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TRADITIONAL GAMES

L.O.-V.E. Learning Outdoors - Vivid Exploration
2019-I-ES01-KA229-064069

SPAIN



RAYUELA

La "Rayuela" is a popular and traditional game from Spain. You just need a plain surface and a chalk to play this game. Through this game children can improve their balance and coordination.

La "Rayuela" requires some basic skills and it also helps children to learn the numbers.



STEPS

1. Before you start playing, draw a diagram on the floor with chalk. It contains several squares with numbers between 1 and 10 inside. You can draw the squares with different sizes, taking into account the age of the children. You can also use different colours too.

2. To start playing we need a flat stone. The child must stand behind the first number and throw the stone. The square where the stone falls is called "casa" (home) and the player can not step in this square.

3. The child starts to play the game jumping with just 1 leg (lame leg) in the squares, or with the two feet if there are 2 squares together.

The aim of the game is go through each square with the stone until you arrive to the number 10 and then go back to the start.



EL PAÑUELO

SET UP:

Divide the group into two teams.

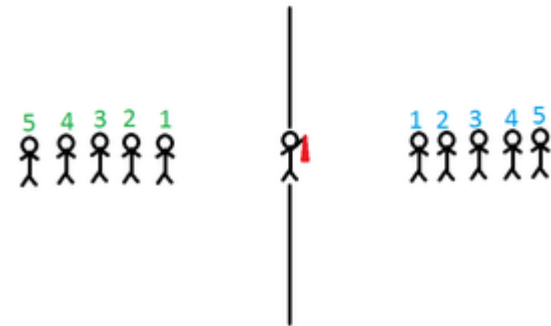
Line up about 30 meters across from each team. The teacher or student with the bacon (for example a handkerchief or a towel) is placed in the center of the play area.

Have each team count off so that each player has a number - one, two, three and so on. You can even pick topics like wolves, foxes, bears, etc.

INSTRUCTIONS:

The referee (teacher or student) will start the game by calling out one set, like number one. From both teams a player will come out and try to steal the Bacon without being tagged. The first one to grab the Bacon and get back across his/her line without being tagged by the other player earns a point. If you are tagged while stealing the other team receives the point. Play up to 20 - 25 points.

<https://www.youtube.com/watch?v=5U7vaay5Nmk>



LA MURALLA

SET UP:

Location: a wide space divided by a central line.

All the participants except one will start on one of the sides.

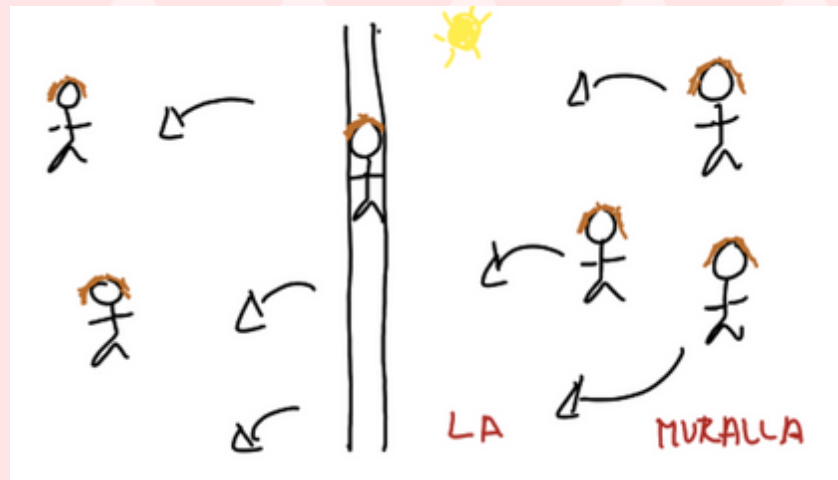
One student will stay on the central line. That person is the wall.

INSTRUCTIONS:

The players will try to pass through the line (the wall/la muralla) without being touched.

The students who get tagged will stay on the line and will become part of the wall.

The game ends when all players are part of the wall.



SLOVAKIA

A small country in the heart of Europe. Our school is in the north-western part of the country.

We have found 3 interesting games that our children like to play.



Maps can only be viewed online

JOHNY'S CLOCK

Johny approaches the time movement differently. He uses animal movements to express the reality: - rabbit jumps (*jumps from standing position*) - elephant steps (*walking with arms imitating the elephant's trunk*) - duck walking (*walking by kneeling*) - frog jumps (*jumps from the ground*) - crawfish walking (*backward steps*) - dog walking (*walking on four*) - mice feet (*really short steps*) and you can imagine some more if your kids want to.

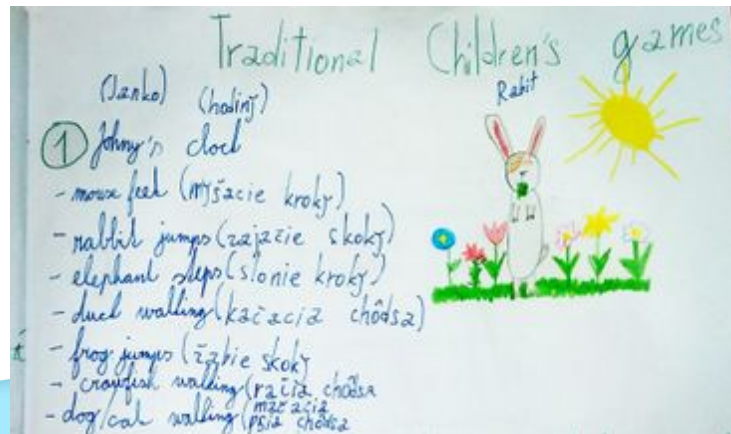
Children are on the starting line and the teacher says different kinds of movement how children can access the final line. The first child who reaches the final line is the winner.

We played a game using English and it was funny.

Divide the class into 5 groups, you'll have 5 winners and finally the winners will be competing together to discover who is the best one.

The game can be played easily indoors and outdoors.

Watch a video to know more :-)



KING, KING, GIVE US A SOLDIER

The class is divided into 2 groups. They are standing at least 5 meters far away one from another. Group members are holding their hands.



Group 1 says: "King, king, give us a soldier!"

Group 2 asks: "Which one?"

Group 1 replies: "A girl with short brown hair and a red jumper with no hat. Julia"

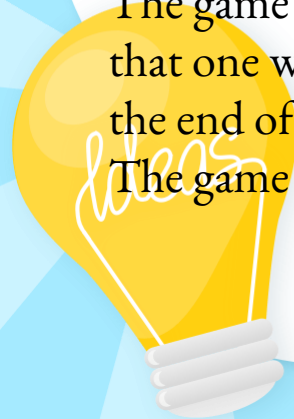
Julia has to run and divide 2 people. If she divides them, she chooses one person to join her team and they go back.



If she doesn't divide them and their hands are still holding each other, Julia has to join a new team.

The game continues and the winning group is that one with a bigger number of members at the end of the game.

The game is ideal for outdoors.



IT CAN FLY

The teacher says:

It can fly, it can fly. Everything with feathers can fly. The _ _ _ _ can fly.

If it can really fly, children give their arms up.

If it can't fly, their arms stay down, on the table.

If someone makes a mistake, he/she has to pay by giving a thing under a scarf on the teacher's table.

Then, a teacher is touching someone's thing under a scarf and tell what this person has to do to buy it back. For ex. singing, dancing, writing, drawing, jumping etc.

The game can be easily played outdoors.



Portugal





Attention:

Before and after playing, don't forget to wash your hands or to use a hand sanitizer.

QUE LINDA FALUA (The "falua"* game)

Who can play?

- Multiple players can participate.

What do I need to play?

- To play you need a wide playground without obstacles, to avoid accidents.

How to play?

Two children stand aside and choose, without the other children listening, a password for each of them; it can be the name of an animal, a fruit or a plant, a country or something else that is familiar to all the players. These two players hold hands and raise their arms, forming an arch.



The rest of the children line up and head towards the "arch" singing a song:

Portuguese version

Que linda falua,
que lá vem, lá vem,
é uma falua,
que vem de Belém.

Eu peço ao Senhor
Barqueiro
que me deixe passar,
tenho filhos pequeninos
não os posso sustentar.

Passará, não passará,
algun deles ficará,
se não for a mãe à frente,
é o filho lá de trás.



Translation into English (adapted)

I see a lovely “falua”*,
Approaching from away,
It is a “falua”,
That comes from Bethlehem,

I’ll ask Mr. Boatman,
To let me pass beneath,
I have small children
And nothing for them to eat.

You will, you will pass,
But someone will stay behind,
If not the mother in the front,
the son at the back I will find.

When they pass beneath the "arch", the last child in the queue stays there, with the arms of the 2 players around him/her. The 2 children, the ones making the arch, ask the player who was held to choose one of the passwords they have previously chosen for themselves (for example, "pineapple" and "strawberry"). This child places himself/herself behind the child who has the password he/she chose.

When all the children are positioned behind one of the arch elements, two groups are formed.

Then they make a line on the floor, dividing the two groups.

The players place themselves beneath each leader, holding each other at the back. The leaders of the two groups hold hands over the dividing line. At a signal, all the children start pulling towards their group.

Who wins?

The winner is the group that, by pulling together, manages to make the other group overcome the line on the floor.

* Falua is a river boat used to cross the two banks of the river Tagus, between Lisbon and the south bank.

Translation into English (adapted)

The scarf flew,
Who managed to view?
You fool, you should keep track,
It may be behind your back.

The scarf flew,
It fell on the ground as it blew,
Keep and stand stilly.
Cause this guy is silly.
Lá-lá-lá, lá-lá-lá,
Lá-lá-lá, lá-lá-lá,
Keep and stand stilly.
Cause this guy is silly.

PLAYING THE GAME



JOGO DO LENÇO (THE SCARF GAME)

Who can play?

- Multiple players can participate.

What do I need to play?

- A scarf
- To play you need a wide playground without obstacles, to avoid accidents.

How to play?

The players must sit and make a wheel, with the hands behind their back (the children can either sit or stand).



While playing, they sing the song:

Portuguese version

O lenço fugiu,
Quem é que o viu?
Meu tonto deves olhar,
Atrás das costas pode estar.

O lenço fugiu,
Já ao chão caiu,
Fica, fica caladinho.
Que este moço é tontinho.
Lá-lá-lá, lá-lá-lá,
Lá-lá-lá, lá-lá-lá,
Fica, fica caladinho.
Que este moço é tontinho.

While everyone is singing the song one of the players runs around the wheel with the scarf in his/her hands (the other players cannot look back).

At a certain moment, the player discreetly drops the scarf behind one of the players in the wheel.

When the player realizes that he/she has the scarf behind him/her, he/she must start running after the other player around the wheel attempting to catch him/her before he/she sits in the vacant place.

If the player who dropped the scarf is caught, he/she must go to the middle of the wheel until replaced by another player.

The player who has the scarf restarts the game.

PLAYING THE GAME



JOGO DO ANEL (THE RING GAME)

Who can play?

- Multiple players can participate.

What do I need to play?

- A ring or a little object.



How to play?

One of the participants is chosen to pass the ring. The other players form a queue and stand up with their hands together, like a closed shell. The participant also positions his/her hands in a cupped shape, but with the ring inside. He/she must put his/her hands inside the hands of each participant.

While playing, they can sing the song:

Portuguese version

Vai correndo o lindo anel,
Corre, corre sem parar.
Onde está onde se encontra?
Quem o pode adivinhar?

Quem o pode adivinhar,
Se é que não adivinhou.
Onde pára o lindo anel,
Que da minha mão voou?

Translation into English (adapted)

Run, run beautiful ring,
Run, run without stopping.
Where is it, where is it?
Who will guess it?

Who will guess it?
Haven't you guessed yet?
where is the beautiful ring
That from my hand was flying?

At a certain point, he/she chooses one of the players and drops the ring in his/her hands without the rest of the group noticing.

He/she must then go through the entire queue at least once again, so that no one will suspect where the ring is.

After that, he/she will choose another participant who does not have the object and he/she must guess where the ring is. If he/she gets it right, it will be his/her turn to pass the ring. If he/she fails guessing who has the ring he/she will be eliminated from the game.

PLAYING THE GAME



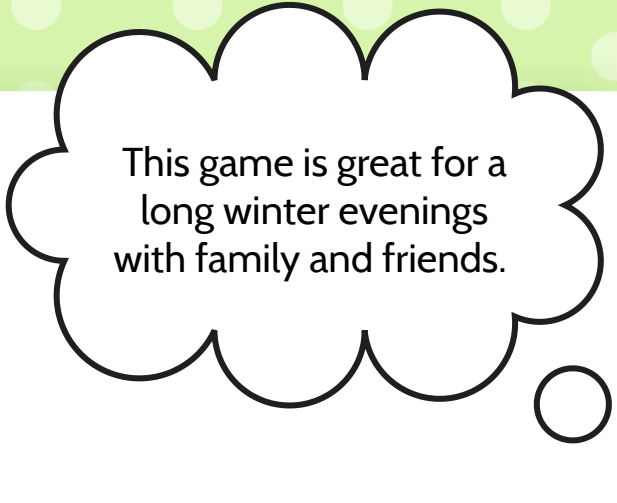
CROATIA

Hello everyone!
We are Ivan and
Ana from Croatia.

We are going to
present you our
3 traditional
games!



MLIN



This game is great for a long winter evenings with family and friends.

WHAT DO YOU NEED?

- 9 grains of corn and 9 grains of beans or 9 small stones and 1 paper on which the fields were previously drawn
- 2 players

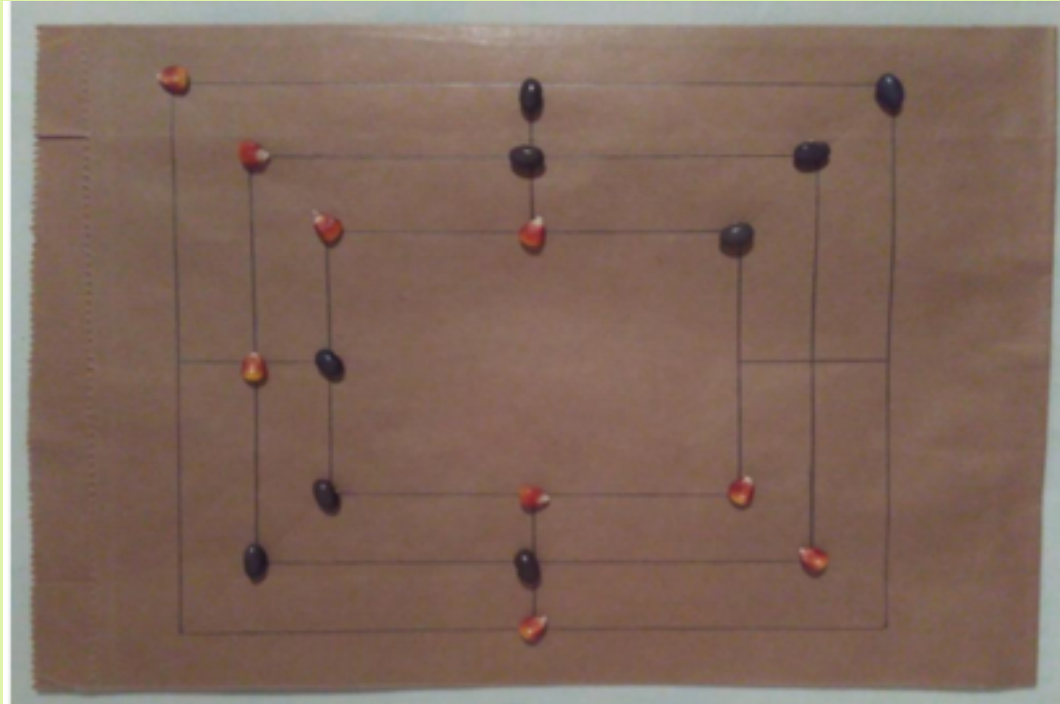
HOW TO PLAY IT?

- the players take turns stacking grain by grain at the intersections of the lines
- after stacking all the grains, the players alternately pull one grain per line, but only for one field

-WHAT IS THE AIM OF THE GAME?

- to stack 3 of the same grains horizontally or perpendicular to the line
- the player who puts his grains in that position first, takes one grain from the other player
- when 1 of the players has only 2 grains left on the lines, he is the loser and the game ends

**GAME BOARD
FOR MLIN**



Instead of grains you can use plastic bottle caps or tokens.

<https://www.youtube.com/watch?v=y3wrc24G2kQ>

GUMI - GUMI



Gumi-Gumi is a very popular game which amuses children during school breaks and holidays!

INSTRUCTIONS



Good luck!

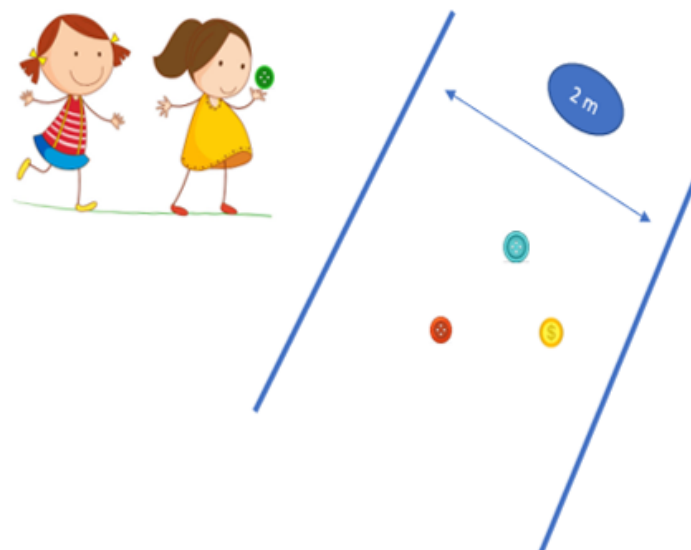
- 1 - Jump with one foot on the tire.
- 2 - With both feet on the tires.
- 3 - One leg inside and then jump on both.
- 4 - Jump with both feet, turn around and jump on both feet again.
- 5 - Lift one tire with one feet and stand on both tires, turn around.
- 6 - Scissors: three to one side, three to the other side.
- 7 - Lift the tire with your foot and go 7 times.
- 8 - Take the tire with the foot that is closer to it, switch it over to the other one (form a triangle), insert the other leg, go out, turn around and repeat it from the beginning.
- 9 - The same as 8, but with a jump on both tires at the end.
- 10 - Jump between the tires and grab it, firstly with one feet and then with the other from below.

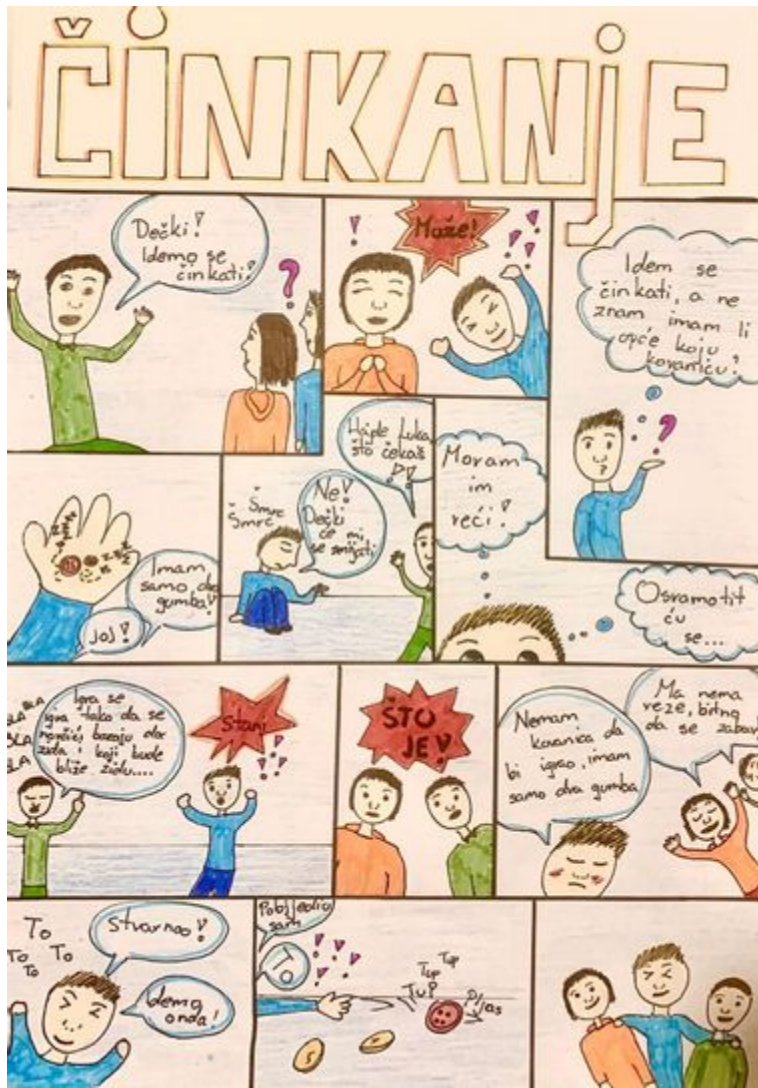
ČINKANJE

Two lines are made on the ground about two meters apart. The first line represents the starting point.

Each player gets an equal number of "poldecks" (coins, buttons, chestnuts...), which are thrown towards the second line.

The player who rolls the "poldek" closest to the line as a reward gets all the other "poldeks".



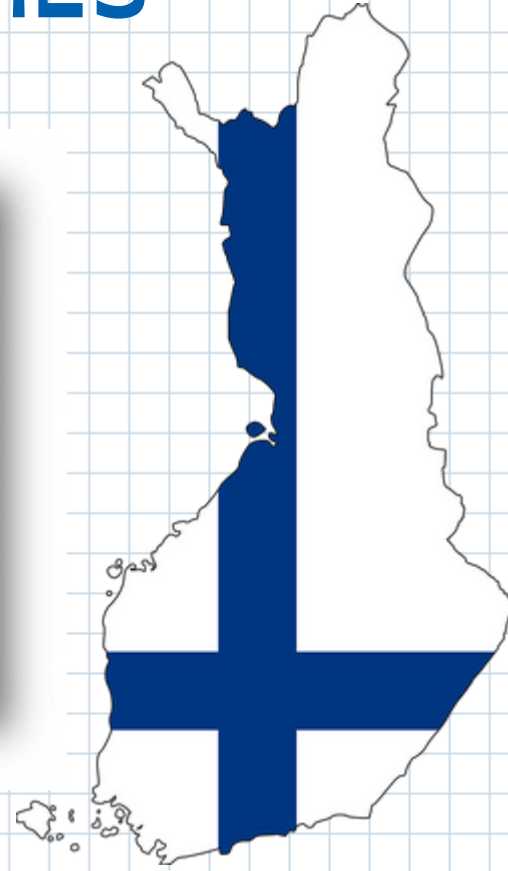
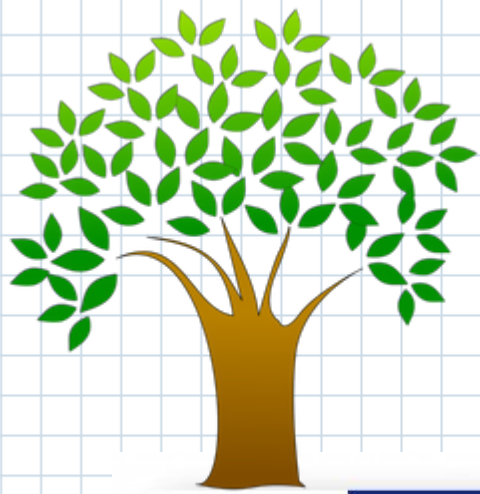


We hope that you will like our games.

Enjoy!



FINLAND OUR TRADITIONAL GAMES





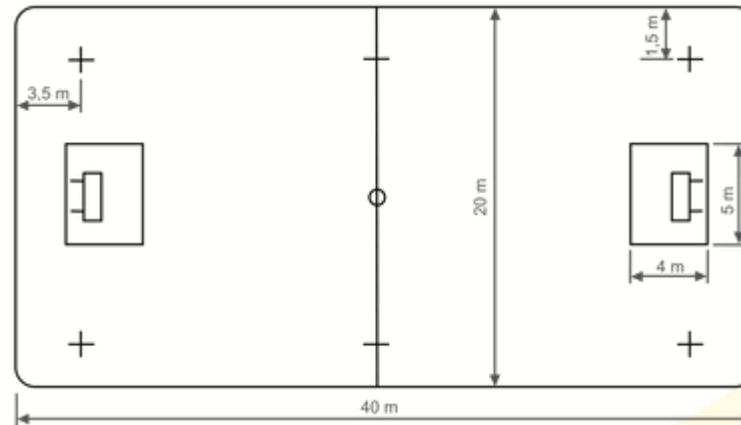
FLOORBALL

1. Floorball is a ball game that you play with a floorball stick and with a ball.
 2. According to the official rules there can just play 4 players at the same time.
 3. When you play with friends it doesn't matter how many players are playing.
 4. The most significant difference compared to a floorball is that there are no goalkeepers and the goals are smaller.
 5. The goals are 90 x 60 cm.
- It doesn't matter which size the floorball field is.



Floorball field

<https://www.youtube.com/watch?v=Ljl1JvEXnxw>



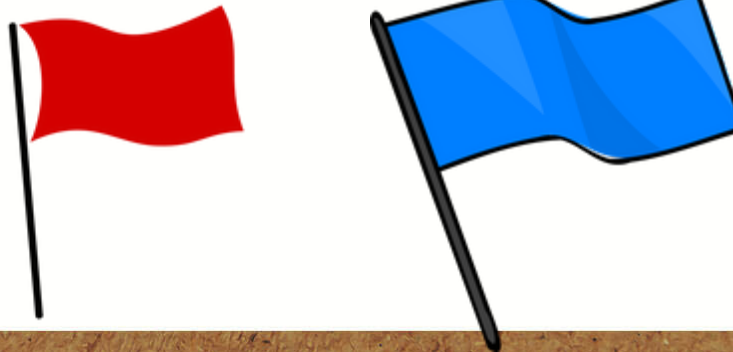
Two teams!

FLAGSHIP

Flagship is a game where there are two teams, and both of them try to steal the other teams flag. There is a centerline and both teams have their own side. If you go to the other team's side, they can catch you, and you have to go to "prison". But your other teammates can free you, if they come to the prison without getting caught and touch you, you are free to go to your own side. If you go to the other team's side and take their flag to your own side without getting caught, your team wins.

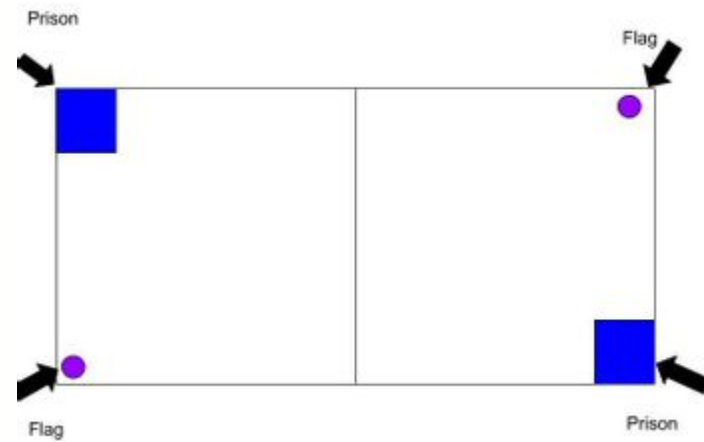
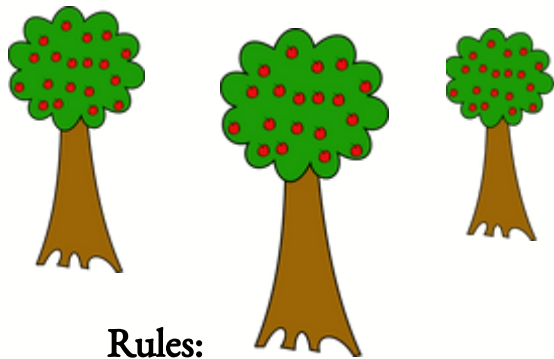
Number of players: five people minimum on each team.

You can play flagship anywhere you want, but you need to delimit the area clearly. For example, you can play flagship in the forest or inside. You can also hide the flags if you want to.



Before you start playing:

1. You have to mark the playing area and prison.
 2. If you want you can hide the flag, and if you don't want to hide it, you'll just put the flag in the corner.
 3. You have to divide everyone in two teams.
- Then you can start playing!
4. The circles are flags, and the squares are prisons.



Rules:

- If you go to the other side, they can catch you.
- If they catch you, you have to go to prison.
- Your teammates can free you, if they can come to prison and touch you.
- If you get the flag from the other side to your side without getting caught, your team will win.

PESÄPALLO, FINNISH BASEBALL

Finnish baseball or pesis as we like to call it, is a traditional game in Finland. It's actually the national sport.

We play it usually in P.E. in school. We also have opportunities to train in clubs all over Finland.

Number of players: 6-8 players per team.

You will need: a bat and a ball and gloves to catch the ball with (not so important).



Run!

Rules:

The two teams split up into two areas in the field, the pitcher's base and "the field". In the field you will have three bases.

The team in the pitcher's base will be trying to hit the ball when one of the other team's player (the pither) will throw it. The player gets three chances to hit the ball.

After you have hit the ball you start to run to the first base, after that to the second and the third.

One person per base, otherwise it's a burn.

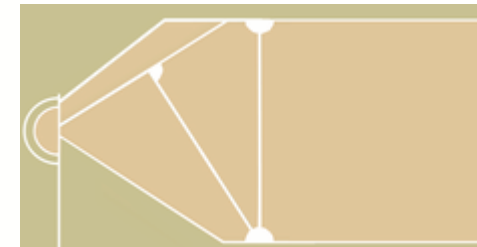
The other team in the field will try to catch the ball and throw it back to the pitcher.

The teams switch areas when the other team gets three.

An other way you can get burned is if the ball gets "home" / the pitcher base when a player starts running from the third base.

Here's a video where they explain it a little better.

https://youtu.be/yom1_q8WRck



The field:

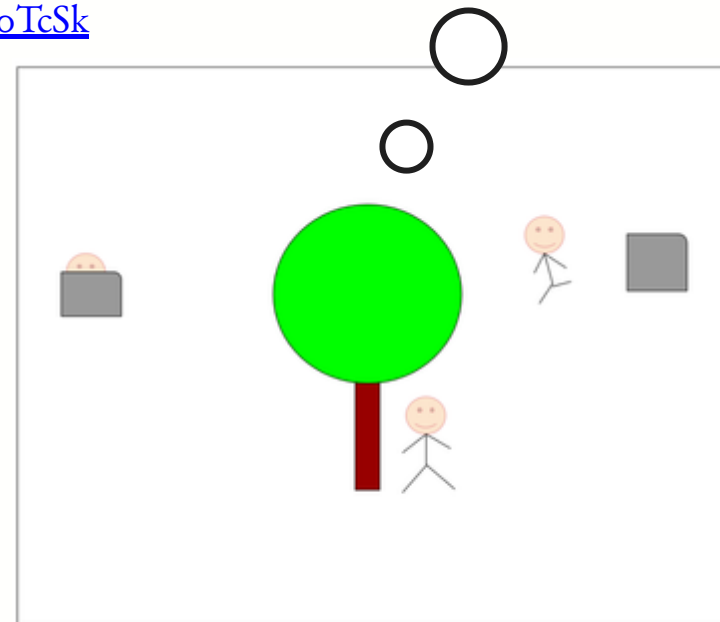
You can draw the field in ground, so make sure that you play it on a field where there is sand. It can also be drawn with chalk.

Church rat ("kirkonrotta")

Info about the game

Church rat is a traditional game in Finland that's made for kids. It's kind like hide and seek, but it's a little different. The number of participants is 4-20 persons.

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



Instructions

1. First you choose who is the seeker. The other players are hiders and they're going to hide.
2. Seeker counts to 20-100 and then the seeker tries to find the hiders. The hiders are called "rats"
3. When the rats are hiding so the seeker tries to find the rats and if the seeker find a rat so he run to a tree what's choosed and screams the hiders name and rat after the name like an example "Emma rat seen" and then the rat is going next to the tree and wait until another rat is going to save him/her/they/them.
4. When a rat is going to save another rat so he/she/they/them is going to scream "Emma rat is safe!" or if there is more rats next to the tree so you can also save them screaming "all rats saved!", and then the rats are running to hide again, and the seeker is going to count again.
5. The round ends when no one is hiding anymore. The rat who was first seen is going to be the seeker at the next round. But if someone saved all of the rats so the seeker is going to count again.



Emma rat seen!

All rats saved!

TRADITIONAL CZECH OUTDOOR GAMES



Maps can only be
viewed online



<https://youtu.be/PWp3Y6u5J-s>

https://youtu.be/YQA_YAd2o4Y



CITIES

- Each child chooses one name of the city.
- One child of the group throws a ball into the air and shouts one name of the city.
- The child with the called name runs to catch the ball..
- Other children run away.
- If the child catches the ball, he/she throws the ball again and shouts another city's name.
- If the child doesn't catch it and the ball falls down, he/she has to pick it up and then shout "Stop".
- Children have to stop.

- The child with the ball makes three big steps towards the nearest children.
- The nearest child makes a "basket" with hands and the child with the ball tries to throw it into the "basket".
- If the ball goes through the "basket", the throwing child goes among the other children and the child with the "basket" gets 1 penalty point.
- If the throwing child misses the "basket", he/she throws the ball into the air again and gets 1 penalty point.
- The child with 3 penalty points gets a nickname.

TEN STICKS



You need a small log, a short wooden board and ten wooden sticks (max 20 cm long).

Use a rhyme or a song to choose one child from a group of children (a seeker).

Put ten sticks on the board which is lying on the log.

The seeker throws the sticks into the air by kicking the board.

Meanwhile the seeker is collecting the sticks and counting to ten, the children are going to hide somewhere.

When the seeker counts to ten, he/she shouts "I'm going".

The seeker is looking for hidden children, if he/she sees somebody, runs to the board, knocks on the board and says the child's name, the child stays near the board.

The game goes on until everybody is found.

The turn ends if everybody is found, you change the seeker and another turn can start.

The children who are trapped by the seeker can be saved if the child (not found by the seeker) is able to run to the board and to throw the sticks into the air.

The game starts again and the children hide themselves.

PLAYINH WITH THE BALL



You need a ball, you can play outside or inside, play alone or compete with your friends.

Throw the ball into the air and clap your hands once.

Throw the ball into the air and clap your hands twice, three times....as many times as you are able to.

Throw the ball under left/right leg.

Throw the ball and make a squat.

Throw the ball and turn around.





Another possibilities:

Throw the ball against the wall and...

- **Clap your hands (in front of your body/behind your back)**
- **Throw the ball with your left/right hand**
- **Throw and turn around**
- **Throw the ball under your left/right leg**

Then let the ball fall down and do everything again as many times as you want to.



SKIPPING ROPE

You need a skipping rope.

- Skip 10 times on both legs.
- Skip 9 times and change left and right leg.
- Skip 8 times only on your right leg.
- Skip 7 times only on your left leg.
- Skip 6 times with crossed legs.
- Skip 5 times backwards.
- Skip 4 times backwards on your right leg.
- Skip 3 times backwards on your left leg.
- Do the same twice, but switch your legs.
- Skip once on both legs, but cross your hands in front of your body.





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