UKA-UKA I AM FREE! (UKA- UKA MINA PRII!)

Step 1- choose a playground and agree the borders. The players can`t cross the borders.

Step 2- choose who is Uka.

Uka player must close his/her eyes and count to 100. The others have to hide. After counting Uka starts to look for his/her friends. There must be some kind on checkpoint ( tree, wall or something similar) what the players have to reach before the Uka. If the player reaches to the checkpoint before Uka, he/she touches the wall/ tree etc. and says: "Uka, Uka I am free" then he/she is a winner. If the Uka finds a player and reaches to the checkpoint and says: "Uka, Uka player (Tom) is caught! " then the player is out.

GEESE AND SWANS COME HOME! ( HANED- LUIGED TULGE KOJU!)

Players : Geese, swans, a farmer and a wolf

Step 1

Choose a farmer and a wolf. The other players are geese and swans.

Step 2

Mark two lines to the playground. One of the lines is behind the farmer and the other line is opposite the farmer. There must be at least 10 meters between the lines. The wolf is standing between the lines.

Step 3

The geese and swans are standing behind the line opposite the farmer.

The farmer is calling : " Geese and swans, please come home!"

Step 4

Geese and swans are calling: We can`t come, the wolf is on our way!"

Step 5

The farmer is calling: "Please come!"

Step 6

Geese and swans are trying to reach the line where the farmer is standing. Wolf is trying to catch them. The caught goose or a swan becomes a new wolf and the game starts from the beginning.