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| **GAMES/SPORTS FILE** |

**NAME OF THE GAME/SPORT:** PICAPARET

**OTHER POSSIBLE NAMES:** BOTIFARRA DE PAGÈS

**Number of players** (from …to... players) From 2 to ∞

**History/background of the game/sport** ( who used to play it, where, why, when …)

The game has no story and was created for educational purposes.

**Necessary equipment** (balls, net, flags, cones…) Nothing

**Features of the playground** (size, lines…) A wall

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| **General explanation of the game/sport** ( you can use drawings, photographs…)  A player is selected to be the “wall keeper”. Its mission is to keep the players from reaching the wall. The other players can only move when the keeper is facing the wall. Each round, the keeper has to shout: “1, 2, 3 picaparet” or “1, 2, 3 botifarra de pagès” and then turn back. If any of the players eventually reach the wall, they have to touch the keeper and then run to the other side of the playground while the keeper is chasing them. |
| **Rules of the game/sport**  If the wall keeper catches someone moving or smiling when he turns back, the player has to start from the beginning.  The shout of the keeper has to be loud and clear and be always the same speed. |
| **Other ways/alternatives to play the game/sport** ( specially those that  promote the highest number of students’participation) |