

We often spend time indoors, at the computer, playing some games of the future that our grandparents never even dreamed of. Why? Because there were hundreds of very fun games that, instead of separating children, as these modern games do, connected children in fun, laughter, play, and friendship.

Since many of these games are forgotten or very rarely remembered, we decided, together with our teacher, to collect the games our grandparents, moms, dads, aunts, great-grandmothers, neighbors told us about...

This is how this little game manual was created, which we will use throughout the school year, and later in physical education classes, music classes and homeroom classes. Of course, when we learn these games, we will be able to play them at home, with brothers, sisters, friends, parents.

So, let's start with the games.

The games in the first part of the manual were collected by our teacher, and the rest was collected by us.

Browse and try to play one of these games. We tried! And it's really fun!

### **NEKA PUCA MASNA ŠTRUCA (LET THE FAT LOAF CRACK)**

The ball is in the center, surrounded by players. One says, "Neka puca, neka puca... (Let it crack, let it crack) ..." and says the name of one of the players. He must take the ball and hit one of the players, who is running away from the center. If he hits him, that player drops out, and if he misses, the ball thrower drops out. When the shouter says, "Neka puca, neka puca masna štruca (Let it crack, let the fat loaf crack!)", The one who catches the ball is out of the game.

### **KLIPIĆI**

This is a game of pulling matches, straws, or twigs. One child holds a bundle of sticks of various sizes aligned on the upper side. The child who pulls out the smallest stick should do something by agreement.

### **PRIMANJE PAKETA (RECEIVING PACKAGES)**

Especially on winter days, girls used to play sending and receiving packages. They packed packets with colorful canvas, wool, candies, dried fruit, fragrant herbs, wooden figurines... Friends usually exchanged packets in the evening so they would open them immediately or in the warmth of their homes.

### **KLJUKE (HOOKS)**

Hook is a game played almost exclusively by boys, who thus tested their strength with their fingers. They would stand opposite each other, grab the opponent's finger (usually the index finger or middle finger) with their bent finger in the shape of a hook and pull each other as hard as possible. Whoever would be the first to give up by stretching his finger, he lost and is weaker in the hook.

## **BLIŠKA**

With a certain goal set, for example a stick on the flat ground, coins were thrown from a certain distance towards that goal. Whoever hit the nearest would pick up the coins.

## **ČVORAK (STARLING)**

Children sing:

Čvorak, čvorak slušaj sada

kako pjeva naša mlada!

Hajd' pogodi tko je to

pa ćeš ići na mjesto.

Hajd' pogodi tko je to

pa ćeš ići na mjesto.

Children stand in a circle holding hands, and one child stands in the middle with a blindfold over his eyes.

The children spin in a circle singing around the child. When the song is over, the child in the middle must touch and feel who is in front of him. If he guesses, he goes to his place, and the child he guessed stands in a circle. If he doesn't guess, the game starts again with the same child in the circle.

## **ŠIRI, ŠIRI, ŠARENI ŠEŠIRI (SPREAD, SPREAD, COLORFUL HATS)**

Children sing:

Širi, širi, šareni šeširi,

Bosa ja, bosa ti,

Okreni se (nečije ime) ti!

The children stand in a circle holding hands and spin while singing a song (as Ringa ringa raja). All of them sing a song until they get to the point where someone's name needs to be said. In the first round, you can say someone's name (e.g., Maja). When you say, "Maja ti (you)" (i.e., the song ends), Maja should turn around. When she turns around, she must take the neighboring children by the hand again and the song is sung from the beginning. Maja continues the game (spins and sings) with her back turned.

In the second round, the name is said by a child (in our example Maja) who should have turned around in the last round. When the "Okreni se (Turn around)" part arrives, Maja says the next name (whatever she wants), e.g., Luka. When she says, "Luka ti (you)" (i.e., the song ends), Luka should turn around.

When he turns around, he must take the neighboring children by the hand again and the song is sung from the beginning. Luka continues the game with his back turned.

The song is sung as many times as there are children, i.e., until everyone turns.

Finally, we end:

Širi,širi,šareni šeširi,

Bosa ja, bosa ti,

Okrenimo se natrag svi!

And they are all in the starting position again.

### **U ZAGREBU JE KUĆICA (THERE IS A HOUSE IN ZAGREB)**

Children sing:

U Zagrebu je kućica, kućica, kućica

U Zagrebu je kućica čiči dači dom.

U kućici je momak mlad, momak mlad, momak mlad.

U kućici je momak mlad, momak mlad.

A momak traži ženu, ženu, ženu,

A momak traži ženu, ženu.

A žena traži sina, sina, sina,

A žena traži sina, sina.

A sinak traži sestricu, sestricu, sestricu,

A sinak traži sestricu, sestricu.

A seka traži lutkicu, lutkicu, lutkicu,

A seka traži lutkicu, lutkicu.

A lutka traži medu, medu, medu,

A lutka traži medu, medu.

The children stand in a circle holding hands, and one child (a boy) stands in the middle. The children spin in a circle around the boy singing. When they start singing "Momak traži ženu ..." (A boy chooses a wife...", the boy must choose one girl, take her hand and they stand in the middle of the circle.

When the children start singing "A wife chooses a son...", the girl must choose one boy, take his hand and now the three of them are standing in the middle of the circle. And so on the children are chosen all the way to the end. If there are more children, words can be added, the children can do it themselves (and thus enrich their vocabulary), e.g., the bear chooses the cat, the cat chooses the rabbit, the rabbit chooses the carrot... i.e., until all the children are chosen.

## **ZUK**

Boys are playing. With a counting song or agreement, they choose an individual who puts his hand under his armpit and presses his upper arm against the back of his shoulder. One of the children standing behind him slaps him with the palm of his hand on the open palm, and he guesses who did it. If he guesses, they change places.

## **PRSTEN (THE RING)**

### 1<sup>st</sup> way

It is played by hiding the ring under one of the 10 caps. In some areas, wool socks, knitted socks or other items are used for this or a similar game. First one of the players hides the ring under one of the two caps and the opponent tries to guess where it is because then they start the game, i.e., they hide first. The game is played up to 201 points. The game is divided into new and old points (up to 101 are old points, and from 101 to 201 are new) and the winner is the team that "comes out" first, i.e., collects 201 points. The game lasts for several hours because the teams in hiding are constantly changing.

### 2<sup>nd</sup> way

This game requires eleven wool socks and the main prop - a ring, preferably gold. A player from one team hides a ring under one of the socks, while opponents need to find out where it is. If the ring is found in the first or penultimate attempt, then the move is taken by the opposing team. All ring finds, except for these two attempts, bring the players points on a scale of eleven to three. There is a blanket in the middle of the room for the ring, and it is interesting that this game is played on your knees. Skill is essential in this game. The player hiding the ring must be calm. The one who sees the player must simultaneously follow the opponent's hand, his face, the reaction of other players, and sometimes the audience. It is very important to notice how the opponent betrays himself.

### 3<sup>rd</sup> way

One player holds the ring between his fingers and covers it with caps and then gently starts pulling out his hand from under all the stacked caps. A ring is left in one of these caps. The opposing team had to guess under which cap the ring was hidden. If they discover the ring in four caps, they are winners and now they hide the ring. If they fail, then the team that hid the ring gets points, and they continue to hide. Whoever hides the ring gets points, the so-called horses. Whoever finds the ring must hit the cap very hard, which then somehow bounces off the floor. Experts - good ring players, were also good actors. They wouldn't reveal the finding of the ring with their cold facial expressions or gestures. They would say, "I'm hot," which means I'm sure of these two caps. Then he would hit the first two caps. Otherwise, he had the right to hit the first four.

Scoring:

Besides the last four caps just mentioned under which the players were looking for the ring, the other six caps have the following points:

5th cap = 12 points

6th cap = 10 points

7th cap = 8 points

8th cap = 7 points

9th cap = 6 points

10th cap = 5 points

The game is played up to two hundred points and the group that collects them first is the winner.

