



# EUROPEAN HANDBOOK OF OLD GAMES



**2011 - 2013**



Belgium - Groupe scolaire Arnould Clause



Estonia - Sõmeru Põhikool



Poland - Zespół Placówek Oświatowych Gimnazjum w Morawicy



Portugal - Agrupamento de Escolas Serra da Gardunha



Slovenia - Primary School Fram

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## BELGIUM

**NAME OF THE GAME:**  
**HOW MANY PLAYERS:**  
**AGE OF PLAYERS:**  
**WHERE IT IS PLAYED:**  
**EQUIPMENT NEEDED:**

<b>The rings</b>
2 to 4 players
0-99
Indoor or outdoor
5 rings, a game board and 5 wooden sticks.

### RULES OF THE GAME/INSTRUCTIONS



The first player moves in front of the game.

He throws the 5 rings and counts his points.

The second player plays.

The winner is the one with the highest score.

Variation:

The game may have multiple rounds. In this case, you add the points.

**Student:** Marion Lebrun (5) and his grandmother Anna Palos (68)



## BELGIUM

**NAME OF THE  
GAME:**

**Tiddlywinks**

**HOW MANY  
PLAYERS:**

2 players

**AGE OF  
PLAYERS:**

0-99

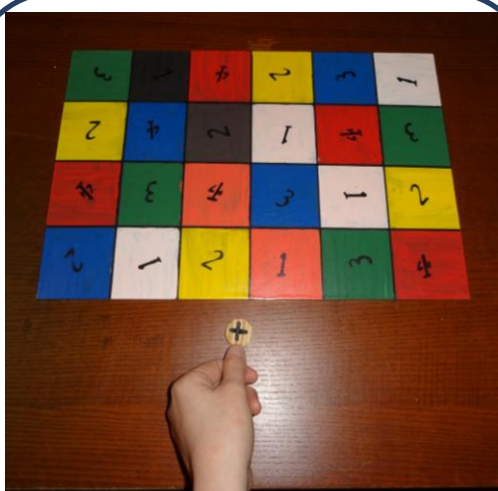
**WHERE IT IS  
PLAYED:**

Indoor

**EQUIPMENT  
NEEDED:**

A game board and a wink

### RULES OF THE GAME/INSTRUCTIONS



The players are placed face to face.

The board game is placed between the players.

Press down the winks twice with the tip of your thumb and make it jump towards the board game.

Add the two numbers where the winks landed.

The player with the highest score wins.

In case of a draw, play again once each.

**Student:** Ella Cuypers (5) and his grandfather Robert (72)



## BELGIUM

**NAME OF THE GAME:**

The goose game

**HOW MANY PLAYERS:**

2 - 6 players

**AGE OF PLAYERS:**

8 - 88

**WHERE IT IS PLAYED:**

Indoor

**EQUIPMENT NEEDED:**

A game board, skittles, two dices

### RULES OF THE GAME/INSTRUCTIONS



To play this game we need two dices. Each player brought the dices when it's his turn and steps on as cases as he has points on the dices. The gooses cases are specials. You may not stop on it and you have to go on again with the same number of points. As the gooses are disposed from 9 to 9 cases, if the first begin with a 9 he would win immediately, joining the 63th case. Then the one who begins with a 9, will go on 26 if it is done with 3 and 6 and on 53 if it is with 4 and 5. To win, you have to join the last case first.

During the game there are several specials cases :

The bridge, on 6 : You go straight on 12.

The hotel , on 19 you wait for two turns.

The well, on 31 : you wait for someone to make the same points as you did and than you exchange your places.

The labyrinth, on 42 : you go back on 30

The prison, on 52 : you wait for someone to reach you before leaving. Finally the one who is joined by another player exchange places with him. To reach the 63th case you have to get the correct number of points, if not you have to go back with the number of cases and try again.

**Student:** Romane Gramme (8) and his grandfather Fred (64)



## BELGIUM

**NAME OF THE  
GAME:**

**TRIA**

**HOW MANY  
PLAYERS:**

2

**AGE OF  
PLAYERS:**

8 - 88

**WHERE IT IS  
PLAYED:**

Indoor

**EQUIPMENT  
NEEDED:**

A game board, 18 skittles two different colors

### RULES OF THE GAME/INSTRUCTIONS



Each player places 9 skittles 1 by 1.

The goal is to align 3 skittles vertically or horizontally.

Then you can take 1 skittle to your adversary.

The movements are only done from points to points except when you have 3 skittles left (in that case you can move anywhere on the board game)

The game ends when one of the player only have 2 skittles left.

The other is the winner!

**Student:** Neva (8) and his grandma Elena (72)



## BELGIUM

**NAME OF THE GAME:**

**Ball against a wall**

**HOW MANY**

1, 2 or 3

**PLAYERS:**

**AGE OF**

8 - 18

**PLAYERS:**

**WHERE IT IS**

Outdoor

**PLAYED:**

**EQUIPMENT**

A plastic ball that stay well in hand

**NEEDED:**

### RULES OF THE GAME/INSTRUCTIONS



It is the game which you can play to discover in which point you are skillful with a ball

The purpose of the game is to manage to make all the 10 exercises. If we fail, it is the other that tempts in his turn. Every time that one fails, the other one starts again where he had arrived.



**Exercise 1:** begin by throwing launching the ball against a wall and catch it up in two hands.

**Exercise 2:** launch the ball against a wall and catch it up in two hands. But the ball has to make a bounce on the way back.

**Exercise 3:** launch the ball with one hand against a wall and catch it up with one hand.

**Exercise 4:** Release the ball vertically at a height about 80 cm and strike on with your hand in the direction of the wall, then catches it up without touching the ground.





**Exercise 5:** launch the ball under the leg raised without bounce on the way back.

**Exercise 6:** Its the same tan exercise 2 but it has to make two bounces on the way back.

**Exercise 7:** Push aside legs, two feet on the ground and launch the ball on the wall. No bounce.

**Exercise 8:** The same than the 4th with a bounce on the way back.

**Exercise 9:** launch the ball behind your back and forward over your shoulder and catch it up whith two hands.

**Exercise 10:** try now, to make the first exercise but making a turn around yourself befaore catching the ball.

If you want there are still tens of the other possible exercises. Make your imagination walk.

( The same in the air, the same with clapping hands each time ,...)

**Student:** Liam-Lucas (7) and his grandmother Françoise (61)



## BELGIUM

**NAME OF THE GAME:**

**1, 2, 3 piano**

**HOW MANY PLAYERS:**

several players

**AGE OF PLAYERS:**

6 - 12

**WHERE IT IS PLAYED:**

outdoor

**EQUIPMENT NEEDED:**

Wall, stick of chalk

### RULES OF THE GAME/INSTRUCTIONS



For this game you need a wall. Draw a line parallel to this wall at a distance from 5 to 15 steps. An indicated player (the meter) takes place in front of wall and the other players are going to take place behind the drawn line. The player placed against the wall matters loudly "One two three piano" according to different tempos (once slowly, very fast time...). He says it by striking the wall with the hand, then he turns around abruptly. Meanwhile, the other players get closer to the wall. If they are not completely immovable as the meter turns around, they are sent back on the line. The meter begins again to say "One two three piano" and like this until someone touches the wall.

The first one who touches the wall wins and becomes the new meter!

**Student:** Ludovic Schank (8) and his grandpa Mr Simon (72)



## BELGIUM

**NAME OF THE GAME:**

Go, go, I will go

**HOW MANY PLAYERS:**

At least 5 players

**AGE OF PLAYERS:**

**WHERE IT IS PLAYED:**

outdoor

**EQUIPMENT NEEDED:**

-

Two players are selected to make a bridge with their arms (they stand face to face with their hands up together). Under this bridge, the others players go singing:

“Go, go, I will go, the last, the last, Go, I will go, the last will stay.”

Throughout the song the dance is passing under the bridge. At the end, the bridge go down and traps the last child. Other players go away. The bridge ask to the trapped player to choose between “apple” or “banana” for example. (secrets words that were selected before by the bridge). When the player chooses “apple”, he goes behind the part of the bridge who had selected this word. If he prefers “banana”, he goes behind the other part of the bridge.

At the end of the game, there are 2 possibilities:

- both sides of the bridge, assisted by those behind, struggle: they try to lead the other to their territory. Those who win are not necessarily those who are more (there are sometimes some falls).
- both sides of the bridge count the number of children they have behind them and the winner is the one who has more children.

The musical score is written for two voices (Soprano and Alto) and piano accompaniment. It consists of three systems of music. The first two systems are identical and feature a melody in the treble clef and a bass line in the bass clef. The lyrics are: "Pass' pass' pas-se - ra, la der - niè - re la der - niè - re. Pass', pass, passe-". The third system continues the melody with the lyrics: "ra, la der - niè - re res - te ra." The key signature is one sharp (F#) and the time signature is 3/4.



## BELGIUM

<b>NAME OF THE GAME:</b>	<b>Tock game</b>
<b>HOW MANY PLAYERS:</b>	2 - 4 players
<b>AGE OF PLAYERS:</b>	10 - 99
<b>WHERE IT IS PLAYED:</b>	indoor
<b>EQUIPMENT NEEDED:</b>	The board game, a pack of cards, a serie of 4 pawns for each player

### RULES OF THE GAME/INSTRUCTIONS

The aim of the game is to be the first to get the 4 pawns in a house color.

At the beginning of the game, all the pieces are off the board.



#### 1. Distribution of the cards

Five cards are dealt to each player, the rest is the pick. When it is his turn, each player must play a card to move his pawn.



#### 2. Moving pawns

To place a piece on the board, you have to play a **king**, **an ace or a lady**. This piece begins the journey on square n°1. If you don't have any of these cards, you must play a card to draw another.



Pawns are moved according to the value of the cards with some exceptions :

- An ace allows you to move one square forward;
- A king allows you to move to 13 squares forward and you can eat all the pawns on your way;



- A lady allows you to move 12 squares forward;
- A Valet allows you to exchange any piece with one of an adversair;
- A 7 can be decomposed, that is to say that you can move forward several pawns at the same time ( $3 + 2 + 1 + 1$ );
- A 4 makes you back 4 squares.

When a player has collected all his 4 pawns in his house, the game is over and he wins.



## BELGIUM

**NAME OF THE GAME:**

The little men

**HOW MANY PLAYERS:**

2 or more

**AGE OF PLAYERS:**

1 - 99

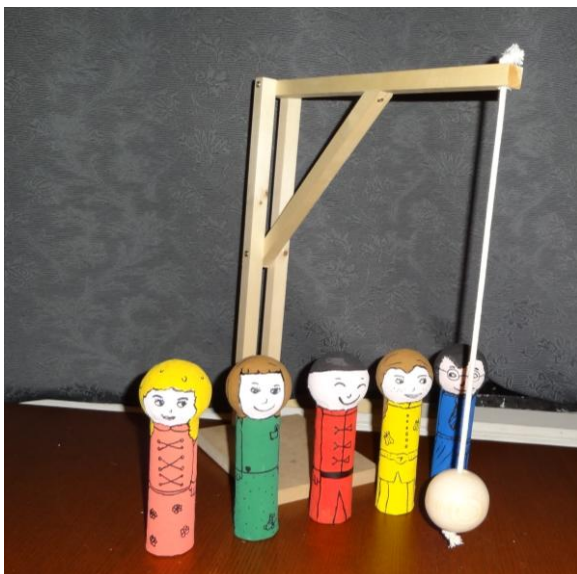
**WHERE IT IS PLAYED:**

outdoor or indoor

**EQUIPMENT NEEDED:**

A ball, 5 skittles (little men) and a gallow

### RULES OF THE GAME/INSTRUCTIONS



Place the 5 skittles between the wooden ball and the gallow.

Throw the ball toward the skittles.

The goal is to knock down as many skittles in two shots.

For this, it is recommended to throw the ball with a circular path so you can bring down several skittles at once.

The player that brings down a maximum of little men (skittles) wins.

**Student:** Elementary school



## BELGIUM

**NAME OF THE GAME:**

**The little goldfish**

**HOW MANY PLAYERS:**

At least 5

**AGE OF PLAYERS:**

At least 5 years old

**WHERE IT IS PLAYED:**

outdoor

**EQUIPMENT NEEDED:**

Rectangular field divided into 3 parts

### RULES OF THE GAME/INSTRUCTIONS

To play this game, you will need a rectangular field divided into 3 parts. The central part is the river running where the little goldfish is swimming.

All other players (at least 4 people) are placed in the bottom line of a land.

They ask in chorus humming :

«Little goldfish, can I cross the river ? With or without what ?»

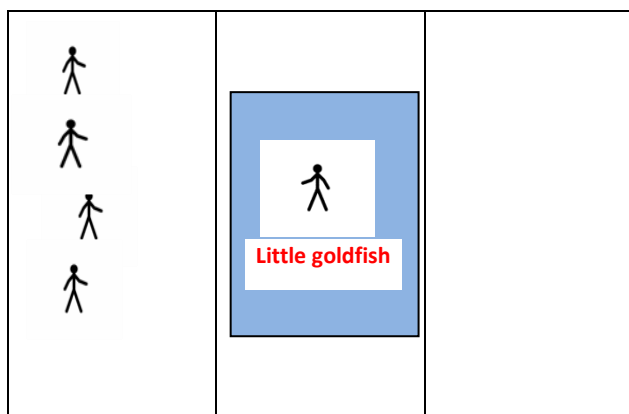
The little goldfish must propose a color.

Those who wear this color can pass through the field from side to side, without risking getting hit. Those who do not wear this colour must try to cross without getting hit by the little goldfish.

Inversely, the small goldfish can choose to pass those who do not wear a selected color and to try to reach those who wear it.

When a player is hit by the little goldfish,  
- he can replace his position and so the following (there is only one little goldfish).  
- he can become a little goldfish with the

previous one (there is a team of little goldfishes).



**Student:** Neva(8) and his grandma Elena (72)



## ESTONIA

**NAME OF THE GAME:**

**HOW MANY PLAYERS:**

**AGE OF PLAYERS:**

**WHERE IT IS PLAYED:**

**EQUIPMENT NEEDED:**

**Paper capture (cap)**

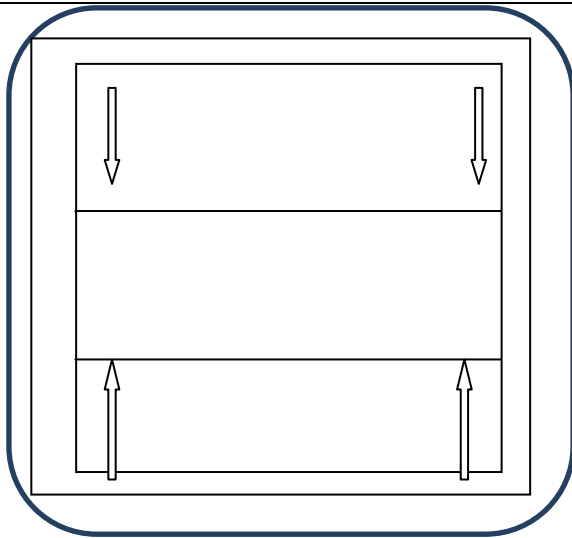
2 - 6

From 5 y

Indoors, outdoors if weather is not windy

Papers, table

### RULES OF THE GAME/INSTRUCTIONS



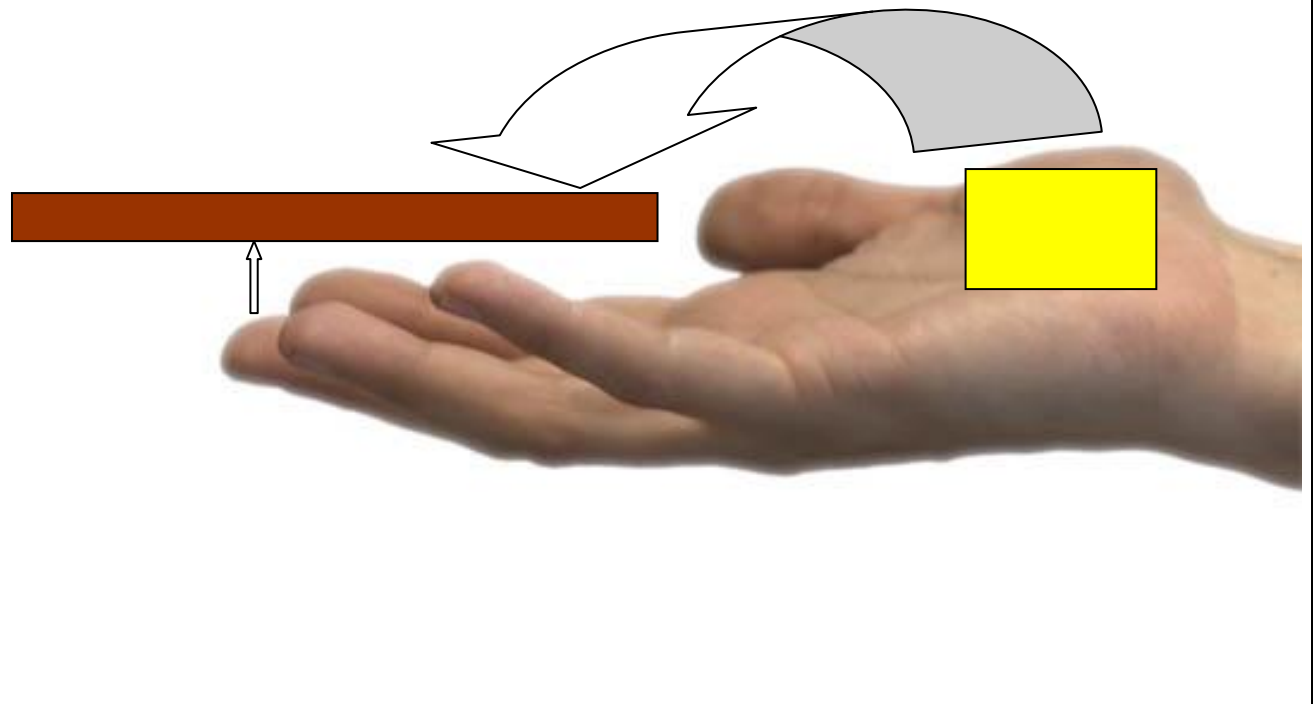
You need some paper for this game. Originally candy papers were used for this game, but any other paper pieces are suitable. For example you can cut some old magazine, handbill or brochure into pieces 6 x 6 cm.

Fold this paper piece into 3 so you get narrow stripe. Now fold it once more into 3 and connect opened ends with each other by pulling one into another – and your cap is ready.

**Game:** Every player has several caps. Players are sitting around a table. One player puts the cap on his palm and then strikes with his fingers the edge of table. Cap jumps on the table and stays there. All players strike their caps on the table one by one. The aim is to capture the other players' caps as much as possible. You can pick up the cap of the other player, if your cap touches the other player's cap on the table. When you have picked up these two caps, then you can strike once more. Who



lose all his caps is the loser, who capture the biggest amount of caps, is the winner.



**Student:** Siim Muutra (7) and his grandpa Holger (78)  
Liiserin Maripuu (14) and her grandma Taimi (56)



## ESTONIA

**NAME OF THE GAME:**  
**HOW MANY PLAYERS:**  
**AGE OF PLAYERS:**  
**WHERE IT IS PLAYED:**  
**EQUIPMENT NEEDED:**

<b>Chick-Chick don't show</b>
At least 4
From 6 y
Indoors, outdoors
Little stone

### RULES OF THE GAME/INSTRUCTIONS



**Rules:**

1. The stone must be kept hidden so that nobody knows where the stone is.
2. Don't betray with facial expressions that you have the stone.
3. The other players cannot hold on the stone owner before the leader has said "Chick-chick jump out!"

You can play this game on straight line or in circle. Game leader has a small stone between his/her palms. Other players sit or stand on straight line or circle. Players' hands are stretched out with their palms together. The leader puts his/her connected palms between palms of one player and says: "Chick-Chick, don't show!" Leader does that to every player, but into one player hands leader puts the stone. When leader has said those words to every player, he/she says: "Chick-Chick jump out!" Player, who has the stone, has to jump out the line or into the circle. The other players have to stop the stone owner. The new leader is player, who gets out of the line or the circle.

**Student:** Carinee Kivisalu (9) and her grandma Heli Vassar (50).



## ESTONIA

**NAME OF THE GAME:**  
**HOW MANY PLAYERS:**  
**AGE OF PLAYERS:**  
**WHERE IT IS PLAYED:**  
**EQUIPMENT NEEDED:**

Hass-hass, run, last couple!

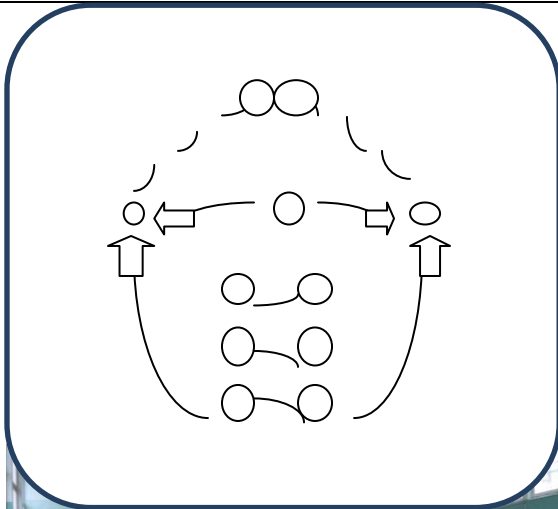
Odd number

Primary school

Indoors in the large room, outdoors

-

### RULES OF THE GAME/INSTRUCTIONS



Children gather in pairs behind each other. In front stands a single player, who shouts: "Hass-hass, run, last couple!" At the same time she looks, which one is easier to catch. Children of last pair in the row run away. Caught child will be her/his new partner and who stays alone, will be catcher now. If catching does not succeed and runners get together, they stand behind the catcher as the first pair. Single player starts again shouting and tries to catch partner for her.

**Student:** Ketelin Maripuu (8 a) and his grandma Ene (64)



## ESTONIA

**NAME OF THE  
 GAME:**  
**HOW MANY  
 PLAYERS:**  
**AGE OF  
 PLAYERS:**  
**WHERE IT IS  
 PLAYED:**  
**EQUIPMENT  
 NEEDED:**

<b>Cabbage</b>
4-10
From 6 y
Outside or in the bigger room
-

### RULES OF THE GAME/INSTRUCTIONS



**Participants:** Lying buyer, owner of the cabbages  
 The buyer comes to the owner and tries to get inside the cabbage garden using a lie. For that he needs to talk a story about why he needs to get inside the garden. For example: „I opened the window. What a lovely morning! And my grandmothers flower vase fell into the garden. Now I need to go find it.“ The owner believes and let's him in. The buyer goes and starts to pick a cabbage for him. Cabbages stand up and buyer pushes on to their heads. The cabbage decides if it smashes or stays the same. The one's that smash buyer doesn't want but ones that don't, he takes with him and he tries to hide them behind him. The owner starts to chase him. If he catches then he takes him to „police“. If he doesn't the buyer will come again. Participants can change roles.

**Student:** Markus Ohov (8) and his mother Virge Ong (48).



## ESTONIA

**NAME OF THE GAME:**  
**HOW MANY PLAYERS:**  
**AGE OF PLAYERS:**  
**WHERE IT IS PLAYED:**  
**EQUIPMENT NEEDED:**

**Winking eye**

At least 4 pairs + 1 player

6 and older

indoors

chairs

### RULES OF THE GAME/INSTRUCTIONS



*Estonian game was taught to children in Fundao school in Portugal.*

Put chairs on circle. Girl sits on chair, boy stands behind her. One chair is empty and one player, who does not have a partner, stands behind it. He winks his eye to one of girls, sitting on chair. She must jump up and run to the boy and sit on empty chair. Boy, who stands behind girl, must try to stop her girl. If the girl gets free and runs away, lonely boy tries to get new partner by winking eye to another girl.

Swap the roles: boys sit and girls wink eye.

**Student:** Ranno Truupõld (9) and his grandmother.



## ESTONIA

**NAME OF THE GAME:**

Phone game

**HOW MANY PLAYERS:**

The more then merrier

**AGE OF PLAYERS:**

Any ages

**WHERE IT IS PLAYED:**

Everywhere

**EQUIPMENT NEEDED:**

No special equipment needed

### RULES OF THE GAME/INSTRUCTIONS



Players form a line and stand or sit next to each other. The more players there are, the funnier is the result.

The first player in line thinks of a word and whispers it into the ear of the player who is next to him / her.

The listener in turn whispers it exactly as he / she heard it into the ear of the next player. So, the word travels from one ear to another until it reaches the very last player in line. The last player says the word out loud so that everyone can hear. After that the first player in line announces the initial word that started the game. Then you can compare – how much has the initial word changed during the phone game. It shall be fun!

**Student:** Kaarel (7) and his grandpa Fridih (65).



## ESTONIA

**NAME OF THE GAME:**

**Rotten egg**

**HOW MANY PLAYERS:**

3 - 10

**AGE OF PLAYERS:**

No limits , reccomended from ages 6-7

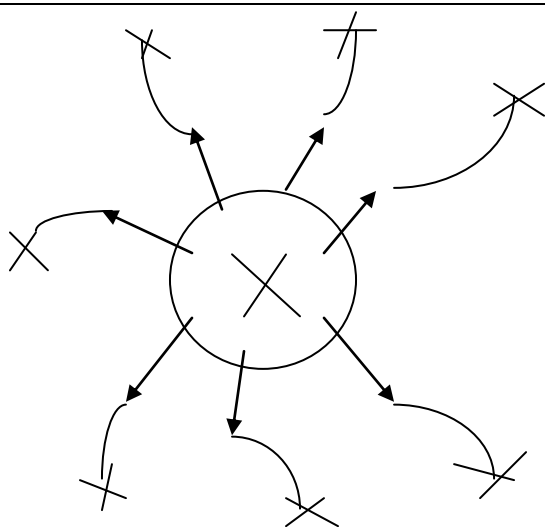
**WHERE IT IS PLAYED:**

outdoors

**EQUIPMENT NEEDED:**

ball

### RULES OF THE GAME/INSTRUCTIONS



A circle with a diameter about 2m is drawn on the game field. All the players have to be in the circle with one leg. "The rotten egg" stands in the center of the circle and thinks about one name. Then he/she throws the ball up and shouts the name he/she thought. All the players including "the rotten egg" try to run as far as possible from the circle. The player whose name was called will try to catch the ball. If he/she will catch the ball before it touches the ground, he/she has to throw the ball up again and call another players name. If he/she couldn't catch the ball, he/she has to take the ball from the ground as fast and possible and then shout "Stop!" (then all the other players have to stop and stay where they are).

NB! It ´s not allowed for other players to run behind something.

Then "the rotten egg" tries to hit the player closest to him/her, and if he/she does hit the other player, it will be the new rotten egg. But before he/she will throw he/she can jump three times as in triple jump. Other players are allowed to take one step but the other leg has to stay in the same spot. After the throw other players have to run towards circle and put one leg in the circle. "The new rotten egg" also has to come into circle. If "the rotten egg" does not hit the player or the player will catch the ball, then "the old rotten egg" will stay, and the game will start over again.

**Student:** Markus Ohov (9) and his mother Virge Ong (48)



## ESTONIA

**NAME OF THE  
GAME:**  
**HOW MANY  
PLAYERS:**  
**AGE OF  
PLAYERS:**  
**WHERE IT IS  
PLAYED:**  
**EQUIPMENT  
NEEDED:**

**Hide and seek with sticks**

Max 10

8 - 15

outdoors

Wooden sticks 10 - 15 cm

It's a hiding game. To begin you need at least 3 players and as many sticks as many players there are.

A small piece of wood was set as a seesaw either on a stone or a log and the sticks are placed on the lower half of the stone crossed. Then players came to an agreement who was going to be the seeker. One of the players kicked the upper half of the wood throwing all of the sticks high in the air and scattering them around. Then the players went to hide. Then the seeker had to gather all the sticks and place them on the edge of the wooden plate again. When he had gathered all the sticks he yelled "STOP!" and started looking for the players that were hiding.

The hidings were allowed to move until the seeker yelled stop. What made this game interesting was that the hiding players were allowed to come out of their hiding spots and scatter all the sticks again and then the seeking player had to come back and gather them before he could get back to finding the players.

The game continued until the last player was found. The seeker for the next game was the player who was found first in the last game. The game went on as long as the players wanted.

**Student:** Raigo Saarmets (7) and his grandpa Enno (60).





## ESTONIA

**NAME OF THE**

**GAME:**

**HOW MANY**

**PLAYERS:**

**AGE OF**

**PLAYERS:**

**WHERE IT IS**

**PLAYED:**

**EQUIPMENT**

**NEEDED:**

Hot and cold

4 - 6

Any age

indoors

Small object

### RULES OF THE GAME/INSTRUCTIONS

One player hides the object while the other players are in another room .

When the object is hidden, the others start looking for it.

If a player is closer to the object hider says: "Warm."

When it is farer, hider says: "Cold".

The winner is the player, who finds the object.

**Student:** Elise Erm(8) and his grandpa Laine(63)



## ESTONIA

**NAME OF THE**

**GAME:**

**HOW MANY**

**PLAYERS:**

**AGE OF**

**PLAYERS:**

**WHERE IT IS**

**PLAYED:**

**EQUIPMENT**

**NEEDED:**

Grandfather's old trousers

4 - 8

From 7 years

indoors

-

### RULES OF THE GAME/INSTRUCTIONS

Goal of the game: questioner tries to make other players laugh and get pledges. Questioner asks questions from players and from those, who first laugh, questioner collects pledges. Players must answer to every question: "Grandfather`s old trousers ", but they are not allowed to laugh at that time, when they say that, no matter how stupid or funny those questions are.

For example: "What is the name of the capital of The Republic of Estonia?" – "Grandfather`s old trousers" or "What`s the time?" – "Grandfather`s old trousers." "What did you ate at lunch today?" – "Grandfather`s old trousers."

If the respondent starts to laugh, he/she gives pledge. If a sufficient number of pledges have been collected, players begin to redeem pledges. The questioner has to get at least one pledge from each of the players. Then choose one player, who will say, what owner has to do to redeem a pledge. "What does this pledge has to do?" asks the questioner and holds pledge so that the answerer does not see it.

Actions must be funny or sportive like running, crouching, press-ups, kissing somebody, reading poem, telling jokes etc.

When actions are done, player gets his thin back.

**Student:**Markus Ohov (9) and his mother Virge Ong (48).



## POLAND

**NAME OF THE GAME:**

**An old bear sleeps hard**

**HOW MANY PLAYERS:**

At least 6 players

**AGE OF PLAYERS:**

3-10 years old

**WHERE IT IS PLAYED:**

Classroom, pitch, playground, gym

**EQUIPMENT NEEDED:**

-

### RULES OF THE GAME/INSTRUCTIONS



1. The children are choosing person who will be the bear which must squat in the middle of the circle and also pretend to sleep.

2. The children are singing and walking along the bear on their toes in order not to wake him up. They're singing:

*"The old bear sleeps hard*

*The old bear sleeps hard*

*We're scared of him, we're tiptoeing*

*If he wakes up, he'll eat us*

*(They start counting and pointing at the bear)*

*The first hour the bear sleeps*

*The second hour the bear snores*

*The third hour the bear catches!*

#### **Option 1**

While the words: *"The third hour the bear catches"*, the bear gets up and tries to grab the children who must run away. The caught child goes to the circle to play the bear's role. The game starts again.

#### **Option 2**

The participants of the game are squatting fast and meanwhile the bear must catch the person who is slower and doesn't manage to stand up after squatting on time.

The person caught by the bear goes to the circle and play the bear's role.

**Student:** Paweł Bożek-Račkos (9) and his grandpa Andrzej Bożek (67)



## POLAND

**NAME OF THE**

**GAME:**

**HOW MANY**

**PLAYERS:**

**AGE OF**

**PLAYERS:**

**WHERE IT IS**

**PLAYED:**

**EQUIPMENT**

**NEEDED:**

The caps' game

Unlimited but it's suggested to have 4-5 players

More than 6 years old

Classroom, beach, playground, gym

Wool, plasticine chalk, a set of bottle caps, masking tape

### RULES OF THE GAME/INSTRUCTIONS



**The aim of the game** is winning the race and to overcome all obstacles which are placed on the whole length of the route.

**How to play the game?**

1. The game starts at the starting line and the players draw lots.
2. The participant has only one hit during one turn.
3. The cap always needs to follow the route. You mustn't take any shortcuts.
4. The cap needs to stop within the route set by the lines or needs to touch it.
5. If the cap after being snapped is out of the trail, the player must come back to the previous place both after the player's hit or after being hit by the opponent's cap.
6. The game of a player is finished if his/her cap crosses the finish line with its circumference.

The point of the game is a racing track which may be built both outside and inside (playground, pavement, classroom). You should take into consideration any obstacles such as sharp curves, bridges, tunnels, etc. You need to snap the bottle caps. The winner is the person who can hit them the strongest and the most precisely.

It's possible to arrange the tournaments among the friends from neighbourhood and the best players will be playing in the finale to win a title of the game champion.

*\*Another type of the caps' playing is an individual race of the participants. Each player must finish the route himself. The winner is that person who finishes the race by using the smallest amount of movements.*

**Student:** Agnieszka Lenartowicz (15) and her grandma Maria Musik (62)



## POLAND

### NAME OF THE

### GAME:

### HOW MANY

### PLAYERS:

### AGE OF

### PLAYERS:

### WHERE IT IS

### PLAYED:

### EQUIPMENT

### NEEDED:

**Dodgeball**

Unlimited but even 11 players in a team during the game

7 - 16

Outside (yard, pitch) and inside (gym)

An inflated ball, sashes in two colours and six flags for outlining the field

### RULES OF THE GAME/INSTRUCTIONS



**The aim of a game is** to eliminate the members of the opposing team on the other side of the field.

#### **The placing**

The players, divided in terms of the number and strength in two equal teams, they choose their captains and must take one half of the field, standing in the loose cluster. Next, the captains fight for the beginning of the game trying to throw the ball to their team tossed by the coordinator. The captains stand behind the opponent's field and they take him in a crossfire by throwing the ball from and to their teams

The player, who catches the ball at the beginning of the game, throws it against the opponents. They must protect themselves against hitting by such movements as ducking, jumping or escaping to the most distant angle of their field, trying not to cross its borderlines. If any player hits the escaping opponent, the beaten person stands by his captain and helps him to *'heighten the fire'*.

If the ball rolls out of the field, nobody is allowed to run after it. The ball is taken by the captain on his part of the field. Every player can get the knock-out ball for his team if he lies down having both feet on the field and he can reach the ball. The player, who rolls or comes out of the field on both feet (or even one foot), is a „*beaten*” person. In this way, there are more and more players standing by the captain, and less and less players inside the field.

After beating everyone, the captain goes in the field. He has the right to be beaten three times. This team wins, which earlier eliminated the opponents with their captain. If the game is supposed to continue, the winning team gets one point.

**Student:** Justyna Nogajczyk (13) and her grandpa Edward Nogajczyk (86)



## POLAND

**NAME OF THE GAME:**

**The rolling of stove lids**

**HOW MANY PLAYERS:**

Unlimited but it is suggested at least 2 players.  
Teams should consist of 5-6 players.

**AGE OF PLAYERS:**

It doesn't matter, but over 6 years old.

**WHERE IT IS PLAYED:**

On a large, flat area

**EQUIPMENT NEEDED:**

A stove lid (heavy wheel). The best from a coal kitchen hanged on a hook, made of thick wire or properly curved poker.

### RULES OF THE GAME/INSTRUCTIONS



**The aim of the game** is training dexterity and balance or winning the race between two players, two teams or just for fun.

You have to roll a stove lid as long as possible, on the hook (a poker). You have to be very careful so that the stove lid not to slip out of the poker (hook) and roll as far as it is possible.

1. Before the start of a game the players stand next to each other.
2. When the game begins, everybody runs with the stove lid.
3. The aim is to roll them as far and as long as it is possible.
4. The winner is the person who is the fastest and can roll the stove- lid the longest.



*\* You can play this game between two teams. Before the game starts, you must choose an appropriate area. Each team must finish the route before the other team.*

If it the lid slips out of hook, the player has to start the game again.  
It's possible to arrange the tournaments among the friends from neighbourhood and the best players can play in the final to win a title of the fastest and longest game champion.

**Students:** Karolina Cieśla, Kinga Sabat (15) and Karolina's grandma Janina Babiarska (66)



## POLAND

**NAME OF THE GAME:**

**The sack race/ Gunny sack race**

**HOW MANY PLAYERS:**

Unlimited but it depends on the length of the route.

**AGE OF PLAYERS:**

It's suggested to have 4-5 players.

**WHERE IT IS PLAYED:**

Over 6 years old

**EQUIPMENT NEEDED:**

Grass, pitch, playground, gym

**EQUIPMENT NEEDED:**

Sacks, colourful flags

### RULES OF THE GAME/INSTRUCTIONS



*The sack race or gunny sack race is a competitive game in which participants place both of their legs inside a sack that reaches their waist or neck and jump forward from a starting point toward a finish line.*

**The game:**

1. The contestants wear sacks on their legs.
2. While hearing the „Start” signal, the participants of the race put the sacks on and start the race in order to run to the ‘Finish’ line as fast as possible.
3. The first person to cross the finish line is the winner.

**Types of the sack races:**

*Option 1*

The players are standing in rows with the sacks on. On signal, the first players are running out of the row. The moment of crossing the finish line is the sign for the next players to start a race. The winning row is that one from which the participants run the fastest and are set behind/over the finish line.

*Option 2*

The players are standing in the start line in rows. The distance to the finish line is smaller and it's about 8-10 steps long. The flags are placed on the finish line. The first person from each row runs to the flag and then around it and comes back to the start line and touches the





player's palm. He stands as the last one. The next player starts running. The winner is that row where the players were the fastest.

*Option 3*

The teams are divided into equal rows. Half of the players are waiting on the Start Line and the others on the Finish line opposite each one. The first person from the row runs to the Finish line, puts the sack off and passes it to the next person and stands at the end. The next player after wearing a sack runs in an opposite direction.

**Student:** Albert Strak (15) and his grandma Stefania Moskwa (81)





## POLAND

**NAME OF THE**

**GAME:**

**HOW MANY**

**PLAYERS:**

**AGE OF**

**PLAYERS:**

**WHERE IT IS**

**PLAYED:**

**EQUIPMENT**

**NEEDED:**

**The stones**

Unlimited, at least two players

Over 6 years old

Outside or inside, on flat , quite soft surface, e.g. blanket

Five small stones for each player

### RULES OF THE GAME/INSTRUCTIONS



The stones' game is a dexterity game. Each player has got five small stones which must fit in one's hand. The game consists of the series of throws in turns until all series are done. The player, who gets the largest number of points in all series of throws, wins.

#### How to play the game?

##### The first series

Four stones are thrown on the blanket, the fifth stone, called "the mother stone", must be held in a hand. Then a player throws "the mother stone" into the air, catches one stone from the surface of the blanket and the falling "mother stone" as well. The player collects all the stones in this way.

##### The second series.

The player throws "the mother stone" into the air while collecting two other stones and catching the falling "mother stone" as well. Then he/she repeats an action so as to collect the other two stones.

##### Third series

The player tosses "the mother stone" up while collecting three other stones and catching the falling "mother stone" as well. Then he/she repeats an action so as to collect one left stone.



### **The fourth series**

The player, holding all the stones in his hand, chooses “the mother stone”, then he must toss it up while putting the other stones on the surface of the blanket. Finally the player throws “the mother stone” into the air while collecting all four stones from the blanket and catching the falling “mother stone” as well.

### **The fifth series**

Four stones are thrown on the blanket, “the mother stone” is held in a hand. Then the player throws “the mother stone” into the air, catches one stone from the surface of the blanket and the falling “mother stone” as well. The player collects all the stones in this way.



### **The downpour 1**

The player throws all the stones into the air and catches them on his palm. If all the stones fall down, the player must try again. If there is even one stone on the palm, the player gets one point, If there are two stones on the palm, the player gets two points etc.



### **The downpour 2**

The player throws all the stones into the air and catches them on his palm. Then he throws them once again and catches the stones on the palm. If all the stones fall down, the player must try again. If there is even one stone on the palm, the player gets one point, If there are two stones on the palm, the player gets two points etc. The player gets as many points as many stones he succeeds in catching.

**Student:** Maciej Pabian (10) and his grandpa Marian Kopeć (63)



## POLAND

**NAME OF THE GAME:**  
**HOW MANY PLAYERS:**  
**AGE OF PLAYERS:**  
**WHERE IT IS PLAYED:**  
**EQUIPMENT NEEDED:**

**Tug of war**

About 8-10 players and one coach.

12 years and over.

pitch, gym

Line at least 10 cm thick and 33 m long

### RULES OF THE GAME/INSTRUCTIONS



**Tug of war** is a sports discipline in which two teams are standing opposite each other and pull the rope with all their strength in two opposite directions in order to pull the opponent in your own direction.

#### The rules of the game

Before the start of this game, the line is put on the ground. The judge inserts colorful ribbon in the medium. It marks the line dividing the game's area.

The rivalry is started by toss of coin to decide about the side of pull.

The places of teams participating in the game should be marked. When the players are standing by the line, the judge gives the command to capture the line and drift it and then gives the signal to pull. The two teams participating in the game must drag the rope at the same time. The winner is that team which pulled the medium of line in own direction.

No hand over hand pulling is allowed. Team members must go back with rope when pulling. It's forbidden to sit on the line or sit on ground. In case of falling down, the participant must pick up and go back to the previous position.

**Student:** Maciej Pabian (10) and his grandpa Marian Kopec (63)



## POLAND

**NAME OF THE GAME:**

**Tomato**

**HOW MANY PLAYERS:**

2 - 10

**AGE OF PLAYERS:**

5 years and over

**WHERE IT IS PLAYED:**

At school, at home

**EQUIPMENT NEEDED:**

-

### RULES OF THE GAME/INSTRUCTIONS



**Tomato (Pomidor)** – it is a popular game for young children. At least two people must take part in it.

#### OPTION 1

One of the players is chosen to be ‘Tomato’. The rest of the participants must ask questions trying to make fun of it. The person called ‘Tomato’ must always give an answer: *tomato*. The game is over when the player is says anything but ‘tomato’, starts laughing or the rest of the participants give up.

#### OPTION 2

One of the participants- *the Tomato*- is asking questions to the rest of the players. They must give an answer „tomato”. Anybody who starts laughing or he/ she says something different must give one thing to ‘Tomato’ person. The questions may be different and funny.

At the end of the game all participants must ‘buy’ their things such as toys, a pencil, etc. They must perform one particular task instead, for example singing a song, or doing some simple gymnastic exercises.



**Student:** Justyna Biesaga (14) and her grandma Wanda Pabian (70)



## POLAND

**NAME OF THE GAME:**

**The rat's game**

**HOW MANY PLAYERS:**

3 – 10 or more

**AGE OF PLAYERS:**

Over 8 years old

**WHERE IT IS PLAYED:**

On the pitch, on the playground, in the gym

**EQUIPMENT NEEDED:**

Rope or the skip about 2 meters long

### RULES OF THE GAME/INSTRUCTIONS



The game is for 3-10 (or more) people. One person must spin the rope along the circle keeping it at the end and holding it at the height of 20 cm above the ground.

The rest of the players are standing in the circle trying to jump over the moving rope. The person who touches the rope must go to the middle of the circle and replaces the spinner. The winner is the participant who has made the fewest number of mistakes.



**Student:** Patryk Smorenda (13) and his grandpa Tadeusz Smorenda (60)



## POLAND

**NAME OF THE GAME:**

**Countries-cities**

**HOW MANY PLAYERS:**

Unlimited but it's suggested 4-5 players

**AGE OF PLAYERS:**

10 years and over.

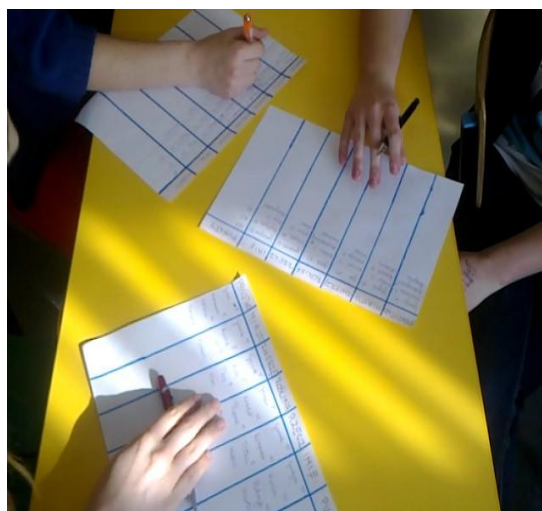
**WHERE IT IS PLAYED:**

Inside, in a room, in a classroom or a common room.

**EQUIPMENT NEEDED:**

A sheet of paper, a pen or a pencil, an hourglass or a stopwatch

### RULES OF THE GAME/INSTRUCTIONS



Draw a scale with a few columns on a sheet of paper. The number of columns depends on the number of categories we want to have. Name each category: a country, a city, an animal, a plant, a thing, name, a river, mountains, a famous person or a job. One of the players must say the alphabet in thoughts, not aloud, but he should say "start" loudly before saying the alphabet. The other player says "stop" and this way one of the letters is chosen. Then all the players start writing words which starts with the chosen letter and match each of the given categories. One letter should be chosen only once. In case of choosing the same letter, you should start saying the alphabet once again and choose another letter.

Writing words ends when a player finishes writing the right words into all of the categories and announces it loudly or if all players together decide that they can't write anything else. You can also reduce the time of writing down the words. For this purpose it is convenient to use an hourglass or a stopwatch.

**Counting points** - all players read out their words in turns. If the player is the only one who wrote the word, he gets 15 points. If each player has a different word - they all get 10 points. If anyone has the same words they get 5 points. If a player doesn't write the correct word or doesn't write anything, he doesn't get any points. The winner is the person who collects the biggest amount of points during the game.

**Student:** Kinga Gąsior (15), Wiktoria Wójcik (15) and Wiktoria's grandma Natalia Klimczak (68)



## POLAND

**NAME OF THE GAME:**

**The little fleas**

**HOW MANY PLAYERS:**

2 - 4

**AGE OF PLAYERS:**

Over 7 years old (due to the risk of swallowing )

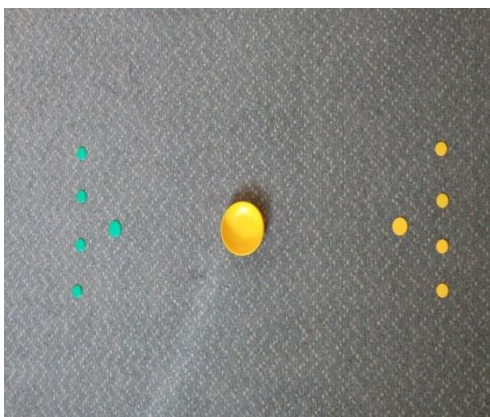
**WHERE IT IS PLAYED:**

At school, at home

**EQUIPMENT NEEDED:**

4 multicoloured sets of buttons containing so called 4 little fleas and a big flea.

### RULES OF THE GAME/INSTRUCTIONS



#### OPTION 1:

Each of the players chooses one set of the fleas (1 big and four smaller ones in one colour). The little bowl should be placed on the flat surface (i.e. carpet, floor, table, chair). The little fleas should be placed in a line at the distance of 30 cm. The player presses the edge of the smaller one to make its jump. The flea should jump straight to the bowl. If the flea falls near the little bowl, the participant leaves it in the place where it had fallen down. Each of the participants has got only one jump in each series. If the little flea doesn't jump to the bowl, in the next round the player must start the game from the place where the flea fell down. The winner is the person whose all fleas are placed in the little bowl as the first one.



#### OPTION 2:

Each of the participants introduces all the fleas to the little bowl. From the distance the contestants must make all fleas jump into the bowl. The winner is the person whose fleas are in the bowl in the shortest amount of time.

**Student:** Wiktor Duliński (14) and his grandma Emilia Pyszniak (60)



## POLAND

**NAME OF THE GAME:**

**The envelope**

**HOW MANY PLAYERS:**

5 players (max)

**AGE OF PLAYERS:**

More than 6 years old

**WHERE IT IS PLAYED:**

somewhere, where you can draw an envelope, for example on a pitch or a playground.

**EQUIPMENT NEEDED:**

flat pebble, chalk or stick.

### RULES OF THE GAME/INSTRUCTIONS



1. Draw a figure of an envelope on the ground, give a number to each field. Put a flat pebble on the first field. Player has to jump on one leg from field to field. The pebble can't be dropped on the line between the fields, because in this situation player loses his turn.

2. When the player finishes his first round successfully, he goes to the second round, which consists of throwing the pebble on the second field. We do the same things like in the first round. The winner is the person who first completes all the fields, one by one.

3. Each level of the game is a higher level of difficulty, because the player must throw a stone further and it's really hard. Besides he has to maintain balance jumping from field to field.

4. This game requires precision and physical fitness from the players



**Student:** Kinga Sabat (15) Magdalena Klimczak (15) and Kinga's Grandmother (68)





## PORTUGAL

**NAME OF THE GAME:**

Marble game

**HOW MANY PLAYERS:**

2 to 6 players

**AGE OF PLAYERS:**

8+

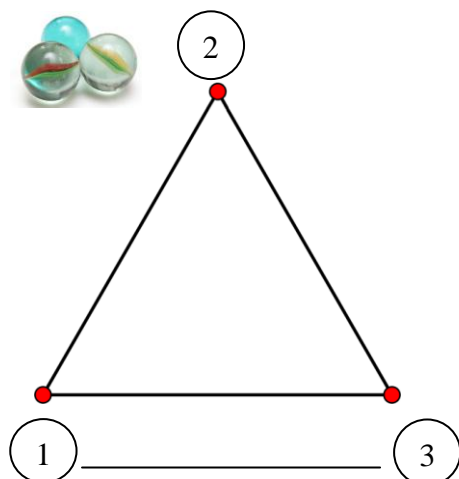
**WHERE IT IS PLAYED:**

Outdoor game or indoor game – smooth flat surface

**EQUIPMENT NEEDED:**

a marble for each player

### RULES OF THE GAME/INSTRUCTIONS



1. Draw on the ground a big equilateral triangle (2 to 3m each side) and dig a small hole on each vertex (6 to 8cm).

2. Players face towards the longest side of the triangle at a certain distance (30cm).

3. Each player flicks their marble aiming the hole at the top of the triangle. The player whose marble gets the closest to the hole or manages to get it into the hole starts the game.

4. There are different ways of shooting/flicking a marble:

a) Form a pocket with first finger and thumb. The marble is nestled in the pocket and then shot by flicking the thumb;

b) Form a pocket with all fingers; c) Put the marble on the ground and flick it with your first finger.

5. The game starts. The object is to shoot the marble into the first hole and then the following two holes (anti clock wise).

6. If you are lucky and get the marble into the hole the first time you flick it, you must play again. If your marble knocks on one of the other marbles of the other players you must also play again.

7. You can flick your marble in order to knock on another marble from another player so that it knocks on your marbles to get it into the hole.

8. After the first round you start the game but clock wise. The first player to finish is the winner.

**Student:** Beatriz Cardoso (11) and her grandma Maria do Céu Trindade (74)  
 Cátia Almeida (11) and her grandma Maria do Sameiro Ramos (69)



## PORTUGAL

**NAME OF THE GAME:**

**BARRA DO LENÇO**

**HOW MANY PLAYERS:**

9 players ( minimum)

**AGE OF PLAYERS:**

5+

**WHERE IT IS PLAYED:**

Outdoor game

**EQUIPMENT NEEDED:**

scarf

### RULES OF THE GAME/INSTRUCTIONS



1. Divide the players into two teams with the same numbers of players. Each player has a secrete number. Both teams have the same numbers.
2. The teams face each other but at a certain distance (5/6 meters). In the middle, between the two teams, is the judge holding in the air a scarf.
3. The judge calls out a number. The players from both teams that have the number called out come running to the judge. They try and grab the scarf without the opponent touching him/her.

4. If the player is able to garb the scarf and take it to his/her team, the team wins one point. If he/she grabs the scarf without being touched and runs to the other team, his/her team wins two points. If the player who is running with the scarf is touched his/her team loses one point.5- The scarf returns to the judge who calls out another number. The judge has to call out all the numbers within the teams.

5. The scarf returns to the judge who calls out another number. The judge has to call out all the numbers within the teams.

6. If the players are taking too long to grab the scarf the judge may call out another number to help the players (the rulers are the same except that this player can only be touched by the player of the other team with the same number.)

7. During the game, instead of calling out a number the judge can shout the word “fire” which means that all the players in the teams can come and grab the scarf. If the judge calls out “water” no one can move. If someone moves his/her team loses a point. If the judge calls out “vinegar” all the players can grab the scarf but they have to hop.

8. The game ends when a team manages to score twenty points.

**Student:** Rodrigues Fonseca (7) and his grandmother Maria de Jesus Pereira (70)



## PORTUGAL

**NAME OF THE GAME:**

**Bottle metal tops game**

**HOW MANY PLAYERS:**

2+

**AGE OF PLAYERS:**

5 - 11

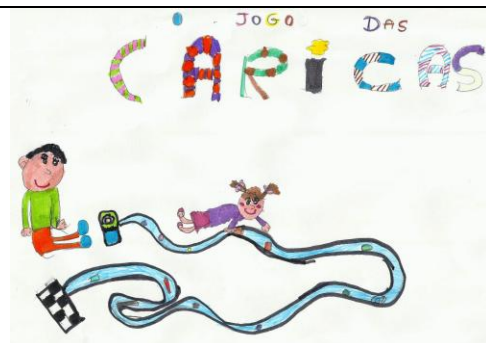
**WHERE IT IS PLAYED:**

Outdoor game or indoor game

**EQUIPMENT NEEDED:**

Bottle metal tops and a piece of chalk

### RULES OF THE GAME/INSTRUCTIONS



1. Draw on the ground/floor with a piece of chalk a nice long curvy racing track.

2. All players put their bottle metal tops at the starting line.

3. Each metal top must be identified. This can be done with different colours or with the players' names.

4. Who starts the game? One of the players holds in his/her hand sticks (a stick for each player) with different sizes, holding them in a way that the other plays only see the sticks above the hand which are all the same size.

5. Each player chooses a stick. The player with the longest stick starts the game. The player with the second longest stick is the second player and so forth.

6. Players take turns. Each player flicks the metal top with their fingers along the track. The metal top mustn't be off track. If it does the player has to put it where it was initially.

7. To make the bottle top a bit heavier players can mix a little bit of soil with water (mud) and put it into the top. This will make the flicking easier.

8. The first player to reach the end is the winner.

**Student:** João Diogo (9) and his father Carlos Ribeiro (40)  
Hugo (9) and his grandma Maria Brito (65)



## PORTUGAL

**NAME OF THE**

**GAME:**

**HOW MANY**

**PLAYERS:**

**AGE OF**

**PLAYERS:**

**WHERE IT IS**

**PLAYED:**

**EQUIPMENT**

**NEEDED:**

5 little stones

2+

6-12

Outdoor game or indoor game

5 little stones

### RULES OF THE GAME/INSTRUCTIONS



1. The player throws five little stones to the ground so that they fall into the same spot.

2. The player picks up one of the stones and tosses it into the air. Afterwards he/she has to grab one of the other stones that are on the floor very quickly and then catch the stone that has been tossed into the air. This is done until all the stones that are on the floor have been picked up (one by one).

3. The stones are thrown again onto the floor and the whole process starts again but this time instead of grabbing one stone the player has to grab two. As the game goes on the number of stones picked up gets bigger and bigger (3, 4, 5).

The game can become more difficult if you put the stones in a line, in a triangular or the space between the stones is bigger or smaller.

4. When one of the players is unable to do one of the steps of the game he/she stops playing and gives his turn to another player. When it is his/her turn again the player starts where he/she left off.

5. To end the game the player has to throw all the five little stones into the air and catch them with the back of his/her hand. The winner is the player that has managed to catch the most stones on the back of his/her hand.

**Student:** Ana Rita Moreira (7) and her grandfather António Moreira (63)



## PORTUGAL

**NAME OF THE GAME:**

**MACACA OR SEMANA (If it has seven squares)**

**HOW MANY PLAYERS:**

2+

**AGE OF PLAYERS:**

5 - 11

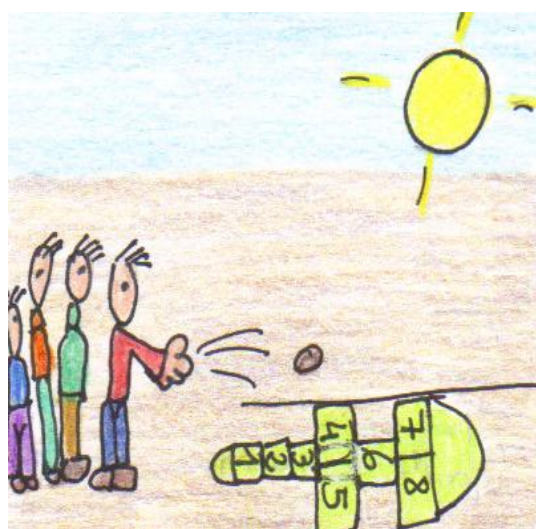
**WHERE IT IS PLAYED:**

Outdoor game

**EQUIPMENT NEEDED:**

Flat stone and a course

### RULES OF THE GAME/INSTRUCTIONS



1. Draw on the ground a hopscotch court/course and get a felt stone. Start the game by throwing the stone from the starting point called earth into the first square. If it doesn't fall into the first square or if it lands on any of the lines you lose the game.

2. Hop over the first square, where the stone is, to the second square, then to the third square. Afterward jump onto the double squares (squares four and five) landing with both feet side by side. Hop to square number six and then jump onto the last double square.

3. Jump into the semi circle (rest area called sky) or turn round and jump once again onto the double square and hop back to the starting point.

4. When you come to the second square hoping, pick the stone that is in the first square and then hop over the first square to the starting point (earth).

5. At the end of the first round throw the stone into the second square and do the same thing as the first round. The game ends when the stone has been thrown to all the squares. On the way back you must never put your foot on the square that has the stone.

6. You lose the game when you step on a line, throw the stone out of a square or when the stone lands on a line. When one player loses, it is the other players turn to play.

7. The game can be played in the same way instead of throwing the stone into the square you can put it in your hand, on the back of your hand, put it on your head, etc.

**Student:** Érica Borges (11 y) and her grandfather João Borges (62 y)



## PORTUGAL

**NAME OF THE GAME:**

**Even or odd**

**HOW MANY PLAYERS:**

2+

**AGE OF PLAYERS:**

5+

**WHERE IT IS PLAYED:**

Indoor or outdoor game

**EQUIPMENT NEEDED:**

Pine nuts or dry beans

### RULES OF THE GAME/INSTRUCTIONS



Many years ago, at Christmas, this game was played during the evening when there was no television.

1- Each player has a certain numbers of pine nuts hidden in their pockets.

2- One of the players takes out from his/her pockets a number of pine nuts, keeping his/her hands closed so that the other player doesn't see them.

3- Then he/she puts out his/her hands which are closed in front of the other player and asks "Even or odd?"

The other player chooses one of the hands and points to it or touches it and shouts "Even!" or "Odd!"

4- The player that has the pine nuts opens the hand that has been pointed out and both players count the numbers of pine nuts in it (one of the hands may not have any pine nuts). If the numbers of nuts are 2, 4, 6, 8 ... it is even. If the numbers of nuts is 3, 5, 7, 9... it is odd.

5- The player who tries to discover the number of pine nuts wins if his/her answer is right. If so the player who has the pine nuts has to give him/her the nuts he had in his/her hand.

6- If the answer is wrong the player has to give to the other player who had the pine nuts the same numbers of nuts he/she had (Small children don't to this).

7- The winner is the player that wins the highest number of nuts.

**Student:** Ana Margarida Carvalho Campos (7) and her mother Maria Isabel Carvalho Campos (43)



## PORTUGAL

**NAME OF THE GAME:**

**Teetotum game „Rapa“**

**HOW MANY PLAYERS:**

2 or more players

**AGE OF PLAYERS:**

6+

**WHERE IT IS PLAYED:**

Outdoor/Indoor game

**EQUIPMENT NEEDED:**

Small four-sided spinning top / beans, pine nuts, sweets or coins

### RULES OF THE GAME/INSTRUCTIONS



1- The players chose who's going to play first, second...

2- Each player puts into the pool (on the table or on the floor where the game is played) one or more objects which could be beans, coins, pine nuts, sweets or whatever.

3- Then, in turns, each player spins their spinning tops.

4- The spinning top is spun clockwise with the thumb and index finger.

5- The spinning top spins randomly until it stops.

6- When the spinning top stops spinning one of its four sides will be face-up, indicating what the player has to do.

7- On each side of the spinning top there is a letter – R, P, T, D.

8- The “R” stands for “Take all”. The player takes all the pool (all the beans or coins or whatever is on stake).

The “P” stands for “Put”. The player has to put an item on stake.

The “T” stands for “Take”. The player takes an item on stake.

The “D” stands for “Leave”. The player doesn't take any item on stake.

9- The first round of the games ends when all players have played their turn. The game can be played as many times as the players wish to do so. The winner is the player that has been able to collect as many objects on stake as possible.

**Student:** Laura Andre (4) and her great uncle Augusto Batista (85)



## PORTUGAL

**NAME OF THE GAME:**

**Wooden spinning top**

**HOW MANY PLAYERS:**

1 or more players (boys game)

**AGE OF PLAYERS:**

8+

**WHERE IT IS PLAYED:**

Outdoor/Indoor game

**EQUIPMENT NEEDED:**

Wooden spinning top, string and clear felt area

### RULES OF THE GAME/INSTRUCTIONS



1- A circle with about 1,5m radius is drawn on the ground. In turns, all the players will throw their wooden spinning tops into this circle.

2- Before playing each player has to wind firmly the string around their spinning top from the bottom until half way to the top. Leaving quite a big piece of string unwound to put it around the hand. Then the end of the string which is around the hand is pulled backwards with the wrist and released as quickly as possible so that the string unwinds itself and makes the spinning top fall into the circle and starts spinning.

3- The spinning top has to spin within the circle and then gradually go out of it. If this doesn't happen the spinning top stays within the circle as a "prisoner".

4- The player whose spinning top stays within the circle is out of the game.

5- The other players with their spinning tops will try and remove the spinning top that has been left there by knocking against it with their spinning tops. This is called "picá-lo" (knock it). Every time a player is able to remove the other player's spinning top wins fifty points.

6- In each game the spinning tops are released three times. The player with the highest points is the winner.

Note: The spinning top can be picked up from the ground while it is spinning and it will carry on spinning on the player's hand. After it has spun on the hand the player will try and put it into the circle (always spinning) to knock out the other spinning tops and then out of the circle in order to carry on the game.

**Student:** Rita Sousa (10) and her grandfather Eliseu Ramos (75)





## PORTUGAL

**NAME OF THE GAME:**

**MR. BOATMAN – SR. BARQUEIRO**

**HOW MANY PLAYERS:**

8 or more players

**AGE OF PLAYERS:**

4+

**WHERE IT IS PLAYED:**

Outdoor/Indoor game

**EQUIPMENT NEEDED:**

-

### RULES OF THE GAME/INSTRUCTIONS



- 1- All players can play at the same time.
- 2- Out of all the players two team captains are chosen.
- 3- The team captains decide what they will be. They could be 2 fruits, 2 colours, 2 flowers...
- 4- The team captains face each other. Join their hands together and raise them in order to create an arch. The other players make a line and start walking under the arch and around the captains creating consistently a circle. As they walk they sing a rhyme:

“Here comes, here comes a lovely felucca  
 It’s comes from Belem.

I am going to ask the boatman to take me to  
 the other side.

I have to feed my little children!  
 One will be left out, one will be left out  
 Will it be the mother who’s in front or a child  
 who is behind?”

- 5- The team captains drop their hands down on the last word of the rhyme, trying to capture between their arms one of the players who is walking under the arch. This goes on until all the players are captured. To each player that is captured the captains ask secretly which fruit/colour ... they would like. After the player has chosen he/she stands behind the captain of the fruit/colour they have chosen.
- 6- By the end of the game the players are divided into two teams.
- 7- Each captain makes a line with all his team members.
- 8- On the floor a line is drawn. Each captain stands with his/her team behind this line.
- 9- Each team pulls the captain, who is in front, so that he/she doesn’t go over the line.
- 10- The team that is able to pull the other team over the line is the winner.

**Student:** Alexandra Jorge (10) and her grandmother Laura (75)



## PORTUGAL

**NAME OF THE GAME:**

Sardine game

**HOW MANY PLAYERS:**

2 players

**AGE OF PLAYERS:**

5+

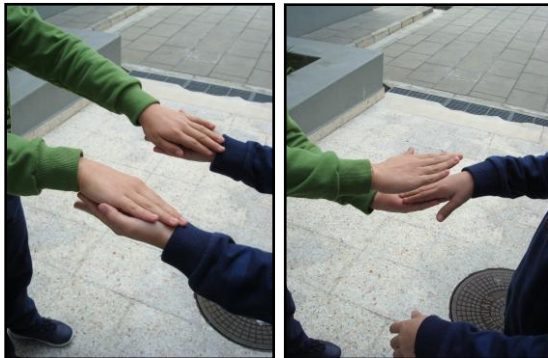
**WHERE IT IS PLAYED:**

Outdoor/Indoor game

**EQUIPMENT NEEDED:**

Hands

### RULES OF THE GAME/INSTRUCTIONS



- 1- Two players stand facing each other.
- 2- The first player puts his hands over the hands of the second player.
- 3- The player that has his hands under the hands of the first player has to try and slap one hand or both hands of his opponent as quickly as possible. If he manages to slap his opponent's hands he wins and plays again. If he isn't successful he loses. The players change roles.



**Student:** Maria Ramalho (10) and her grandfather Bento Oliveira (90)



## PORTUGAL

**NAME OF THE GAME:**

**Blind goat**

**HOW MANY PLAYERS:**

6 or more players

**AGE OF PLAYERS:**

4+

**WHERE IT IS PLAYED:**

Outdoor

**EQUIPMENT NEEDED:**

Scarf

### RULES OF THE GAME/INSTRUCTIONS



- 1- A player is chosen to be the blind goat. His/her eyes are covered with a scarf or a piece of cloth.
- 2- The other players hold hands and make a circle.
- 3- The player who is the blind goat goes into the circle. His/her eyes are covered and then he/she turns around four times.
- 4- The blind goat has to catch one of the players that are in the circle. The players can move, bend down and even take some short steps but they must not leave the circle nor stop holding hands. Sometimes they can shout out "Blind goat! Blind goat! Blind goat!"

5- When the blind goat catches one of the other players he/she can feel his/her face to be recognized. If the blind goat recognizes the player they change roles. If the blind goat is unable to recognize the player he/she has to choose another player.

Note: When one of the players is caught by the blind goat he/she must not speak nor the other players so that the blind goat doesn't recognize the player.

Variation:

The players that are within the circle can say a rhyme so that the blind goat gets muddled up.

"-Blind goat where do you come from?"

-I am from Fundão

-What do you eat?

-Bread and cheese.

-Give us some?

-No! It's for my children and for me!"

(The players within the circle can move position in silence.)

**Student:** Pedro Leal (9) and his mother Maria da Conceição Bento (49)



## PORTUGAL

**NAME OF THE GAME:**

**Button game**

**HOW MANY PLAYERS:**

2 or more players

**AGE OF PLAYERS:**

6+

**WHERE IT IS PLAYED:**

Outdoor/Indoor game

**EQUIPMENT NEEDED:**

Buttons

### RULES OF THE GAME/INSTRUCTIONS



1- The aim of the button game is to throw a button against a wall so that it falls on the ground and as near to the wall as possible.

2- The first player throws his button against the wall which will fall at a certain distance from the wall.

3-Then the second player will throw his button against the wall. He will try and throw the button so that it falls as near to the first player's button. If the distance between the two buttons is about a hand span (distance from the tip of the thumb to the tip of the little finger when the hand is stretched out) he wins and keeps his button and the other player's button. If this doesn't happen the games goes on with the other players trying to do the same thing.

**Student:** Matilde Antunes (6) and her grandmother Rosária Antunes (56)



## PORTUGAL

**NAME OF THE GAME:**

**HOW MANY PLAYERS:**

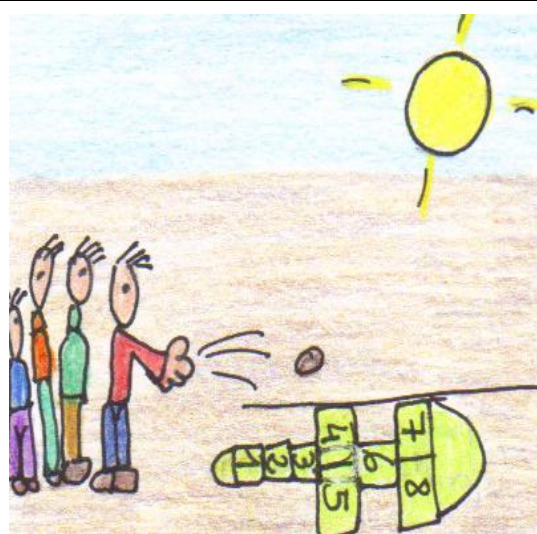
**AGE OF PLAYERS:**

**WHERE IT IS PLAYED:**

**EQUIPMENT NEEDED:**

2+
5 - 11
Outdoor game
Flat stone and a course

### RULES OF THE GAME/INSTRUCTIONS



1. Draw on the ground a hopscotch court/course and get a felt stone. Start the game by throwing the stone from the starting point called earth into the first square. If it doesn't fall into the first square or if it lands on any of the lines you lose the game.

2. Hop over the first square, where the stone is, to the second square, then to the third square. Afterward jump onto the double squares (squares four and five) landing with both feet side by side. Hop to square number six and then jump onto the last double square.

3. Jump into the semi circle (rest area called sky) or turn round and jump once again onto the double square and hop back to the starting point.

4. When you come to the second square hopping, pick the stone that is in the first square and then hop over the first square to the starting point (earth).

5. At the end of the first round throw the stone into the second square and do the same thing as the first round. The game ends when the stone has been thrown to all the squares. On the way back you must never put your foot on the square that has the stone.

6. You lose the game when you step on a line, throw the stone out of a square or when the stone lands on a line. When one player loses, it is the other players turn to play.

7. The game can be played in the same way instead of throwing the stone into the square you can put it in your hand, on the back of your hand, put it on your head, etc.

**Student:** Érica Borges (11 y) and her grandfather João Borges (62 y)



## SLOVENIA

**NAME OF THE  
GAME:**

**It flies, it flies, it flies ...**

**HOW MANY  
PLAYERS:**

Suitable for any number of players

**AGE OF  
PLAYERS:**

6 - 14

**WHERE IT IS  
PLAYED:**

indoors

**EQUIPMENT  
NEEDED:**

-

### RULES OF THE GAME/INSTRUCTIONS



The leader is chosen by a counting rhyme.

The players are sitting in a circle or behind their desks.

The leader says: "It flies, it flies, it flies ..." while the players are drumming with their index fingers on their desks and listening to the leader.

The leader suddenly names a thing. The players stop drumming and point their fingers in the air (if the thing which the leader said can fly) or to the ground (if it can't fly).

The player who makes a mistake, is too early or too late, drops out of the game.

The last remaining player is the game's leader in the next round.

**Student:** Nuša Ačko (7) and her grandmother Jožica Ačko (76)



## SLOVENIA

**NAME OF THE GAME:**

**HOW MANY**

**PLAYERS:**

**AGE OF**

**PLAYERS:**

**WHERE IT IS**

**PLAYED:**

**EQUIPMENT**

**NEEDED:**

**Jumping over the rope**

Suitable for any number of players

6 - 14

Outdoors

a rope/a skipping rope

### RULES OF THE GAME/INSTRUCTIONS



One of the children stands at a spot and lays at least two-metre-long rope on the ground. The other children are standing around him in a circle.

The child in the middle starts spinning the rope while the other children are jumping over it.

The child who doesn't manage to jump across the rope drops out of the game. The other children continue with the game.



**Student:** Nuša Belas (8) and her grandpa Mirko Poterč (70)



## SLOVENIA

**NAME OF THE GAME:**

**ROTTEN EGG**

**HOW MANY PLAYERS:**

10 or more

**AGE OF PLAYERS:**

6 - 14

**WHERE IT IS PLAYED:**

Outdoor or indoor game

**EQUIPMENT NEEDED:**

A tissue, a pebble, a piece of paper

### RULES OF THE GAME/INSTRUCTIONS



Children squat in a circle. One of them remains outside with a tissue, a pebble or a piece of paper in his/her hand. He walks around the circle saying: "A rotten egg I carry, who would like to have it? Don't you turn around or else hear the spanking's sound."

In case someone looks back, he is allowed to spank him/her gently on his/her back.

While walking, the 'egg carrier' drops "the egg" behind someone's back without being seen.

The children squatting have to pay attention if there is anything behind their backs (using their hands only) and immediately run after the 'egg carrier' and try to catch him/her. If he is caught before reaching his/her place in the circle, he has to sit in the middle of the circle as a smelly, rotten egg, and the rest can call bad names at him (e.g. What's that smell? Look at this poor rotten egg, isn't it ugly? I can't breathe. I smell something rotten.).

The player, who is quick enough to catch him, is now an 'egg carrier'.

The 'rotten egg' sits in the circle until replaced by another 'rotten egg'.

**Student:** Primož Štern (14) and his grandmother Marica Simonič (81)





## SLOVENIA

**NAME OF THE GAME:**

**HEAVEN AND HELL**

**HOW MANY PLAYERS:**

3 - 4

**AGE OF PLAYERS:**

4 - 14

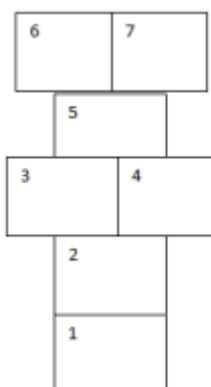
**WHERE IT IS PLAYED:**

Outdoor or indoor

**EQUIPMENT NEEDED:**

Chalk or wooden stick, pebbles

### RULES OF THE GAME/INSTRUCTIONS



If the game is played on sand, use a wooden stick to 'draw' a playing area (a polygon as shown in the picture) for the game. Otherwise, use a chalk to draw it on a hard surface (e.g. asphalt). Each player has a flat pebble which has to be carefully thrown into each of the fields, one by one, starting with number 1. Every time, she has to jump into the fields on one or both legs simultaneously (depending on the field – if one, use 1 leg only, if two, leap with both legs).

In the last field, she turns round and jumps in the same way back to the starting point. If a player makes a mistake (pebbles dropped in the wrong field; stepping on a line or crossing it), it is the next player's turn. The one who picks up the stone from all fields is the winner. To make the game even more interesting and challenging, a player can also jump backwards or blindfolded.

**Student:** Maša Belas (6) and her grandpa Mirko Poterč (70)



## SLOVENIA

**NAME OF THE GAME:**

**LAND STEALING**

**HOW MANY PLAYERS:**

5

**AGE OF PLAYERS:**

10 - 14

**WHERE IT IS PLAYED:**

outdoors

**EQUIPMENT NEEDED:**

Chalk and wooden stick

### RULES OF THE GAME/INSTRUCTIONS



Use a chalk (on a hard surface like asphalt) or a stick (on soil) to draw a large circle representing the land (estate). Then divide it into as many parts as there are players. Each field represents one country. Every player chooses one and labels it with his/her name.

To start the game put the stick in the middle of the circle (held by one of the players). All the players stand in their own fields. The stick is dropped. The player of the field into which the stick falls, has to pick it up and throw it into one of the remaining fields and yell the country's name at the same time.

All except the provoked land owner have to run out of the circle as far as possible. The one that gets the stick has to step on it quickly and call out 'Stop!' At that sound all the players have to stop running.

The challenged one has to hit one of the players with the stick. If he is successful, then (s)he can "steal land" from the one (s)he hits, if (s)he fails, then the other one steals land from him/her.

While stealing it is allowed to stand in one's own country and draw a line only as far as it can be reached. The winner is the one who steals the biggest portion of land.

**Student:** Žiga Cehtl (6) and her grandpa Dragica Cehtl (55)



## SLOVENIA

**NAME OF THE GAME:**

**HOW MANY**

**PLAYERS:**

**AGE OF**

**PLAYERS:**

**WHERE IT IS**

**PLAYED:**

**EQUIPMENT**

**NEEDED:**

**PEBBLING**

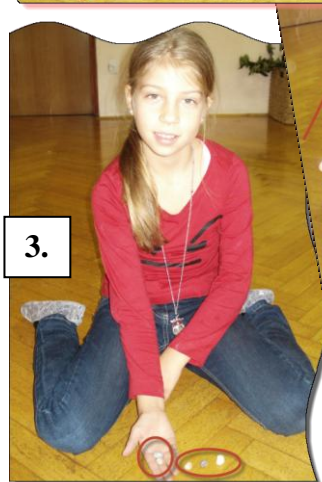
5 - 8

8 - 14

Outdoor or indoor game

5 pebbles

### RULES OF THE GAME/INSTRUCTIONS



Put four pebbles on the ground or, even better, on a table or somewhere where they can be easily picked up. A player holds one pebble in his/her hand and throws it up high. At the same time she has to pick up one of the four pebbles on the ground very quickly and be swift enough to catch the one falling down as well.

If she manages to hold both pebbles, she can continue the game until all the three pebbles are picked up from the ground.

In case a player successfully picks up all four pebbles while catching the one thrown into the air, she is advanced into a higher level: While throwing one pebble up, she has to pick up two pebbles from the ground at the same time.

The third level is to throw these two pebbles into the air and pick one up from the ground. The fourth level is to throw three pebbles into the air and pick one.

For those more skillful: Throw two pebbles in the air and pick one from the ground.

The most difficult level: Throw three pebbles into the air and pick one from the ground.

**Student:** Filip Ogorevc (9) and her grandpa Ludvik Skrbič (65)



## SLOVENIA

**NAME OF THE GAME:**

**Cockfight**

**HOW MANY PLAYERS:**

Suitable for an even number of players

**AGE OF PLAYERS:**

5 - 99

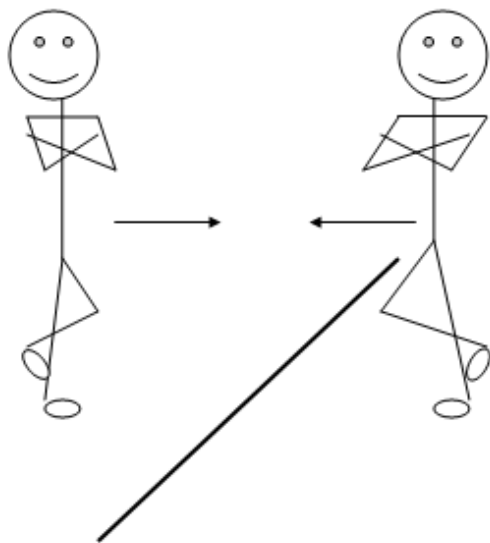
**WHERE IT IS PLAYED:**

Outdoor or indoor game

**EQUIPMENT NEEDED:**

-

### RULES OF THE GAME/INSTRUCTIONS



1. Two children stand on one foot and cross their arms on their chest.
2. They face each other. A line is drawn between them.
3. They try to push their opponent away and cross the line without stepping on both feet and letting go of their arms.
4. The winner is that cock who pushes away the opponent and crosses the line.

**Student:** Nuša Ačko (7) and her grandpa Janez Štern (68)



## SLOVENIA

<b>NAME OF THE GAME:</b>	<b>Froggies</b>
<b>HOW MANY PLAYERS:</b>	Up to 5
<b>AGE OF PLAYERS:</b>	5 - 99
<b>WHERE IT IS PLAYED:</b>	Outdoor or indoor game
<b>EQUIPMENT NEEDED:</b>	-

### RULES OF THE GAME/INSTRUCTIONS

Children stand in a circle and all of them put one foot forward to the middle of the circle. On one two three, each of them jumps as far away from the circle as possible. One of them starts and tries to step on someone's foot. He or she can move back only with one jump. If the one who attacks steps on the foot of a chosen child, he or she is out of the game. Each attacker names another child who continues jumping. The winner is the one who stays the last in the circle.



**Student:** Aljaž Radinovič (6) and her grandma Maja Radinovič (54)



## SLOVENIA

**NAME OF THE GAME:**

**Rubber Band Jump**

**HOW MANY PLAYERS:**

3 or 4 (if played in pairs)

**AGE OF PLAYERS:**

50-70 y

**WHERE IT IS PLAYED:**

Outdoors, indoors

**EQUIPMENT NEEDED:**

An elastic band

### RULES OF THE GAME/INSTRUCTIONS

We need a long elastic band, tied into a circle. If the game is played by three players, two of them hold the rubber band around their ankles, and the third one skips on, between or over the rubber strings. As the player successfully performs the tasks, the jumping gets more difficult as the band is moved higher and higher (knees, under the buttocks, around the waist, under the armpits, and finally around the neck).

If the player fails to do the tasks or makes a mistake (does not jump high enough or misses one of the strings), (s)he is replaced by one of the players who hold the band. The game can also be played in pairs, and in the case of mistakes the other of a pair can repeat the jump and if it is done correctly, they can proceed to the next level.

One of the well-known game is USASA where you speak and perform actions at the same time:

USA (Jump with both feet on one side of the elastic band.)

USA (Jump with both feet up high and turn at the same time so that the same string you landed on is now between your legs.)

USA (Jump again and catch the parallel string between your legs.)

SA (Jump and land on the second string.)

PIKA (Jump between the two rubber strings.)

NOGA (Jump and catch both rubber strings between your legs.)

VI (Jump and turn around for 180 degrees so that the band is wrapped around your legs.)

ČKA (Jump back to the starting point - outside the two elastic bands – and unwrap the legs.)



**Student:** Kaja Lešnik (10) and her grandma Vida Lešnik (56)



## SLOVENIA

**NAME OF THE GAME:**

**The Wild Man**

**HOW MANY PLAYERS:**

3 or more

**AGE OF PLAYERS:**

5 - 99

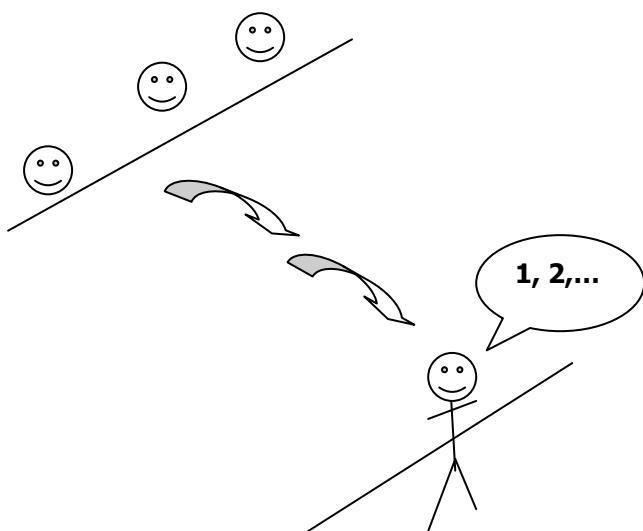
**WHERE IT IS PLAYED:**

Outdoor or indoor game

**EQUIPMENT NEEDED:**

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### RULES OF THE GAME/INSTRUCTIONS



- 1.
  2. Children draw a line on the playground and stand behind it.
  3. The Wild Man is standing behind his own line about 10 metres away from them, facing them backwards.
  4. The Wild Man counts loudly to ten while the children walk slowly towards them.
  5. Because he/she knows that the children are coming closer, he/she suddenly stops counting and turns around. At that moment the children have to be completely still.
- The one who's still moving is sent behind the line again by the Wild Man, where he/she starts the next round.

The child who first touches The Wild Man takes his role in the next game.

**Student:** Maša Belas (6) and her grandpa Mirko Poterč (70)