

TRADITIONAL GAMES



Erasmus+



"CLICK SAFE, SURF SMART, BE AWARE OF WHAT YOU SHARE" 2020 - 2022

POLISH TRADITIONAL GAMES

1. Jumping rope

This game requires three players. two hold the rope, one is jumping. The combination of jumps can be varied and settled by the players. There are three or four degrees of difficulty. The first stage is when the two players keep the rope on their ankles, the second when they have it at the knee high, the third can be at their thighs and even at their waist. The jumps are over and on the rope.



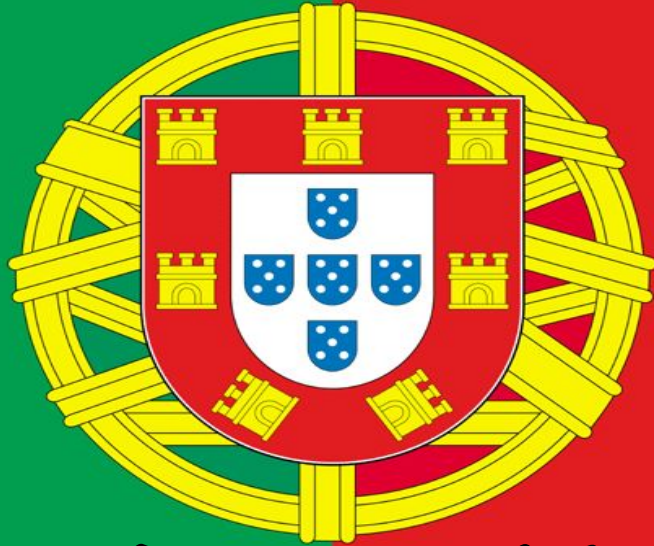
2. The race.

There can be any number of players. Each one has his/her own bottle cap with a little bit of plasticine stuck inside (different colors to tell apart the owners). A line is drawn on the pavement/playground to sketch the route of the race with start and finish. More turns make the race more difficult. Players take turns. They snap their caps with their index finger. If a person snaps too strong and his cap is outside the line, he returns to the previous position. The winner is the one who is first on the finish line.



<https://www.youtube.com/watch?v=3UBChyIYBe4>

PORTUGUESE



TRADITIONAL GAMES

1. Monkey game

Material: chalk to draw the monkey, small stone for each player. Game rules: To start the game it is necessary to draw the monkey; To play, the child throws the stone to the first house and moves with only one foot in the floor, picking it up and going back; Carry out the same process until you reach the last level. In box 4 and 5, 7 and 8 both feet must be placed simultaneously. After jumping to the last houses, it is necessary to follow the route in reverse. Game benefits: it's an excellent team game that allows you to work on the concept of waiting your turn, respecting the other's time and skills, in addition to working on balance and motor skills. It also allows you to sing a song or recite a rhymes while playing.



<https://youtu.be/gFgxbvyUAjl>

2. Ring game

Material: a small object. **How to play:** in a circle, a player is chosen to carry the ring (or hoop) from hand to hand and leave the ring in the hand of the player he wants. At the end the player asks another player: "Where is the ring?" (Cannot ask the player who owns the ring). If the player guesses who has the ring, he will be the one to distribute the ring, otherwise he will be penalized (the punishment is chosen by all).



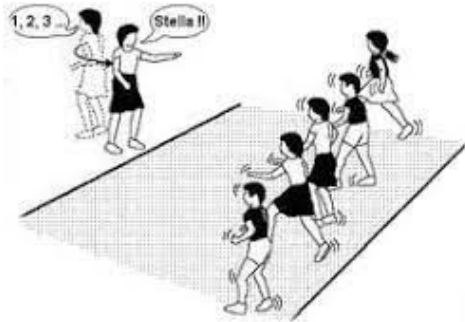
<https://youtu.be/shUC0hxMXLI>

The background of the image is the Italian national flag, consisting of three vertical stripes of equal width: green on the left, white in the center, and red on the right.

ITALIAN TRADITIONAL GAMES

1. One, two, three... Stop There

There are different versions in all over the world in England is called red light green light. In Italy it is a really old and very common game among all children. All the players start behind a line at least at 20 steps far away from the head of the game who is leaning back against a tree or a wall. The "head of the game" pronounces "one, two, three, stop there" in a loud and clear voice then turns towards the players. The players must advance but when the head of the game is with his back not watching at them but then when he turns and looks at them, they have to stop. If a player moves while being watched he must return to the starting line. The game is repeated until one of the players wins by touching the wall or the tree where the head of the game is situated.



<https://youtu.be/moDgnNhPmw4>

2. Hopscotch (Bells)

The origins of Hopscotch (bells) are very ancient: it would seem that the Ancient Romans had already chosen it as a test of strength and agility. He was known under the game name of the clàudus, i.e. the lame (a clear reference to the rule of hopping with only one foot). It is no coincidence that one of the most archaic drawings of the activity is found in Rome, on the pavement of the Roman Forum. Its design should more or less truthfully reproduce an ancient astrological belief, representing the soul (personified by the stone) which allegorically reaches heaven through intermediate stages (the numbered boxes).



<https://youtu.be/U4zEAA5y9N4>

**CROATIAN
TRADITIONAL GAMES**



1. Hop scotch (Školice)

Use the lines on a playground or use chalk to create a hopscotch as shown in the picture (8-10 squares). Players take turns, standing in a line at the start/finish line. Each player will toss a stone in square one. Hop over the stone on the way out and pick it up on the way back. If the player misses the toss, pass the stone to the next player in line and return to the back of the line. Hop in the first empty hopscotch square. Balance on one foot in single squares and both feet in side-by-side squares. If the player, losing his/her balance or steps on a line, s/he returns to the line. On the way back to the start/finish line, pause at the square before the stone. Bend over and pick up the stone without moving feet. Once the player's turn is complete, s/he passes the stone to the next player in line and goes to the end of the line. After each player successfully completes a turn with the stone in square one, their next turn s/he tosses the stone in square two and so on until the player has completed all squares.



2. Ice Queen (Ledena kraljica)

At this game there is only one „Ice queen“ that has to catch all the other players. Whoever is touched by the Queen, has to freeze in position he/she was when Queen has touched them, and they can't move. Other team player can un-freeze his team player with their warm touch or going through their legs but must be careful not to become frozen him/herself. Game is finished when Queen has frozen all the players. If one player is frozen 3 times in one game, he/she becomes new Queen. It would be the best to mark where players can run so they don't go far away which gives the Queen opportunity to freeze all the players.





TURKISH NATIONAL GAMES

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1.Hide and seek

Hide-and-seek, old and popular children's game in which one player closes his or her eyes for a brief period (often counting to 100) while the other players hide. The seeker then opens his eyes and tries to find the hiders; the first one found is the next seeker, and the last is the winner of the round.



2. Blind man's buff

To play the standard game of blindman's buff, one player is blindfolded and then disoriented by being spun around several times. The other players, who are not blindfolded, amuse themselves by calling out to the “blind man” and dodging away from him.

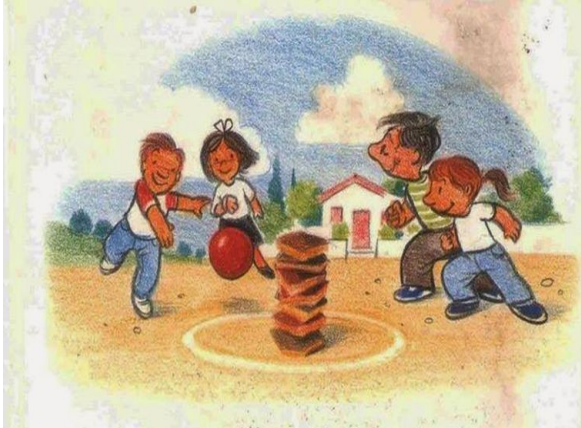




GREEK TRADITIONAL GAMES

1. The tiles -Kikirikia - Tzami - Peanuts or Temple

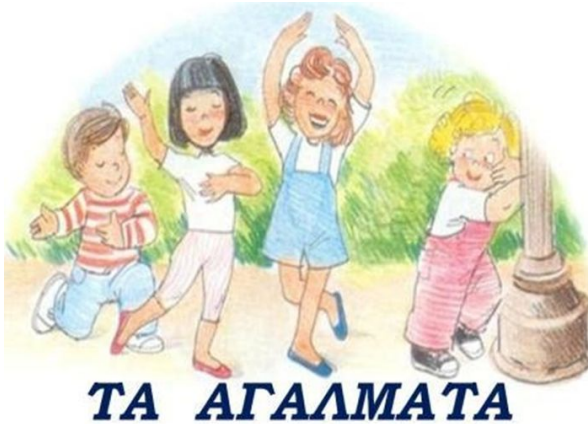
This game requires at least eight children divided into two groups. From materials you will need seven pieces of tiles the size of an adult man's palm and a ball. We place the tiles on top of each other (in the past, we used to tile a circle in which we placed the tiles. It was like a reference point). Define a distance from the tiles, e.g. 10 steps and draw a line on the ground. This is where the game begins. We make legs to see who will start first. The starting team tries to throw at least three tiles with the ball. If he succeeds, the game starts otherwise the other team tries. Whichever team throws them, tries to "build" them again, putting them on top of each other, while the other team tries to burn them with the ball preventing them from being built. The goal of the game for one team is to rebuild the tiles even if there is only one player left. If he succeeds, he shouts the name of the game, for example "KIKIRIKIA". The goal of the other team is to manage to burn one by one its opponents with fast passes to each other and without moving away from the tiles.



<https://video.link/w/9cu2c>

2. Agalmata or Statues

Agalmata is the Greek word for statue. The game requires up to 10 children. Choose one player to be the “mother” or the “counter”. Have him/her stand in the middle of the play area, eyes covered, with the face turned to the wall. All other players scatter around the place. The “counter” counts to at least 10 but can go higher, there is no set ending number. Only the “counter” knows when he/she will stop, open his/her eyes and call out “Agalmata”. At that point all the other players must freeze (be statues) taking on poses that mimic famous statues (e.g. The Statue of Liberty). They are allowed to use items such as balls, sticks etc. The “counter” walks around the play area and tags any player that moves. When a player is tagged he is out. The “counter” also tries to make the steady ones move or laugh. The last player still holding a statue pose is the winner and becomes the new “counter”. The game is great for practicing balance.



<https://video.link/w/Bcu2c>



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