#### PRASIČKANJE

Prasičkanje is a children's sports game in which an unlimited number of boys can participate. For the sake of easier explanation, we will give as an example the participation of 8 boys. The boys dig seven holes evenly spaced in a circle about 5-7 meters in diameter. They would dig a larger hole in the middle called a pigsty. Each of them would get a wooden stick curved at the bottom.

From seven pieces of wood, they would make a tile (called "prasica" – a sow), for example 10 by 10 cm wide and long and about 5 cm high (it can be smaller if necessary).

The player who pushes the tile (the sow) is sometimes called „prasičkar“.

Before the game begins, the boys gather around a large hole in the middle. They take the wooden bat with one hand and place it on the front of the foot, and with a swing of the foot they throw it as far as they can. The one who threw the bat the shortest takes the tile outside the imaginary circle and starts the game by forcing the tile into one of the holes on the perimeter of the circle or in a large hole in the middle. The other boys make sure that the „prasičkar“ doesn't shove the tile into their hole. At the same time they try to throw it as far away as possible to make it difficult for the „prasičkar“ to push the tile. If the „prasičkar“ manages to push the tile in the hole at the perimeter of the circle, he changes place with the owner of that hole. Now that player pushes the tile. If he pushes the tile into a large hole, he gains one of the holes on the imaginary circle, and the boy, now the former owner of the hole, begins the game.

#### LONČIĆI - POTS

Younger and older girls would line up in a circle. The younger girls were pots, and the older were godmothers. "Pots" would stand in front of their godmothers, and each of them would lay their right hand on their „pots“. One godmother would walk around finding herself a pot. After finding it, she would want to buy it. She would ask, "Godmother, how much does the pot cost?" The godmother would answer: "Five or six, I won't sell for less."

At that moment, the godmother would run around, and the customer would follow her. The one reaching the pot sooner and putting her hand on it would own the pot.

## MUČAK GAME

On Sunday afternoons while the boys played football, the older girls enjoyed playing a game called mućak. All that was needed for the game was one handkerchief, called krpica. The girls would squat in a circle, and one of them would slowly walk around with a handkerchief. They were not allowed to turn around because the girl who was holding the handkerchief should imperceptibly lower the handkerchief behind one of her teammates. If a player felt the handkerchief behind her back she would get up and carry the handkerchief around, and the girl who left it would take her place. If, on the other hand, the handkerchief remained unnoticed, the girl who carried it would enter the circle and she was called mućak. She would stay there until another player entered the circle.

## IDE MAČKA OKO TEBE

Similarly, to the game "mućak" this game was played while singing:

Ide mačka oko tebe

Pazi da te ne ogrebe.

Čuvaj mijo rep

Da ne budeš slijep.

Ako budeš slijep

Otpast će ti rep.

Children sit in a circle and one child ("kitten") is outside the circle. He has a small object in his/her hand. Everybody sings, and the "kitten" circles clockwise around the children (outside the circle). At one point a player must imperceptibly place some object behind a random child.

By doing so, the player made it clear that the chosen child is a "mouse". When the song is over, all the children must quickly look if there is an object behind them. The one having the object behind is the "mouse" and must quickly get up and run around the children (clockwise). At the same time, the "kitten" is lurking in the vacant place and should arrive there before the "mouse". If the "kitten" arrives before the "mouse", a child left without a place becomes a "kitten". If the "mouse" manages to arrive before the "kitten", the game continues with the same child as the "kitten".

## CANNONS AND CAKES, BRICKS AND HOUSES

Everything was made from mud. The boys would make mud cannons that fired cannonballs when the thin rolled out mud surface placed on a mud stand was hit with their palms. The girls made cookies imitating their grandmothers and mothers. Those cookies looked nice; they were shaped like sunflowers, hearts, stars, leaves, squares, flowers. The fruit was also made. Especially apples and pears. The boys tried to make houses. The bricks were made by everyone, and the "masters" built houses.

This is how we played, and these are the games we collected: