

Traditional games

This is a product of THE ODD ONE...IN! Erasmus + project, 2017-2019





Erasmus+

The odd one ... IN! is a two year project co-founded by the Erasmus+ Programme of the European Union. It started on September 2017. It is focused on diversity and emotional awareness.

Diversity is evident in every aspect of school life in all countries. Children and young people find difficult to deal with the different. It is because they have limited experiences and tend to have a suspicious attitude towards and even reject anything that does not seem to fit in their small world. Although there has been a great progress to protect minorities, several researches carried out in EU seem to conclude that people are still biased when it comes to race, gender, economic and social status and so on. It is therefore our main objective to help our pupils develop a more analytic and critical thinking towards people that stand out in one or another way.

Six schools from 6 European countries (Greece, Italy, Poland, Portugal, Romania and Spain) try a new approach to teaching diversity. The innovation is applied on the fact that the focus will not be the stranger, for example refugees, but our attitude towards anything different. Our intention is to teach children through activities how to face different as a whole. In other words, making the “odd” more familiar by information provided is not a lasting solution. Stating a method to approach the “odd” in general is.

Specific rules create safe environment. Games have this property. Children games are part of tradition, so we used them in one of our learning and training events. This is a collection of traditional games from Greece, Italy (Sicily), Poland, Portugal (Madeira), Romania and Spain.



GREECE



THE BROOM (SCOUPA DANCE)

A cheerful, funny dance especially for parties at Carnival period. It is danced by 6-7 couples. Age 6+

- One single man who has a broom instead of a partner sings and teases the others as they dance. The Others respond and mock him, he hunts them, and hits them with the broom. Suddenly he calls “CHANGE” and then everyone has to change dames and he can stop and grab someone else’s dame.
- Anyone left without a partner, dances with the broom. They all go on dancing until the song ends.

PIGGY-IN-THE MIDDLE (KOROIDO)

Age 7 +

- Two children face each other, at a distance of about 8-10 meters, and throw one ball to the other. Over the “piggy’s” head. Another child who is the “piggy” sits between them and tries to catch the ball. If the “Piggy” manages to catch it, he wins. The child who threw the ball loses and becomes the new “Piggy”.



Change



- The children sing a counting out song to see who will be the first to be out. The other children choose a spot (tree or column). Then they communicate with each other and when they judge it is the right moment, they change with each other the tree or the column. This means that a person goes to the tree or the column of the other person and at the same time they shout Change. The child that stays in the middle hears the slogan from the other children that means Change he runs to catch the unoccupied spot (tree or column). If he manages that, he wins and the child who remains without a tree takes the post in the middle.

ITALY



CAMPANARO (HOPSCOTCH) Age 4 +

Draw a big rectangle on the ground and divide it in eight or ten squares
Write the numbers in ascending order into the squares

Take and throw a stone on the first square without reaching the line or going out of this

Jump only on one leg along the route, if two squares are attached you can put both feet

Arrived in the final square, you have to try to return to the start point.

'A MUCCIAREDDA



- *A mucciareda* is essentially a hide-and-seek game

Choose a wide place that offers the possibility to hide (like for ex. trees, bushes, etc.)

One of the participants, leaning against the wall (called «den»), has to count, with closed eyes and at the end of the count, he searches the other hidden participants.

Found one of them, he runs to the “den” and says the player's name and the latter is eliminated but if the player arrives before he has counted, he is free

If the latter hidden guy arrives before who has counted he says “free den” and everyone is free

‘A STRUMMULA

- *Strummula* is a spinning top. Instructions for use:
Draw on the ground two lines to outline it.
- The aim is to get the “*strummula*” turning for as long as possible.



I TAPPI

- *I tappi* is a game of caps. Instructions for use:

Need to trace the runs on the ground, one for each participant

The players have to challenge pushing own cork to turn with a release of the index

Who arrives first on arrival, win



POLAND

- **Ciuciubabka (Catch-up-in-the-dark)**

Age 4+

Equipment: Blindfolds (scarf, piece of cloth, etc...)

Choose one child to be blindfolded. He is Ciuciubabka.

Other children spread around "the blind child" who tries to catch other players. Sound is the only way "the blind child" can know where the other players are. So they can may call "Ciuciubabka"! Or "Catch us"!

If Ciuciubabka catches someone, that person wears a blindfold and becomes "the blind child" - Ciuciubabka





Tail tag

Number of players: 4 and more

Age: 5+ years. You'll need 4 or more players.

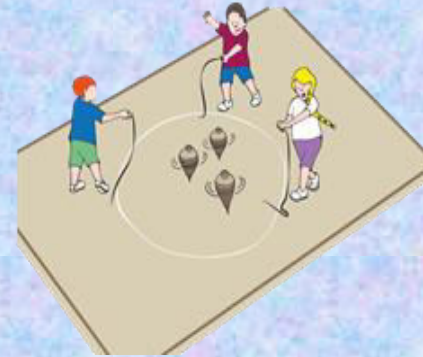
Equipment needed: One sock, bandana or small fabric square for each child. Each child tucks a tail into the back of their shorts.

The children run around the play space trying to capture the tails of the other players whilst keeping their own tail safe.

If a child's tail is captured, they perform a pre-agreed fitness activity – e.g. 5 jumping jacks or hop on the spot 5 times. They can then re-join the game, trying to capture a new tail from another player.

The game ends after a specified time period or when one child captures all of the tails.

PORTUGAL (MADEIRA)

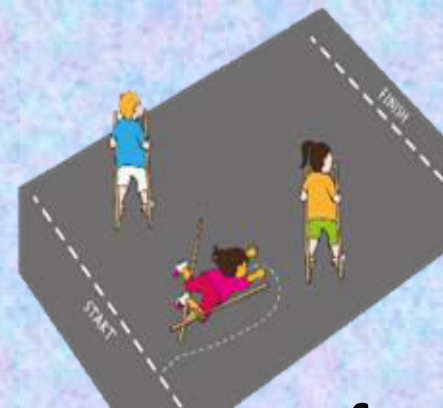


- **Jogo do Pião (Spinning top)**

Description of the game: The spinning top game is a traditional game using a tapered wooden object with a metal tip, having to use a rope to spin them.

Aim of this game: to keep the spinning top rotating as long as possible, and for more time than the other players.

Jogo das Andas (Stilts)



Description of the game: Players use, under your feet, pieces of wood or metal to walk on them. The original ones, are two wooden sticks with support for both at certain high.

Aim of the game is to walk on stilts as long and fast as possible, from the start to the finish line.



Jogo da Malha (The Mesh Game)



Description of the game: The Mesh Game is a sport in which metal discs (or wooden discs) are thrown towards a pin with the intention of knocking it down.

Aim of this game is to throw metal discs (or Mahla) to pins (belho) with the intention to bring them down. Wins the game who first knocks down the belho for 3 times.



ROMANIA

- **Țară, țară, vrem ostași – “My country, we need soldiers”**

This game can be played by a number of 6/8 up to 20 children. The children have to be older than 4 years old. The game is played outside.

The children are divided into two teams. Each team forms a chain, children holding hands. The teams stand face to face at a distance of a few meters.

The children from the team that starts the game begin to shout: “My country, we need soldiers!” The kids from the other team answer, asking “Who do you need?”

The first team chooses a child from the other team and calls out loud his/ her name. The chosen “soldier” has to run very fast towards the other team and to try to break their “chain”. He has to pass through two of the children holding hands. If the “soldier” breaks the “chain”, he goes back to his team with one of the children from the other team. If he doesn’t break the “chain”, he has to stay with the team that called him/her out. Then the other team shouts: “My country, we need soldiers! “And the game goes on.

The children from one team win the game when they take almost all the kids from the other team.



„Mațele-ncurcate” /TWISTED BODIES or TANGLED MATES GAME

5-6 players. The more people got involved, the harder it is to tangle and to disentangle.

- THE RULES OF THE GAME:

The players hold their hands and they form a circle. Then, they spin, they twist, they cover up and they really break, never letting go of their hands. During all this time, "The Disentangler" stays somewhere aside, not facing the group. (his back to the group)

According to his name, "The Disentangler" must put in order, disentangle, the tangled crowd. The players are still not allowed to let go of their hands.

WHY DO WE PLAY THIS GAME?

To test the limits of our flexibility

TIPS:

The more you put yourself in an uncomfortable position, the more time you will have to spend like this. So, do not choose a very uncomfortable position for your body.



SPAIN

- ***TAG-* PLAYING WITH A WHEELCHAIR**

We have a student who needs a wheelchair to get around (he will participate at the game).

The other students are placed in pairs.

The pair that has to catch the ones who are wearing a handkerchief.

When the couple who have the handkerchief catches another, they should give them the handkerchief.

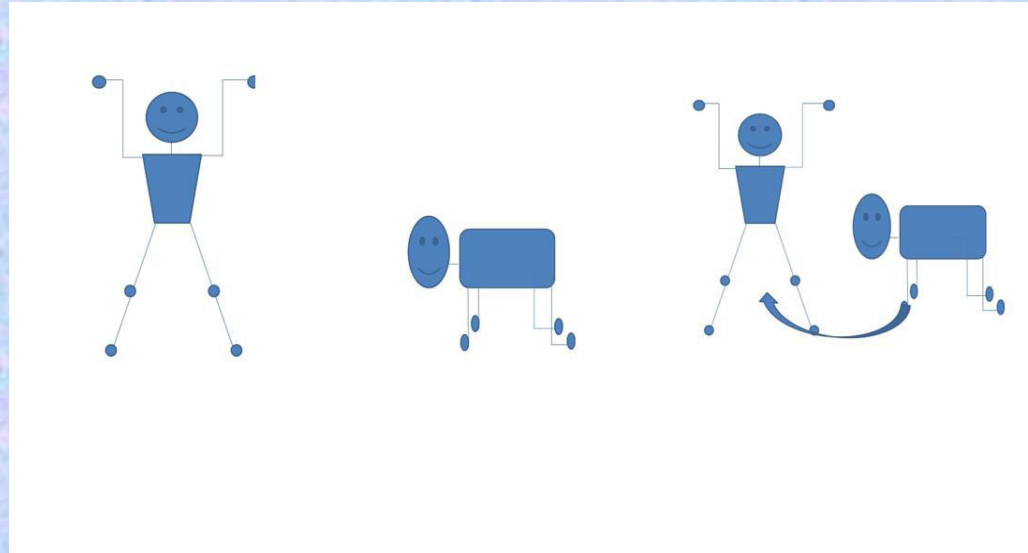


PLAYING WITH A STUDENT WITH AUTISM

Explain the game to the pupil using the pictograms.

The student with autism imitates what is seen in the pictogram.

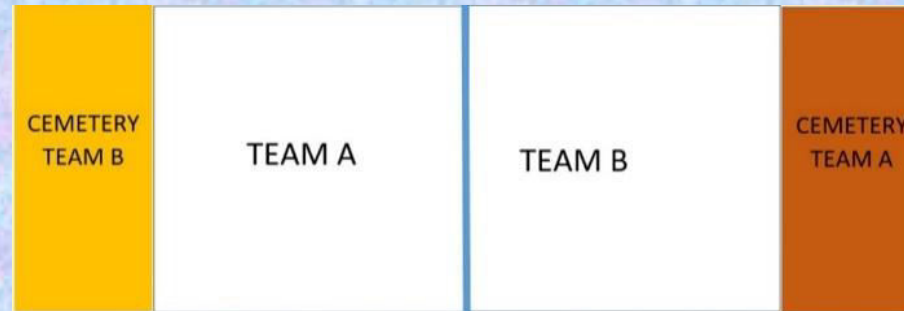
When the student crawls between another student's legs, they must change the position.



CEMETERY: PLAYING WITH A LOWER LIMB DISABILITY CHILD

To play this game we need to make two fields and two team.

Each team is situated in its field. The cemetery of each team is on the opposite side.



If a player of the opposite team “kills” you with the ball, you go to the other team’s cemetery.

The same game in Romania is called “Ducks and hunters”

“Do not keep children to their studies by compulsion but by play.” -Plato

This publication is created with the contribution of the teachers from:

- 1ο Δημοτικό Σχολείο Περάματος, PERAMA, Greece
- IISS Leonardo da Vinci IPIA G.B. Giuliano Piazza Armerina, Italy
- Szkoła Podstawowa nr 2 z Oddziałami Integracyjnymi im. Polskich Olimpijczyków w Brodnicy, Brodnica, Poland
- Escola Básica dos 123 Ciclos/ Professor Francisco Manuel Santana Barreto - Fajã da Ovelha , Calheta, Madeira, Portugal
- Școala Gimnazială Nr. 9 „Nicolae Orghidan” Brașov, Romania
- C.E.I.P. NTRA. SRA. DEL CONSUELO, Logrosán, Spain

"The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein."