę mi daj  
Prawą mi daj, lewą mi daj i już się na mnie nie gniewaj.  
Prawą mi daj, lewą mi daj i już się na mnie nie gniewaj.

Dzieci stoją naprzeciw siebie w parach. Na słowa „nie chcę cię, nie chcę cię, nie chcę cię znać” machają do siebie jakby się zegnały i oddalają się od siebie. Na słowa „chodź do mnie, chodź do mnie rączkę mi daj” zbliżają się do siebie i machają do siebie. Następnie podają sobie ręce i wykonują obrót.

## I DON'T WANT YOU

I don't want you, I don't want you, I don't want to know you.  
Come to me, come to me, give me your hand.  
Give me the right, give me the left and don't be angry at me.  
Give me the right, give me the left and don't be angry at me.

Children stand opposite each other in pairs. To the words “nie chcę cię, nie chcę cię, nie chcę cię znać” (I don't want you, I don't want you, I don't want to know you) they wave to each other as if they were to going to say farewell and they slowly go away from each other. To the words “chodź do mnie, chodź do mnie rączkę mi daj” (come to me, come to me, give me your hand) they come closer and wave to each other “come”. The put their hands together and turn around.



## NIEDŹWIEDŹ

Jedno z dzieci leży kuca skulone i udaje śpiącego niedźwiedzia. Reszta dzieci chodzi w koło "niedźwiedzia" i powtarza słowa

Stary niedźwiedź mocno śpi, stary niedźwiedź mocno śpi,  
my się go boimy, na palcach chodzimy,  
jak się zbudzi to nas zje, jak się zbudzi, to nas zje.

Pierwsza godzina niedźwiedź śpi,  
druga godzina niedźwiedź chrapie.  
trzecia godzina niedźwiedź łapie!

i w tym czasie niedźwiedź się budzi i "rzuca się" w stronę dzieci. Dzieci uciekają, żeby nie dać się złapać niedźwiedziowi.

Dziecko, które zostanie złapane przez niedźwiedzia, zostaje "niedźwiedziem"

## THE BEAR

One of the children "the bear" lies on the ground and pretends to be asleep. The rest of the children walks around the "bear" and says the words:

The old bear is sleeping tightly, the old bear is sleeping tightly,  
we are afraid of it , we are walking quietly,  
when it wakes up it will eat us.

One o'clock the bear is sleeping

Two o'clock the bear is sleeping

Three o'clock the bear is eating.

To the last words the bear wakes up and tries to catch a child. The child who was caught becomes "the bear".

## KOTEK I MYSZKA

Dzieci trzymając się za ręce ustawiają się w kręgu. Dwoje dzieci „mysz” i „kot” zostają na zewnątrz kręgu, pozostałe dzieci chodzą w kółko i śpiewają:

„Uciekaj myszko do dziury  
bo ciebie złapie kot bury,  
a jak cię złapie kot bury,  
to cię obedrze ze skóry.

Do dziury myszko do dziury,  
by cię nie złapał kot bury,  
bo jak cię złapie w pazury,  
to już nie wrócisz do dziury”

W trakcie piosenki „mysz” ucieka a „kot” musi ją dogonić. „Mysz” może się dostać do środka koła tylko przez tzw. bramkę, czyli uniesione do góry ręce dwóch uczestników. W ten sam sposób do środka, za „myszką”, może się dostać „kotek”, jeśli dzieci nie chcą wpuścić „kota” do środka zamykają bramkę.

## THE CAT AND THE MOUSE

The children stand in the circle and hold their hands. One child - “a mouse” and the other - “a cat” stand out of the circle, the rest of the children walk in the circle and sing:

„Run the mouse into the hole  
because the cat will catch you,  
if he catches you,  
then he will eat you.

To the hole dear mouse, to the hole,  
so the cat won't catch,  
because when he catches you with his claws,  
then you won't come back to the hole.”

During the song “the mouse” runs and “the cat” chases it. “The mouse” can enter the middle of the circle through the so called “gate” created when the children in the circle raise their hands. But the gate is closed for “the cat” and he has to try to enter the circle either through “the gate” very fast or in any other way.



# Spanish Games

# JUEGO DEL TOCADÉ

Este juego desarrolla la psicomotricidad y coordinación, ya que hay que saltar y desplazarse con un sólo pie, además de tener puntería.

**MATERIALES:**

Tiza o similar (piedra caliza, objeto picudo...) y piedra.

**NÚMERO DE JUGADORES:**

Preferiblemente un grupo pequeño, ya que los demás jugadores deben esperar su turno.

**DESARROLLO Y REGLAS DEL JUEGO:**

Se pinta en el suelo un rectángulo dividido en 6 casillas, ya sea con tiza( o similar ) en el suelo. El primer jugador -jugadora, ( lo más usual es echar los turnos a suerte o con alguna retahíla popular de la zona), tirará la piedra a modo de ficha sobre la casilla nº 1, ( ésta no deberá tocar los bordes, de lo contrario se perdería el turno). A continuación se saltará sobre ella con un solo pie y se desplazará la piedra con el mismo teniendo cuidado de no sacarla fuera de los límites. Cuando termino el recorrido llegando hasta la nº6, la saco fuera del juego y tacho la casilla superada a modo de "casa" para poder apoyar los dos pies o como premio, ya que el jugador- jugadora que consiga antes todas las casillas será el ganador -ganadora. Si en algún momento el jugador- jugadora toca con la piedra o el pie los bordes deberá pasar el turno al siguiente compañero- compañera.

Como complicación del juego el resto de jugadores no podrá pisar la casilla conseguida por el compañero- compañera.

## HOPSCOTCH (Tocadé)

**MATERIALS:** a chalk and a flat stone for every player.

**PLAYERS:** small group.

**PLAYING THE GAME AND RULES:**

- To play "Tocadé", a course is first laid out on the ground: a big rectangle divided in 6 squares drawn with the chalk and numbered from 1 to 6 to hop in them.
- The first player (usually decided by a counting out game) tosses the stone into the first square. It must land completely within the designated square and without touching a line or bouncing out.
- Then he/she hops into the first square. Then he/she has to slide the stone with the same foot he/she is using to hop. Now the stone cannot touch a line or bouncing out of the course again.
- When the player arrives to the 6th square hopping on the same foot, he/she takes the stone out of the course and draws a cross over the square number 1 because he/she has won that square. This is a safe area or "home" for this player where he/she can stand on both feet and rest.
- Now the same player starts again the game but now on the square number 2 and so on.
- The player who wins all the squares is the winner of the game.
- A player ends the turn when his/her stone touches a line or gets out of the square, if he/she player steps on a line, misses a square o loses balance. A player cannot hop or stand on the other players' "home" square



## PINOCHO ¿DE QUÉ COLOR?.....

Este juego pertenece a los juegos del tipo pilla-pilla. Es un juego para jugar al aire libre o espacios amplios. Para jugar se necesitan al menos tres jugadores como mínimo, aunque es más divertido cuantos más jugadores haya.

El desarrollo del juego es el siguiente:

Se elige a un jugador que es el encargado de pillar a los demás y los demás se colocan alrededor de él y recitan lo siguiente:

- Pinocho, de qué color, blanco, amarillo o verde. ¿Lo tienes tú, lo tengo yo?

El jugador encargado de pillar a los demás contesta:

- Color, color..... y dice un color, el que él quiera

Los demás al oír el color tienen que salir corriendo, evitando que los pillen y buscando algo del color que ha dicho su compañero para tocarlo y así salvarse.

Si antes de encontrar algo de ese color algún jugador es alcanzado, éste pasa a ser el encargado de pillar a los demás, repitiendo de nuevo el proceso:

- Pinocho, de qué color, blanco, amarillo o verde. ¿Lo tienes tú, lo tengo yo?

- Color, color.... (dice otro color) y así sucesivamente.

## PINOCCHIO, WHAT'S THE COLOUR?

**MATERIALS:** without materials, it must be played in opened air areas.

**PLAYERS:** 3 or more (it is funnier with lots of players).

**PLAYING THE GAME AND RULES:**

- A player is selected to be "it" (he/she can be selected by a counting out game).

- The other players stand next to the "it" player and sing this song:

Pinocho ¿de qué color?

Blanco, amarillo o verde,

¿de qué color?

¿lo tienes tú? ¿lo tengo yo?

- The "it" has to answer:

Color, color... (and he/she says one colour he/she decides).

- After saying that, the player selected to be "it" has to run and chase one of the other players. Meanwhile all the other players have to run and touch something in the colour the "it" said, then they player is safe of being tagged.

- A tag makes the tagged player "it" and the game starts again.

- If the "it" player cannot tag any of the other players, the game starts again but the "it" player will say different colours and so on.

puedes mover tu canica antes de lanzarla.

## " LOS BOLINDRES"

### MATERIAL NECESARIO:

- Bolindres

-Ganas de pasarlo bien

Nº JUGADORES : Indefinido

### DESCRIPCION DEL JUEGO :

1. Se hace un hoyo en la tierra no muy profundo. Se traza una línea a una distancia a convenir entre los jugadores desde la cual lanzarán sus canicas hacia el hoyo con la mano apoyada en el suelo.

2. El jugador más próximo al hoyo comienza en él y el resto coloca su canica a una distancia que considere oportuna.

3. El juego consiste en eliminar al contrario haciendo chocar las canicas. Para ello primero hay que meter estas en el hoyo y luego a los compañeros/as.

Moverá una vez cada uno hasta que sean eliminados.

El ultimo gana.

### PALABRAS O VOCABULARIO ESPECÍFICO :

Maña: Postura de la mano para lanzar la canica.

Órtola: Cuando el dueño del hoyo dice esta palabra nadie puede mover su canica.

Cuarta: Distancia a la que puedes mover tu canica antes de lanzarla.

## MARBLES (Bolindres)

### NECESSARY MATERIAL:

marbles and desire to have a good time.

NUMBER OF PLAYERS: indeterminate.

### THE GAME:

1. We make a hole in the ground, not very deep. They are agreeing to draw a line to certain distance of the hole. Each player throws his/her marble with a hand.

2. The player who took the marble to the hole, or the player who put his/her marble nearest from the hole, he/she begins the game. The other players put his/her marble to a logical distance.

3. You eliminate to the other players when you crash his/her marble, but first you have to go into the hole. They players throw their marble in rotation, until they are eliminated. You have to survive to be the winner.

### WORDS ABOUT THE GAME:

"Maña": How you put you hand to throw the marble.

"Órtola": When the player who starts the game says that word, the players cannot move their marble.

"Cuarta": Distance you can move your marble before throwing the marble.

## EL ESCONDITE.

MATERIALES: ninguno

Nº JUGADORES: Pueden jugar tantos niños como quieran.

CÓMO SE JUEGA:

-Utilizando cualquier retahíla se echa a suertes para ver quién se queda a contar del 1 al 50. El resto deben tratar de esconderse en el mejor sitio, para que no les puedan encontrar.

Para que el juego no se alargue demasiado, lo mejor es poner un tiempo para que todo el mundo sea descubierto. Si pasado este tiempo no han aparecido todos los jugadores deben salir de su sitio. Otra fórmula es que el primero que es descubierto es el que se queda como "buscador".

El sitio desde donde cuenta el niño es lo que considera "casa" o central (puede ser un árbol, una pared ... cualquier sitio). Cuando descubre a un compañero deberá correr hacia él para dar su nombre y que se dé por encontrado.

Si se juega con "casa" los jugadores se pueden salvar llegando a este punto sin ser descubiertos y decir "por mí", "salvado" o cualquier expresión similar. El juego termina cuando todos han sido encontrados, han llegado a la "casa" sin ser descubiertos o bien ha pasado el tiempo establecido sin haber encontrado a todos los escondidos.

Se queda a contar el primer descubierto, o a suertes entre todos los descubiertos, según como se establezcan las reglas del juego.

## HIDE AND SEEK (El Escondite)

MATERIALS: without materials, it must be played in opened air areas.

PLAYERS: unlimited.

PLAYING THE GAME AND RULES:

A player is selected to be "it" (he/she can be selected by a counting out game). The "it" has to count to a predetermined number (for example fifty) against a wall or a tree (his/her base) covering his/her eyes with his/her arms so the other players can hide without being seen.

After reaching the number the player selected to be "it" has to say: "Que voy, que voy y el que no se haya escondido, tiempo ha tenido". (I'm coming, I'm coming, if you didn't hide, you had enough time). Then the player designated as "it" has to seek for the other players.

When a player is found, the "it" player has to run to his/her base and say: ¡Por... (and the found player's name)! (For Steven!) After that, the found player has to go out from the place where he/she was hidden, and so on. If a found player runs to the base place and arrives before than the "it" player, he/she will be saved by saying: "¡por mí!" (For me!).

A hidden player can save all the found players if he/she gets to the base before than the "it" player and say: "¡Por mí, por mí primero y por todos mis compañeros!" (For me, for me first and for all my mates!) In that moment, all the players run to hide again and the "it" player starts to count again.

The game finishes when all the players are found and the first found player becomes the "it" player.

## EL PAÑOLITO

**MATERIAL:** Un pañuelo.

**ORGANIZACIÓN:** Dos equipos numerados, cada uno detrás de la señal de su respectivo campo.

**DESARROLLO:** Un niño situado en medio de la pista dice en voz alta "PAÑUELITO NÚMERO..." (Cualquier número). Los jugadores con dicho número intentarán coger el pañuelo, antes que su contrincante del otro equipo e intentarán llegar hasta la línea en la que se encuentran sus compañeros antes de ser alcanzado por su adversario.

**REGLAS:**

- El que coja el pañuelo y regrese al punto de salida sin ser alcanzado ganará un punto para su equipo, en caso contrario, es decir, si es alcanzado, el punto será para el otro equipo.

## HANDKERCHIEF (El pañolito)

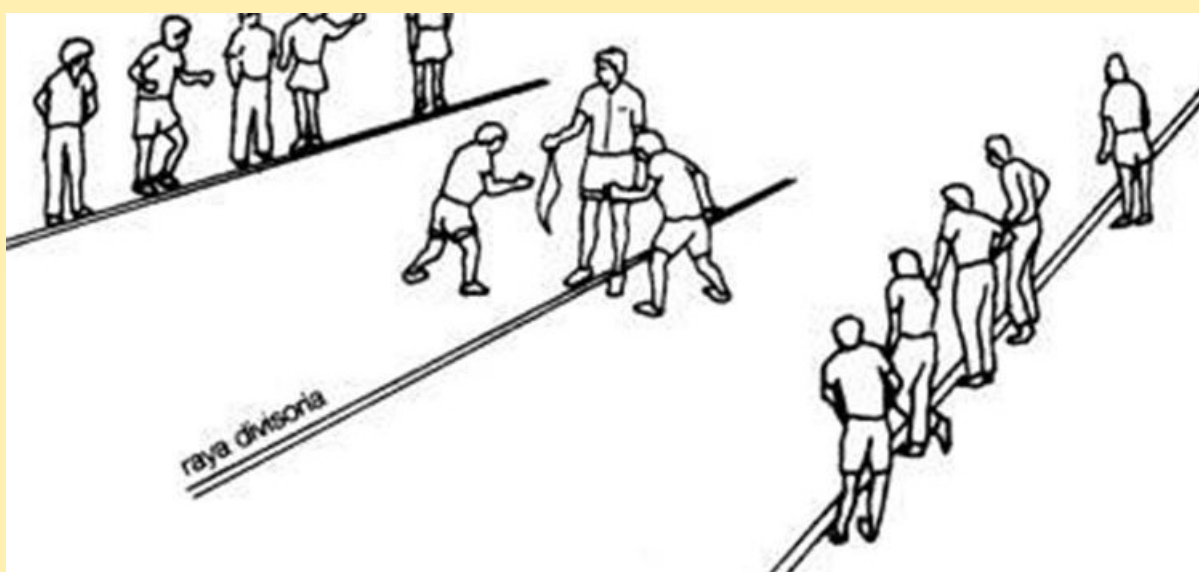
**ORGANIZATION:** Two teams numbered and located behind the line that marks its field.

**MATERIAL:** A handkerchief.

**DEVELOPMENT:** A child placed in the middle of the track calls out "Handkerchief number... (any number)". Every player who has that number tries to catch the handkerchief before his/her opponent from the other team and tries to get to the line before being caught by his opponent.

**RULES:**

The one who takes the handkerchief and return to his place to the starting point without being caught, will earn one point for his/her team, otherwise, point is to the other team.





## POLLITO INGLÉS

NUMERO PARTICIPANTES: Ilimitado

CÓMO SE JUEGA::

Se puede jugar en el patio o en la calle. Uno de los jugadores hace de "pollito inglés" y se coloca mirando hacia la pared, de espaldas al resto de jugadores. Los demás jugadores se colocan en fila a una cierta distancia.

El que hace de "pollito inglés" dice en voz alta: ¡Un, dos tres, pollito inglés! y se gira mirando hacia los demás.

El resto de participantes puede avanzar hacia él mientras que esté de espaldas, pero cuando se gire, deben pararse y permanecer inmóviles. Si el "pollito inglés" ve a alguien moverse, este jugador deberá retroceder hasta el inicio.

El jugador que llegue primero hasta la pared donde se sitúa el "pollito inglés" gana el juego y hace de "pollito inglés" en la siguiente partida.

## POLLITO INGLÉS (ENGLISH CHICK)

NUMBER OF PLAYERS: indeterminate.

THE GAME:

You can play in the playground or in the street. One of the player is the "pollito inglés", and in order to start the game he is placed facing the wall. He can't see to the rest of players who are located at a certain distance.

The "pollito inglés" says aloud: "One, two, three, pollito inglés!" and turns around in order to see the rest of players.

The rest of players can move and go forward while the "pollito inglés" is backwards, but they have to stand still when "the pollito inglés" has turned around, because if he sees a player is moving, that player has to start again.

The player who touches the wall where the "pollito inglés" is placed is the winner. The prize is that he/she is the next "pollito inglés".

## LA GALLINITA CIEGA

Nº DE JUGADORES: ilimitado.

ORGANIZACIÓN: Se juega en un lugar amplio y llano para evitar caídas.

Un jugador comienza el juego cubriéndose los ojos con un pañuelo. Los otros jugadores se quedan alrededor de él o ella, en círculo o corriendo muy cerca de "la gallinita".

MATERIALES: Una venda para los ojos o un pañuelo.

JUEGO:

Los jugadores deciden mediante cualquier retahíla popular quién hará de "gallinita ciega".

"La gallinita" cubre sus ojos y entonces los demás jugadores le preguntan: "Gallinita, ¿qué has perdido?" Él o ella responde: "Una aguja y un dedal". Entonces todos los jugadores le dicen: "Da tres vueltas y los encontrarás".

"La gallinita" da tres vueltas mientras los otros le cantan: "Una.....dos.....tres! Luego con los brazos extendidos tratará de atrapar a alguno de los jugadores. Si lo consigue, lo tocará tratando de adivinar quién es. Si lo acierta, se salva y el otro/a pasa a ser "gallinita ciega". Si no lo acierta, los demás jugadores le gritarán que se ha equivocado y el juego sigue hasta que acierte.

## LITTLE BLIND HEN ( BLIND MAN´ S BLUFF) (La gallinita ciega)

Nº OF PLAYERS: unlimited

ORGANISATION: It´s played on flat ground and without obstacles, to avoid falls.

One player is on to start and he/she covers his eyes with a handkerchief. The other players stand around him/her , in a circle or running very close to him/her.

MATERIALS: A blindfold for the eyes, for example a handkerchief.

GAME:

Draw lots between all the players to decide who will be the blind hen.

The "blind hen" covers their eyes and then the players ask him/her: "2 little blind hen, what have you lost?" And he/she answers: " A needle and a thimble". Then all the players answer him/her: "Turn around three times and you will find them".

The "blind hen" turns around three times while the others sing "One... two... three"!

Then the blind hen walks forward with his/her arms out trying to touch someone, and when he does, he/she must guess who it is, by touching their hair, their head, their face and their hands. Then he/she says who they think it is and if he is right, they change places and if he is wrong, the rest of the players shout at him/her that he is wrong going on with the game until he/she wins.

## LA RUEDA

MATERIAL: Ninguno

PARTICIPANTES: Ilimitado

DESARROLLO DEL JUEGO:

Los jugadores se dan las manos formando un círculo girando mientras cantan una canción. Cuando pronuncien las palabras señaladas en la canción adjunta, los jugadores deben agacharse. En la última estrofa, los jugadores actúan de la siguiente manera:

"A estirar, a estirar": los brazos se estiran agrandando la rueda.

"Que el demonio va a pasar uuuhhhh": la rueda se cierra progresivamente hasta que los participantes quedan juntos.

CANCIÓN:

El patio de mi casa no saben bailar.

es particular, H,I,J,K,

cuando llueve se moja L,M,N,A

como los demás. que si tú no me quieres

¡Agáchate! otro niño me querrá.

¡Y vuélvete a agachar! ¡Chocolate, molinillo

¡Que los agachaditos, Corre, corre, que te pillo

Estirar, estirar que el demonio va a pasar uuuhhhhhh!

## RING- A- RING -A- ROSES (La rueda)

MATERIAL: None

PARTICIPANTS: The number of participants is unlimited.

DEVELOPMENT:

The players hold hands and form a circle. They turn while are singing a song. "El patio de mi casa"

When they sing "¡agáchate y vuélvete a agachar!", they crouch twice and when they say "la" in the word chocolate, "ni" in the word molinillo, "co" in the second word corre and "pi" in the word pillo, the syllable stretches while crouching.

When they sing "a estirar, a estirar", the circle opens all that they can, stretching his arms, but with both hands.

At the moment the players sing "que el demonio va a pasar" the circle is closed gradually until participants stay together.

SONG:

El patio de mi casa no saben bailar.

es particular, H,I,J,K,

cuando llueve se moja L,M,N,A

como los demás. que si tú no me quieres

¡Agáchate! otro niño me querrá.

¡Y vuélvete a agachar! ¡Chocolate, molinillo

¡Que los agachaditos, Corre, corre, que te pillo

Estirar, estirar que el demonio va a pasar uuuhhhhhh!

## LA COMBA

**MATERIAL:** Una cuerda.

**NUMERO DE JUGADORES:** Ilimitado, al menos 3.

**DESARROLLO:**

Dos jugadores dan la cuerda y los demás saltan de uno en uno mientras se canta una canción que adjuntamos.

En los momentos en los que se canta "Leré", la niña o el niño que salta se agacha y los que "dan" levantan la cuerda todo lo que pueden. Al seguir la canción, se sigue saltando como al principio hasta que "pierda". Cuando esto sucede se pasa el turno al siguiente jugador.

**CANCIÓN:**

El cocherito leré, Y yo le dije leré

Me dijo anoche leré con gran salero leré

Que si quería leré no quiero coche leré

Montar en coche leré que me mareo leré.

## SKIPPING (La comba)

**MATERIAL:** A skipping rope

**PARTICIPANTS:** At least three players.

**DEVELOPMENT:**

This version is usually played by three people, two of whom are responsible for spinning the rope. The third person is standing in the center to jump to the sound of this song:

El cocherito, leré

me dijo a noche, leré,

que si quería, leré

montar en coche, leré.

Y yo le dije, leré

con gran salero, leré.

no quiero coche, leré

que me mareo, leré.

Every time children say the word "Leré", the boy or girl who is jumping has to bend down and the two others have to lift the rope. When the player trips over the rope, he or she stops and holds the rope while another player takes turn.





# Welsh Games

# Hide and seek

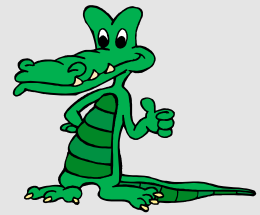
1. First you need to have 1 person to shut their eyes and count to 20.  
2. while the person is counting the other people who were hiding.  
3. when the 20 seconds is up the person who counted goes to find the people who were hiding. By Leila Joel and Lewis

4. the first person he or she finds will have to count for the next time.  
By Leila Joel Lewis.





## ‘Mr Crocodile Game’



1. One child is selected to be 'Mr Crocodile'.
2. Mr Crocodile stands in the middle and the rest of the children stand at the far end of the room/playground.
3. All the children say to Mr Crocodile "Please Mr Crocodile can we cross your golden river?"
4. Mr Crocodile replies with something like "Only if you are wearing ....." Mr Crocodile names a colour/item of clothing etc.
5. All the children wearing what Mr Crocodile has named may stroll across the river.
6. If the child is not wearing what Mr Crocodile has named, they have to dodge and run across the golden river while Mr Crocodile tries to catch them.
7. If the child gets caught they are out.
8. The last person to survive will be the next Mr Crocodile.



## The Farmer's In His Den

**All of the children are in a circle and a Farmer is chosen to go in to the middle and the rhyme is sung**

The farmer's in his den,  
The farmer's in his den,  
E -AH – A – DE- OH  
The farmer's in his den.

(with one child in the centre of a circle, rhyme continues)

The farmer wants a wife,  
The farmer wants a wife,  
E -AH – A – DE- OH  
The farmer wants a wife.

(the farmer picks a wife, chooses from outer circle, rhyme continues )

The wife wants a child,  
The wife wants a child,  
E -AH – A – DE- OH  
The wife wants a child.

(the wife picks a child from outer circle, rhyme continues)

The child wants a nurse,  
The child wants a nurse,  
E -AH – A – DE- OH  
The child wants a nurse.

(the child picks a nurse from outer circle, rhyme continues)

The nurse wants a dog,  
The nurse wants a dog,  
E -AH – A – DE- OH  
The nurse wants a dog.

(the nurse picks a dog from outer circle, rhyme continues)

The dog wants a bone,  
The dog wants a bone,

E -AH – A – DE- OH  
The dog wants a bone.

(the dog picks a bone from outer circle, rhyme continues)

We all pat the bone,  
We all pat the bone,  
E -AH – A – DE- OH  
We all pat the bone.



## STUCK IN THE MUD

Number of players: At least 4

Rules: you must help others by going under their arms.

1. First choose a player to be it.
2. Next the other players should run away.
3. The person that's on tries to catch the others that are not it.
4. Once they have been caught, they should form a kind of T shape.
5. The others that haven't been caught, should go under their arms.
6. when they have been under their arms they are free to run around again.
7. When everyone has been caught and their all stuck in the mud. The person who's it wins !!



## Duck, duck, goose

Need: 6 people or more

1. sit in a circle with one person standing outside of the circle.
2. The person standing outside the circle taps each person on the head, saying duck, duck, duck...
3. Then when the person outside the circle wants to tap someone else on the head and says "goose."
4. Then the goose chases the other person round the circle.
5. when they get round the circle they sit down
6. then the person stood up is it!







# CROATIAN GAMES

## 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 board 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 on 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...”

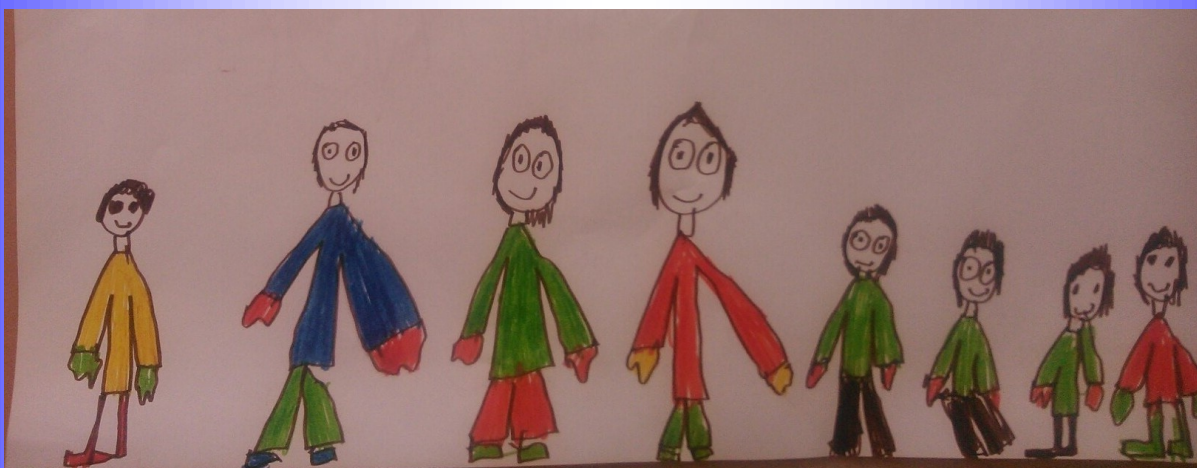
## BLACK MARY

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's 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 REPI!

Dok djeca pjevaju, MAČKA ide oko formiranog kruga i bira iza kojeg djeteta će ostaviti maramicu. Kad pjesma završi, djeca 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 REPI!



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 baciti 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 kedu i kamenčić.

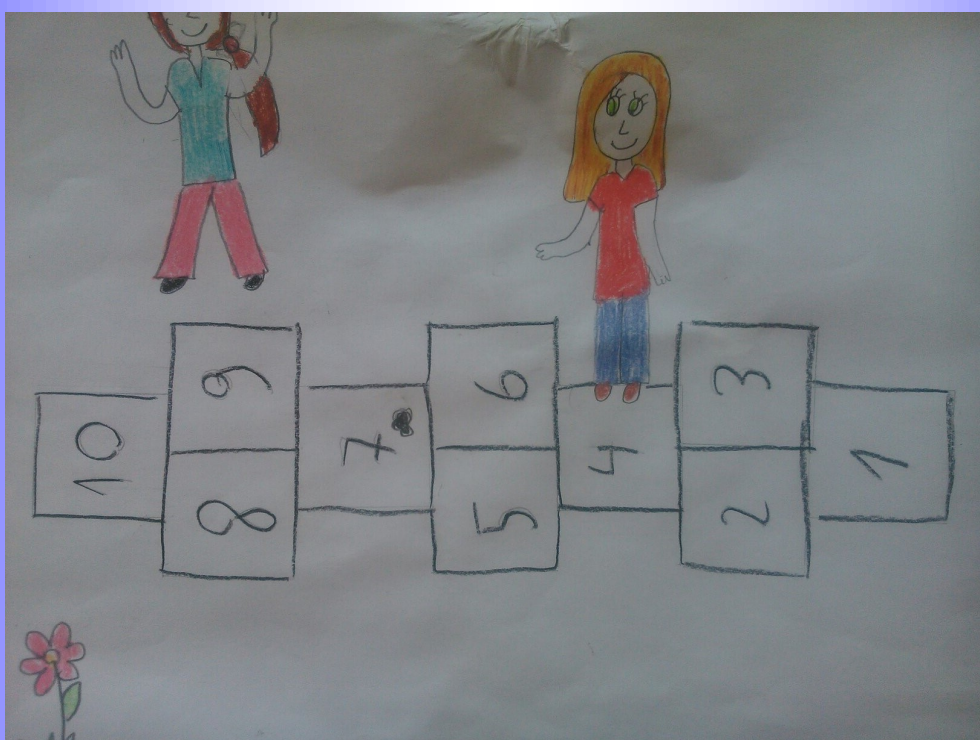
Na podu nacrtamo 6 polja - kućica i unutar svakog polja napišemo po jedan broj (od 1 do 6). Kamenčić se baca redom na polja na različite načine (bez padanja i gaženja crta).

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 person 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

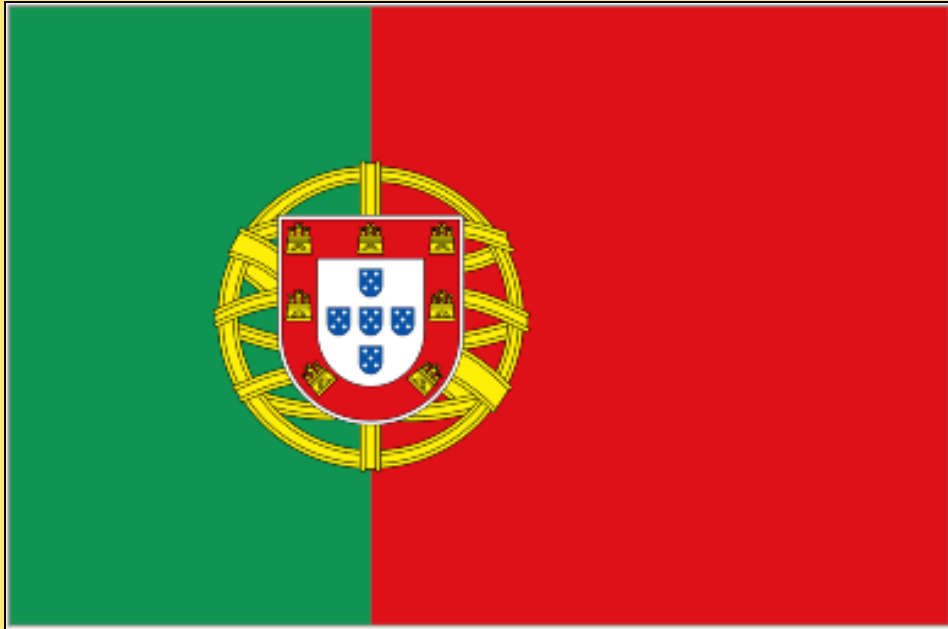
The board consists of a grid with twenty-four intersections or *points*. Each player has nine pieces, or "men", usually coloured black and white. Players try to form 'mills'— three of their own men lined horizontally or vertically—allowing a player to remove an opponent's man from the game.

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.







# PORTUGUESE GAMES

## Message

**Number of players:** at least 6

**Rules:** The message must pass by all the players as close to the original as possible

**How to play:**

All the players sit in a circle. A player starts the game by whispering a message to the player on his/her right who, in turn, whispers the same message to the next player on his/her right. One by one all the players whisper the message around. The last player repeats the message out loud and the first player says the original message. The messages can be compared and the importance of communication evaluated.



## The Chair Dance

**Number of players:** at least 5

**Material:** chairs, radio

**How to play:**

The chairs are placed facing out in a circle. The number of chairs must be enough for the number of players minus one. When the music starts the players dance around. When the music stops each player must sit on one of the chairs. Since the number of chairs is less than the number of players, the player left standing is out of the game. One chair is removed and the music starts again. The last player sitting wins the game.



## Sack race

**Number of players:** individual or teams

**Material:** burlap sacks

**How to play:**

The players have to run the determined distance in the shortest period of time possible. The players must be inside the sacks holding them with both hands. If the player gets out of the sack during the race, he (or the team) is disqualified. The winning team will be the one with the most points from all of its elements.



## Pin game

**Number of players:** 2 teams with 2 players each

**Material:** 4 wooden or rock round pieces (2 per team); 2 pins (round wooden sticks which can be vertically balanced)

**How to play:** The pins are placed on a flat, smooth ground, in the same direction with about 15/18 m distance between them. Each team stands behind a pin. Each player throws the wooden piece in turn with one hand trying to knock down or place it closer to the other team's pin.

**Score:** 6 points if the pin is knocked down; 3 points if it's the closest to the pin. When the team scores 30 points wins.



## Handkerchief

**Number of players:** six or more

**How to play:** The players are placed in a circle with their hands behind their backs. One player runs around and outside the circle with a handkerchief. The center of the circle is the punishment: "choco". The players in the circle mustn't look behind them, they can only look between their legs when the other player runs by. When the player with the handkerchief decides, he/she drops it discreetly behind one of the players and keeps running. If that player finds the handkerchief, he picks it up and chases the first player who is trying to fill the empty spot left by the player who picks up the handkerchief. If he can't catch him, he keeps on running and drops the handkerchief behind another player. If he can catch him, the first player goes to the punishment. In "choco", he must be squatting. The runner usually sings the following rhyme repeatedly:

" O lencinho está na mão,  
ele cai aqui ou não,  
quem olhar pra trás  
leva um grande bofetão"



## João Barqueiro

Two players holding hands choose the name of fruits, animals, countries or whatever they want without the other players hearing it. The rest of the players make a line and sing a song:

" Ó senhor barqueiro deixe-me passar,  
tenho filhos pequeninos e não os posso sustentar...,  
passará, passará, mas algum deixará,  
se não for a mãe da frente é o filho lá de trás."

When they pass under the arch the first two players make with their arms, the last player in line stays there. He has to choose one of the names they suggest and stays behind the player with the name he chose. When all the players have chosen, they form two groups according to the chosen names. Then they draw a line on the ground, dividing the groups. They hold hands and pull. The group that crosses the line loses.



## Five corners

**Number of players:** six

**Goal:** switch places without loosing them to the player in the middle

**How to play:** draw 5 corners on the ground. Five players are placed in the five corners and one is in the middle asking for fire. If the player he asks says no, he asks someone else. If the player says yes they trade places. While the first player is asking for fire, the others trade places. The one who is asking must try to steal the place of one of the others.



## Hopscotch

The course is drawn on the ground with a stick or a piece of chalk. It is composed of a series of numbered linear squares interspersed with blocks of two lateral squares. The outside space in front of square 1 is earth and the semicircle at the end of the course is heaven or safe.

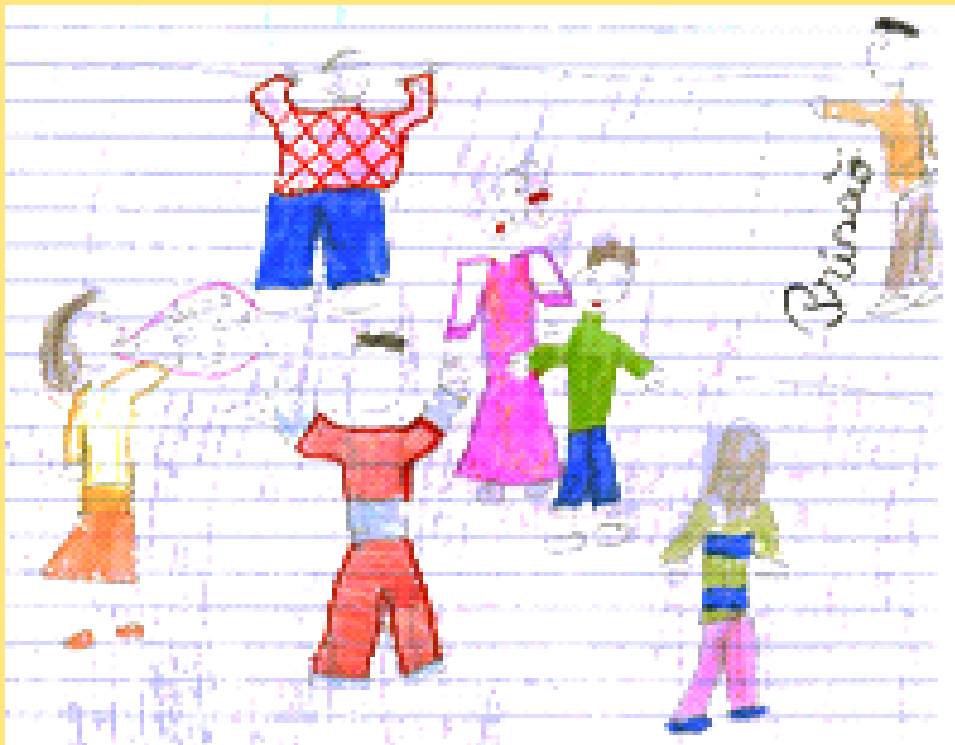
The first player tosses the marker (a stone) from earth into the first square. If the marker touches the line or bounces out, the next player plays. If not, the player hops through the course to catch it. Single squares must be hopped on one foot. On side by side squares the left foot must land on the left square and the right foot on the right square. When the player reaches heaven he can rest. After that he can turn around and return through the course until he reaches the square with their marker. They must retrieve it and finish the course. If the sequence is successfully completed, the player tosses the marker again into square 2. If he misses the next player plays from that square.

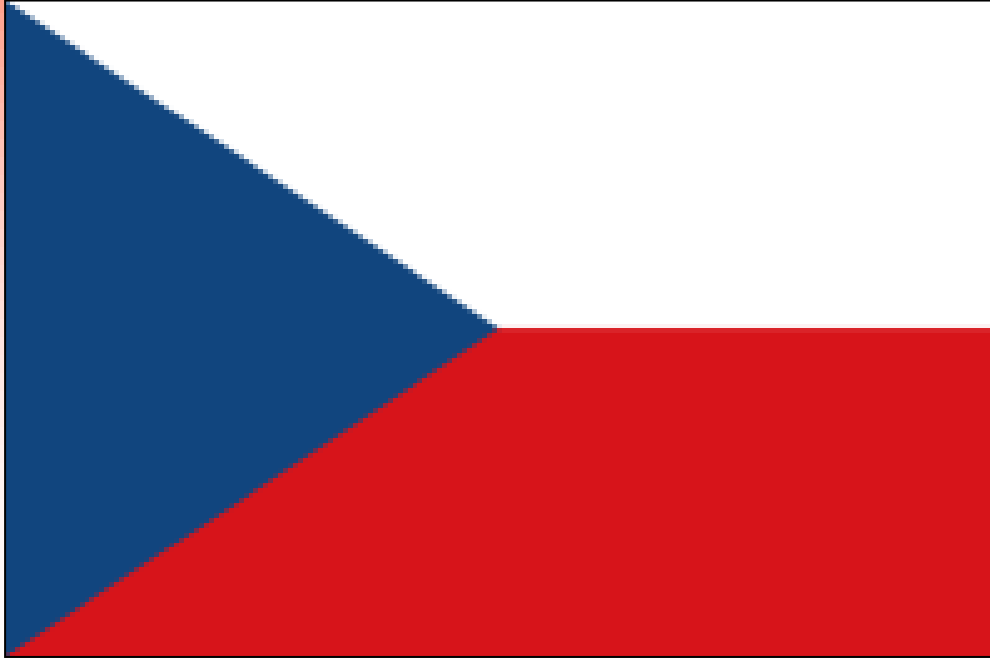
Each time the whole course is completed, the player tosses the marker over the shoulder. If it lands in a square, it's marked with the player's name. He can rest in it with both feet and the other players can't step on it. The game ends when all squares are marked or the course is impossible to do.



## Chameleon

To play chameleon a limited space with a wall is needed. There must be at least six players. A child is placed against the wall with her eyes covered by her hands (chameleon). The rest of the children are at a distance of about 10 metres. When the game begins children ask : "chameleon, what colour?". The chameleon answers saying a colour. As soon as he/she says the color he /she starts chasing the other players. Running, the children look for an object of that color and touch it. If they do, the chameleon can't hunt them. He/she can only hunt the ones who didn't touch the chosen color. If the chameleon touches a player before he/she is safe, he/she becomes the new chameleon. If he / she can't hunt anyone he remains as chameleon. When the children ask: "chameleon, what color?" and the answer is "the color of a fleeing donkey!" the players must stand still and can't run. The first one that moves loses and becomes the new chameleon.





# Czech Games

## Stop (Na bumbříčka)

For this game you need a soft ball and lots of space to run around.

1. One player holds the ball and everyone else stands around him. He counts to three and then everyone else runs away.
2. He throws the ball high in the air, shouts the name of one of the other players and then runs away. Whoever's name has been shouted has to run back to catch the ball.
3. If he catches the ball before it hits the ground, he throws it in the air, shouts someone else's name and runs away.
4. If the ball hits the ground before he can catch it he picks up the ball and shouts „Stop!”. Everyone else has to stand still.
5. He then throws the ball trying to hit one of the other players below the hips.
6. If the ball hits someone then they are out. If not then the thrower starts the game again.

The winner is the last person left in the game.



## Hotter or colder (Přihořívá, hoří)

This game is best played inside. You'll need a small object like pencil or a book or something else that can be easily hidden.

1. Choose one person to be the seeker. He must leave the room.
2. One of the other players hides the object somewhere in the room.
3. When the object has been hidden the players call the seeker back into the room. The seeker has to try to find the hidden object. He moves slowly around the room. When he moves away from the object everyone shouts „Colder!“, „Very cold!“ or even „Freezing cold!“ if he is REALLY far away. When he gets closer and closer to the object everyone shouts „Warmer!“, „Hotter!“ or „Boiling hot!“ if he is really close. The seeker uses these directions to get closer and closer to the object until he finds it.
4. Someone else gets to be the seeker next.





## Redlight, green light (Cukr-káva-limonáda)

This game is best played outside.

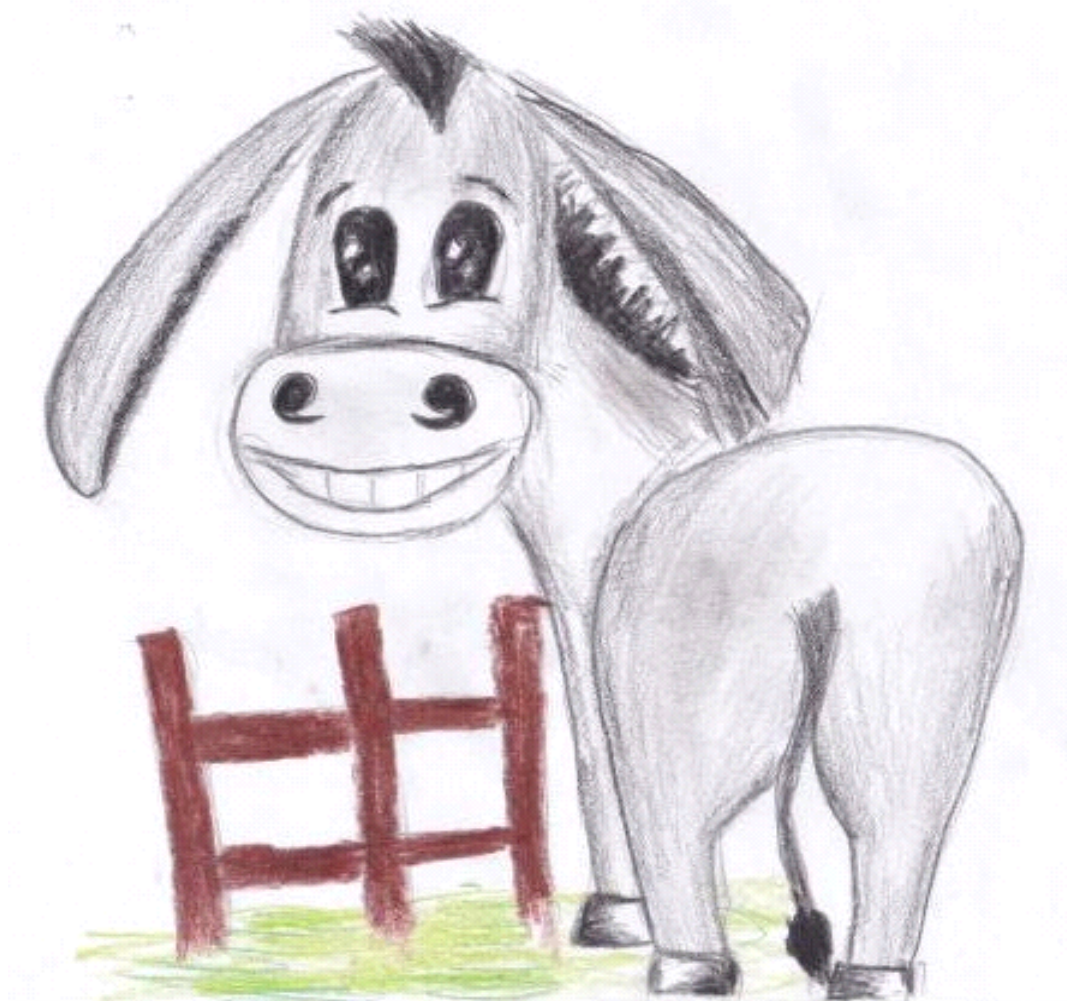
1. One player is „it“ and stands with her back to the rest of the players. The other players start about 15 big steps behind her.
2. The player who is „it“ shouts „Cukr, káva, limonáda, čaj, rum, bum!“ and everyone else has to creep closer to her as quickly as possible.
3. When „it“ shout „...bum!“ quickly turn around. Everyone else must freeze where they are. If „it“ spots anyone moving they are out of the game.
4. „It“ then turns around again so her back is to the other players and shouts „Cukr, káva, limonáda, čaj, rum, bum!“. The players who are left in the game start creeping up to her again.
5. If any of the players manage to touch „it“ on the shoulder without being caught moving they win the game. If „it“ catches out all the players before they reach her, then she is the winner.



## Donkey (Na osla)

For this game of catch you need a ball. Players should stand a little way away from each other.

1. Také turns to throw the ball to each other.
2. If a player drops the ball or doesn't manage to catch it, they get the first letter of the word DONKEY - D.
3. The next time the same player drops the ball they get the second letter and so on.
4. When a player gets all the letters in the word DONKEY, they are out of the game.
5. The game continues until only one person is left. That person is the winner.



## Drop or catch (Pust' nebo chytņi)

For this ball game choose one person to throw the ball. Everyone else makes a circle around him.

1. The thrower throws the ball to one of the other players and shouts either „Drop!“ or „Catch!“.
2. That player has to do the opposite of what the thrower has shouted. They catch the ball if the thrower has shouted „Drop!“ and drop the ball if the thrower has shouted „Catch!“.
3. Each player has three „lives“ and they lose a life whenever they do the wrong thing.
4. The game continues with the thrower throwing the ball at random to any of the other players.
5. When a player loses all three lives, he is out of the game. The winner is the last person with any lives left and gets to be the thrower in the next game.



## Monkeys (Opičky)

This game is best played inside. The more players there are, the more fun it is to play.

1. Choose one person to be the guesser. The guesser then leaves the room.
2. While he is out of the room, everyone else decides who will be the „monkey“. The other players will be the followers.
3. When the guesser comes back into the room the monkey does an action, such as scratching his head or sticking out his tongue. The followers all copy whatever the monkey does.
4. The guesser has to determine which player is the monkey. The monkey does different actions for the followers to copy. He tries not to let the guesser see him changing the action.
5. When the guesser guesses who the monkey is. The monkey becomes the guesser for the next game.





## Blindman's buff(Na slepou bábu)

This game is best played inside with any obstacles (e.g. chair) moved out of the way.

1. One person is „it” and stands in the middle of the room. „It” wraps a scarf around his head so that he can't see.
2. Everyone else moves around the room „It” turns around three times and then tries to „tag” one of the other players.
3. When „It” catches someone, he has to guess who they are by touching their face and hair.
4. If he doesn't guess correctly, he has to let the person go and the game continues.
5. When „it” has caught someone and guessed who they are, that person becomes „it” for the next game.





## King in the middle (Na prostředníčka)

This game can be played with any kind of ball or with a balloon if you are playing inside.

1. One player is chosen as the „king“ to stand in the middle between the other players.
2. The aim of the game for the other players is to keep the ball from the king. Players throw the ball to each other over the king's head. Players should try not to throw the ball so high that it is impossible for the king to catch it though!
3. If the king catches the ball, he swaps places with the person who threw it and the game continues until everyone has taken a turn being the king in the middle.



## Block 1, 2, 3, ... (Pikaná)

This game is best played outside.

1. All the players agree on a base. This can be a tree, a sweater or just a spot on the ground.
2. Choose one person to be the seeker. He stays at the base and counts to 20 with his eyes shut, while everyone else runs away and hides.
3. When he has finished counting the seeker shouts „Před pikolou, za pikolou nikdo nesmí stát! Jinak nebudu hrát!“. Then he has to try to find the other players.
4. Once the seeker has started searching everyone else has to try to sneak back to the base as fast as they can, without being seen by her.
5. When the seeker spots someone he shouts their name and they both race back to the base.
6. If the person hiding gets there first, he shouts „Safe!“ and stays at the base. If the seeker gets there first, he shouts „1, 2, 3 zapikaný“ followed by the name of the person he has spotted.
7. Once a player has been „zapikaný“ (blocked) he has to help the seeker look for everyone else.
8. The last person to be „zapikaná“ becomes the seeker for the next game.





# Lithuanian Games

## **PELE, PELE, PAS KĄ ŽIEDAS ŽYDI?**

**Priemonės:** žiedo, ar kokio kito smulkaus daikto

**Žaidimo aprašymas:** Vienas iš vaikų paskiriamas pele. Likusieji vaikai susėda ratu, o „pelė“ išeina už durų. Vieno iš vaikų rankose paslepiamas žiedas, o tada jau kviečiama pelė dainuojant : „ Pele, pele, pas ką žiedas žydi?“. Į kambarį įeina vaikas, ir stengiasi surasti paslėptą žiedą. Jei atspėja- pele tampa tas vaikas, pas kurį buvo surastas žiedas, jei ne, jis vėl eina už durų. Tada vėl dalijamas žiedas.

## **MOUSE, MOUSE, WHERE IS THE RING BLOOM?**

**You need :** ring or small thing

**How to play a game:** One of children is mouse and he go out of the door, then children sit down around the table, they keep their arms like a pray, and the children who is the head of game he must to spy the ring in one of children hands. Then all children invite children and singing „Mouse, mouse, where is the ring bloom“. Then, children, which is out of the door, come into room and try to find in which children hands are spying the ring. If his answer is correct - he win and can sit down, and the children which keep ring must go out of door, but if he wrong,



## AKLA VIŠTA

**Priemonės:** skarelė akims užrišti.

**Žaidimo aprašymas:** Vienam žaidėjui užrišamos akys ir jis tris kartus apsukamas aplink. Tada paleidžiamas ir stengiasi pagauti kurį nors kitą žaidėją. Žaidėjai gali skleisti kokius nors garsus, kartais paliesti "aklą vištą" ar tiesiog stengtis stovėti ir judėti tyliai. Galiausiai kas nors vis tiek kas nors bus pagautas. Tada tas žaidėjas tampa akla višta.

## BLIND CHICKEN

**You need :** scraf

**How to play a game:** One player puts on his eyes scarf. He turn around yourself. Then he try to catch children, who are running around „blind chicken“. Then „blind chicken“ catch one of children, he try to guess what he catch- boy or girl. If „blind chicken“ answer correct- he can take out the scarf, and the „blind chicken“is the children which is caught in, if he is wrong, he stay „blind chicken“.



## **LIETUVIŲ LIAUDIES TAUTINIS ŽAIDIMAS „ŽALTYS“**

Visi sustoja vienas už kito, uždėję rankas ant prieky stovinčio pečių. Pirmas žaidėjas – žalčio „galva“, paskutinis – „uodega“. Žaltys rūpinasi sugriebt savo uodegą, tai yra pirmutinis stengiasi sugauti paskutinį. Uodega stengiasi pasprukti nuo galvos. Žalčio „sąnariai“ (kiti žaidėjai), turi padėti „galvai“ ir paklusti jos judesiams, nes kitaip sugauti nebūtų galima.

## **LITHUANIAN FOLK GAME CALLED “GRASS-SNAKE”**

Every player needs to stand behind each other with their hands on their friend shoulders in front. First player is the head of “grass-snake” and the last player is the “tail”. So, the head needs to catch the tail, it means to catch the last player. The body of the grass-snake is important because they need to help the head to catch the tail too.

### **LIETUVIŲ LIAUDIES TAUTINIS ŽAIDIMAS „AVINĖLIŲ GRUMTYNĖS“**

Žaidimo vieta apibrėžiama 2 m skersmens apskritimu. Abu žaidėjai sutupia prieš vienas kitą, atstatydami rankų delnus. Davus ženklą, imtynininkai delnais stengiasi nustumti savo priešininką. Žaidėjams draudžiama rankomis liesti kitas kūno dalis ir atsistoti. Imtynės pasibaigia, kai vienas žaidėjų yra išstumiamas iš rato, parvirsta arba atsisako nuo kovos.

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## **GAIDŽIŲ PEŠTYNĖS**

Viduryje nubrėžiamas ratas. Į jį atsistoja du vaikinai. Kiekvienas turi stovėti ant vienos kojos, o kitą sulenkęs, kaip gaidelis. Stovėdami tokia poza turi išstumti vienas kitą iš už rato ribų.

## **“THE FIGHT OF COCKS”**

Players need to stand in a circle on one leg (other leg is bent like a cock stands). So, standing in this position they need to push each other out of the circle.



### **MEDIS - AKMUO**

Vienas žaidėjas gaudo, o kiti nuo jo bėga. Kai Gaudytojas pasiveja ir paliečia kurį nors žaidėją, turi pasakyti „akmuo“ arba „medis“. Jei pasako „medis“, paliestas žaidėjas turi stovėti išskėtęs kojas ir laukti, kol kitas žaidėjas jam pralįs pro kojas. Jei pasako „akmuo“, paliestas žaidėjas turi atsitūpti ir laukti, kol per jį kas nors peršoks. Kai pralenda pro kojas ar peršoka, žaidėjas gali bėgti toliau.

### **“TREE OR STONE”**

One player catches and other needs to run away. If a catcher touches one of the players he says “tree” or “stone”. If he says “tree”, the touched player needs to stop with his legs splayed out and wait until the other player get through his legs. If the catcher says “stone”, the touched player needs to squat up and wait until somebody jump over him. So, when somebody does it, the touched player can continue the game.

## „SVEIKAS GYVAS“

Žaidžia 8-20 asmenų

Visi sustoja ratu. Vienas asmuo vaikščioja aplinkui ir suduoda kuriam nors rate stovinčiam į nugarą, sakydamas: „Sveikas gyvas“, ir bėga aplink ratą. Pakviestasis bėga į priešingą pusę. Susitikę paduoda vienas kitam ranką, paklausia: „kaip sekasi?“ ir bėga toliau. Kuris pirmas pribėgs prie tuščios vietos, tas ją užims, o pasilikęs bėga aplink ratą ir kviečia kitą.

Galimas ir toks variantas, kai pakviestasis vejasi kvieslį ir rūpinasi jam grąžinti plekštelimą (parašyta – smūgį). Tie, kurie kartą jau bėgo, atsigręžia laukan iš rato ir jų kviesti nebegalima, kol nebus visi žaidėjai bėgioję.

## “HI”

(8-20 players)

Everybody stands in a circle. One player goes round the circle and pats to somebody on the shoulder saying “hi” and runs along the circle again. So, the invited player needs to run the backwards. When they meet each other, they shake their hands and ask each other “how are you” and run forward until who first finds the free place and stands. The player who was late runs along again and pats to other player on the shoulder too.



## MIRKSNIUKAS

Vaikai padalinami į dvi grupes : vienoje grupėje turi būti vienu vaiku daugiau nei kitoje. Tada ratu sustatomas kėdžių skaičius, lygus didesniosios vaikų grupės skaičiui. Į tas kėdes susėda mažesnė vaikų grupė. Vadinasi, viena kėdė lieka tuščia. Didesnės vaikų grupės vaikai sustoja po vieną už susėdusiųjų nugarų – vadinasi, vienas moksleivis stovės už tuščios kėdės. Šis moksleivis, stovintis už tuščios kėdės, turi užduotį – žvilgsniu sekioti sėdinčiųjų veidus ir akies mirksniu pakviesti jį atsisėsti į jo kėdę. Bet jis tai turi daryti nepastebimai, nes kiti stovintieji turi saugoti savo sėdinčiuosius ir rankas laikyti už savo nugaros, sėdintiems panorus pabėgti, neleisti to padaryti – sulaikyti už rankų. Sėdintieji turi žiūrėti į kviečiantįjį ir negali vengti jo žvilgsnio. Sėdintis vaikas, sulaukęs kvietimo, bėga į laisvą vietą kuo greičiau, kad už jo nugaros saugantysis (stovintis) negalėtų sulaikyti. Kadangi pabėgti vienaip ar kitaip pavyksta, jau kitas stovintis saugo tuščią kėdę, todėl dabar jis vilioja kitus vaikus. Patartina žaisti tol, kol visi bus bent kartą pasikeitę vietomis. Tada grupės keičiasi – stovintieji sėdi ir atvirkščiai.

## „A WINK“

The children are divided into two groups: one group should have one more player than another one, and you need to put the chairs in a circle. Smaller group sits on those chairs (hands should be behind the back) but one chair should be free. So, the bigger group stands around behind sitting children-one child stands behind the free chair and he has a task. It means, he needs to look at faces and by eye wink to show who has to come and sit to that free place. Every sitting child needs to be careful of those who stand behind them because they can catch them (they can't miss the invitation by eye blink too). If, the sitting player gets an invitation, he must run as quickly as possible to that place, that the person standing behind him couldn't catch him. The player who stays alone standing behind the chair is looking for a new player to invite to that free chair. Have a fun.

## **„TRAUKINYS“**

(Žaidimą žaidžia 8-20 vaikų)

Reikia ratu sustatyti kėdes, bet viena mažiau negu yra vaikų. Žaidimo vedėjas – mašinistas. Jis stovi pirmas, už jo į vorą sustoja kiti žaidėjai uždėdami vienas kitam rankas ant pečių. Visi vaikai traukinuku „važinėja“ aplink ir tarp kėdžių. Žaidimo vedėjui pasakius „Stotis“, visi skuba atsisėsti ant kėdės, o tas, kuris nebespėja, tampa mašinistu.

## **“THE TRAIN”**

(8-20 players)

You need to put chairs in a round circle but the main idea is that you need to put one chair less than the players. The head of the game is a driver. So, he stands the first and the others stand in a tandem behind him with their hands on the friend shoulders in front. All the children drive around or between the chairs. If the driver says: “STOP”, everybody needs to be quick to sit down on the chair. The person who misses the chair becomes the driver.