

Our School, Our Playground

Handbook of Good Practices



Erasmus+ KA2 project:

"Our School, Our Playground"

No 2017-1-EL01-KA219-036230

Deliverable No1

September 2019

Contents

Preface	4
Bulgaria.....	5
World Water Day Board Game	5
Game: Who? What? Where?	6
The Musical instruments games	7
Guess the musical instrument.....	7
Memory with Musical Instruments	7
“The searchers” /Scavenger Hunt/	8
Jumping Sand Bags	9
Rope pulling	9
Drawing game	9
“Quick mail”	10
Twister using the Bulgarian map and history objects.....	11
Romania	12
Discover the fraction	12
Recognize the planet	13
Game’s name: The hanging.....	13
Kahoot quiz on phone.....	14
Tricky circles	15
Who knows the answer?	16
The charming flowers	17
Set in order the pairs	18
Millionaire’s game	19
Optical phenomena	20
The flash card physics Game or Game with tokens	21
Battleships for Chemistry and Physics.....	23
The spinning wheel for Chemistry	23
The Wheel - Preparing and preserving food	24
The tricky balloons for the new lesson “Menu”	24
Magic Numbers.....	25
Surprise basket.....	25
.....	26
Discover the capital	26
We play and create - We set up chemical symbols	27
The game Heroic ants.....	27
TIC-TAC-TOE biology – human skeleton	27
Handbook of Good Practices	1

History Quizzes with Wondershare Quiz Creator	28
Spain	29
FIND A FRIEND BINGO	29
TABU	29
RUFFLE TICKETS.....	29
MASTER CHEF COMPETITION	29
Trivial Pursuit	31
Caliche – a traditional outdoor game from Cartagena with a long and great history	32
The ant and the cicada	33
Stories with a dice.....	34
Silly sentences.....	34
Greece	36
Be a planet’s friend	36
Domino	37
Bingo.....	38
Go Goals Game	40
Physics Quiz Game.....	41
Maths product Game.....	41
Jeopardy	42
Creating history timelines	44
Italy.....	46
CREATIVITY SCIENCE	46
THE WHEEL OF FORTUNE	46
SCARABEO	47
PICTIONARY	47
SCIENCE BELL	47
PHISICS LESSONS BY SPORTS.....	48
TRIVIAL PURSUIT	48
“GUESS WHO”	50
SAFER INTERNET GAME	51
GO GOALS - UNESCO EDUCATIONAL FOR ONU	52
Turkey.....	54
Colorful istop Game	54
Dodge Ball Game (Yakan Top Son).....	54
Seven Tower (Yedi Kule)	57
Great Risk (Jeopardy).....	59
WHEEL OF FORTUNE	59
Guess WHAT OR FIND AND LEARN.....	60

BINGO	60
Tabu	61
CATCHING THE HANDKERCHIEF	61
JEWELS of WISDOM	62
Multiplying game	62
Deal or no deal	63
Taboo	64
Cyprus.....	65
Balloon fight (Balonomahia).....	65
Bag Racing (Sakoulodromia):.....	65
Backball Racing:	66
What am I:.....	66
“What’s the time Mr Wolf?”	67
Dictionary battles.....	67
Words/pictures matching.....	68
Matching activity	68
Body parts-teaching vocabulary.....	70
SNAP -Developing scientific vocabulary through games	70
Creating my own games – design and technology issues.....	72
Poland.....	74
Memory game with national symbols	74
Twister	75
Musical chairs.....	76
Journey through Europe.....	77
Klucha	78
Safety Road	79
The ships.....	80
Intelligence Game	82
Row Race	83
Treasure Quest.....	84

Preface

This handbook of good practices which is one of the deliverables of our project contains the descriptions of many of the mostly played and documented games of the partner schools. Throughout the project many games were played by the teachers of our schools, some of them that can be considered as more important can be found in this handbook.

The games presented belong to various categories (on-line games, board games, outdoor games, etc. What is presented here is their implementation in school and the ways teachers used to adapt them in a the school setup. Some of them are traditional national games (like the Spanish Caliche, the Polish Klucze) that the teachers wanted to revive with their students and some others are very modern (Jeopardy, Trivial Pursuit, etc.) or very popular (like Twister, Bingo, Ships, etc.) . There even games that they were invented and designed by the teachers especially for this project (journey through Europe, etc.) .

Most of them have been repurposed by the teachers in order to serve educational purposes and adapted them to a certain school subject like history, physics, maths, etc.

There are some other that they were only played for fun, with no specific educational context. In all cases, this project was a great experience that helped our teachers to come closer to their students' needs and interests and have fun with them. Thanks to this project they had the chance to experiment with game learning methods and, project based learning , teamwork learning and so many other modern ways of teaching.

On the hand the students had the chance to experience another kind of lesson, where learning that is less strict, less formal, less structured by enhances collaboration, teamwork, peer interaction, healthy competition, creativity and tones of good time and joy. And that was more than enough for them to get a flavor of what does it really means your school to be also your playground.

By going through the pages of this handbook you will see that many games have played by more than one country, especially the known and popular ones like, Bongo, Taboo, Trivial, etc. This was mainly due to two reasons: the first one is the obvious, a well known game can be easily implemented in classroom and played by the students that most probably know already the rules of the game. The second is that each partner school was usually a source of inspiration for the others. During the Transnational Project Meetings, each partner presented the work done in the previous time interval and that offered the rest of the partners many ideas for new games. It is true though that most of these implementations are not exactly identical, and that's the reason having them all included in this handbook.

Bulgaria

World Water Day Board Game

This board was designed by the Bulgarian team and it is meant to be used as a board question game for all school subjects depending on the set of questions that the teacher will create.

The Bulgarian team created three versions of the game

- It was used in Environmental Studies and especially for the “Water Protection” . The educational activity of playing the game with students was dedicated to the World Water Day 22nd of March 2018.
- It was also used with another set of questions for the Safer Internet Day to evaluate the 5th and 6th grade students’ competences in ICT skills and knowledge.
- And finally, it was used with a set of questions about healthy food habits

The board of the games appears below.

You can find and download the board from the link:

<https://drive.google.com/file/d/1yqefb0eWAIrANVNriF9igsxm-Ai2B-BU/view?usp=sharing>



Questions for the WWD game can be found here:

https://drive.google.com/open?id=13RmqJ8XNVvWudn2C_0qvnI3HkKdm34u0

Questions for the Safer Internet game can be found here:

https://drive.google.com/open?id=1nzeKd64Y_wdpPdLFU5rKQzuZcidqd_c5

Questions for the Healthy food habits can be found here:

https://drive.google.com/open?id=1_kz6cG9jRZQSmrbWOFs7-WP2INqfRNw1



Material needed: <https://drive.google.com/file/d/1yqefb0eWAIrANVNriF9igsxm-Ai2B-BU/view?usp=sharing> (board)

https://drive.google.com/open?id=1nzeKd64Y_wdpPdLFU5rKQzuZcjdqd_c5 (questions)

The aim of the game is to memorise the Internet Safety rules

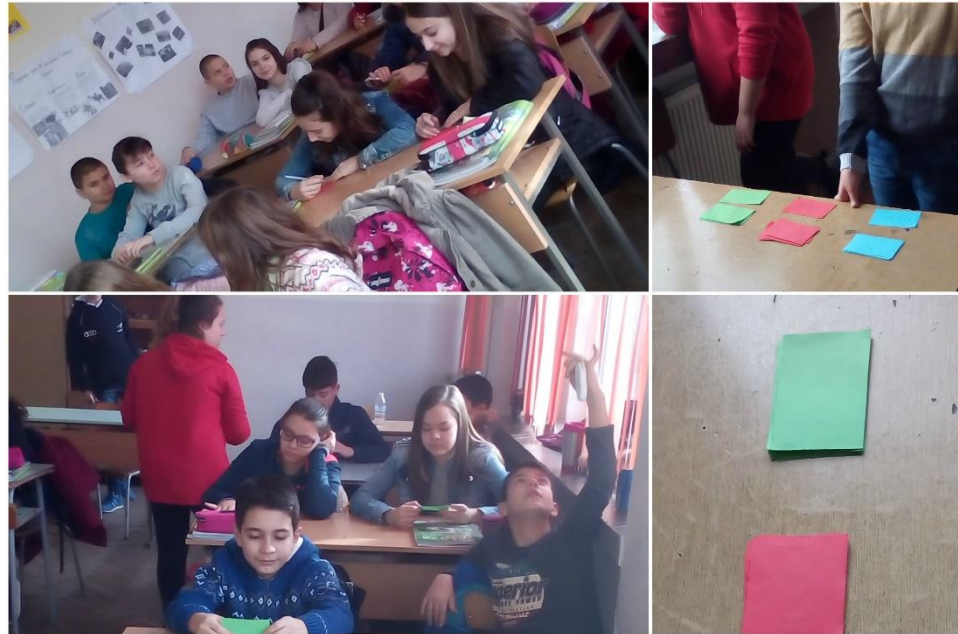


Game: Who? What? Where?

Age group/ Grade: 13/6th

Game description / rules of the game: The class is divided into three groups, every group is given a set of blank cards of one color, the first group have to think about jobs that people do to help them grow and learn and write them on the cards, (one on each), then everyone picks a card and presents it to the class, the second group have to think about verbs that people doing the jobs presented do every day at work and write a verb on each card, the third group have to think about the workplace of the jobs presented. Then the cards are piled together in three different piles 1-jobs,2-verbs,3-workplaces. Each group sends a reader who is asked to pick a card from each pile and form a sentence e.g. Teachers teach at school. If the sentence is correct then the group get a point, and if the sentence doesn't make any sense e.g. Teachers sing at the

post office then there the group get no point. The three groups take turns until everyone in the group reads and the winner is the group with the highest score.



The Musical instruments games

Guess the musical instrument

School Subject **Music**

Students age 12 -14

Material needed: https://drive.google.com/open?id=1j0JfVWRkF2z60DPpXTC_vUjgR-Lp90vi

Game description / rules of the game:

The class of students is divided into two groups. Each group have flash cards with 5- 10 names of instruments/ 5 - 10 pictures of instruments. A student from the first team is the player who has to guess the instrument name which is written on the back. By asking questions he has to guess what the instrument is and the rest of the class have to answer “YES” or “NO”

There are jury members: They have to count the number of questions asked before the correct answer.

The winner is the team who gave the right answers by asking the least number of questions.

Memory with Musical Instruments

Material needed: https://drive.google.com/open?id=1CSVh7Blali4Ne13Ok7kN-pSaHNsHo_ku

The game Memory /Match up, Pexeso/ is a game with pairs of cards. In turn, each player chooses two cards and turns them face up. If they have the same picture, then that player wins the pair and plays again. If the pair of cards don't have the same picture, the player have to turn the cards face down again and the play passes to the player on the left.

The winner is the player who collected more pairs of cards.

[https://en.wikipedia.org/wiki/Concentration_\(game\)#Rules](https://en.wikipedia.org/wiki/Concentration_(game)#Rules)

Handbook of Good Practices

“The searchers” /Scavenger Hunt/

Each team gets a table, where they have to stick the find on the block.



Snail (shell)	Feather	Limestone
Clover	Walnut leaf	...

Game time – 10 minutes. For each correctly placed object the team gets a point.

Max points – 9

Game „Find the question and answer it“

The teams have to find 6 questions, scattered all around the school yard. Then they read the questions and give their answers.

6 pts. For six correct answers.

- Game time - 10 minutes
- Max points for the first team to find all questions - 10
- Max points for the second team - 8

Sample questions

1. Ivan received an invitation to visit a friend from Maputo, Mozambique in January. Which of listed things should Ivan take with him, knowing the nature of the country?

a/ sunglasses, Geography student's books, an umbrella;

b/ a dictionary, a hat, History student's books;

c/ a hat, an umbrella, a sunscreen;

d/ Prospan – syrup, boots, sunglasses.

2. Ivan received an invitation to take part in an expedition with Professor Hristo Pimpirev at the station "St. Kliment Ohridski" on island Livingston in January. Which of listed things should Ivan take with him, knowing the nature of the island?

a/a hat, a dictionary, sunscreen;

b/ an umbrella, boots, Bravo magazine.

c/ a jacket and boots, sunglasses, a hat;

d/ student's books, a gas lamp, Strepsils with honey and lemon.

Jumping Sand Bags

Two teams with six players each. The fastest team wins.

There is an object labelled "Game target". The player goes to and returns to the team as fast as they can. This move is repeated by all six players.



target

Rope pulling

Teams of ten. Each grade races the other. The judge chooses a team captain. The winning team is the one that manages to pull the other to a point of the field, chosen by the judge.



Drawing game

4 teams with players

A model of a black and white picture is shown to an "onlooker" who gets to look at it for 30 seconds. Then he has to describe it to the "painter" who draws the picture by the "onlooker" description. He has 1 minute to draw. The judges then choose a drawing that is closest to the original.



“Quick mail”

There are two objects on the white board numbered №1 and №2 /such as animals or other objects in nature/. The students are divided into two teams of 10-12 players. They are placed in a line. The teacher says something related to one of the objects on the board but only to the first players in the line. They have to guess the object and by hand squeezing (once for object 1 and twice for object 2) to send out the information across the whole line. Then the last player has to place their palm on the correct object.



Twister using the Bulgarian map and history objects

We are presented with a map of Bulgaria. Each team chooses a player. Each player has to point at different Bulgarian cities using their arms or legs. They are not allowed to say the name of the city but describe it

Maximum game points – 10

The judge can ask questions about the chosen cities.

1. First player –right leg on the smallest Bulgarian town (Melnik)
2. Second player: Right leg on the biggest Danube city (Ruse)
3. First player: Right leg on the city where the Asenova Tower is (Asenovgrad)
4. Second player: Left arm on the city which ancient name is Filipopol (Plovdiv)
5. First player: Left leg on the city where Hristo Botev's revolutionists boarded. (Kozludui)
6. Second player: Left leg on the Southernmost Black Sea village. (Rezovo)
7. First player: Left arm on Bulgaria's sea capital. (Varna)
8. Second player: Right arm on Bulgaria's capital (Sofia)
9. First player: Left leg on a town which name consists of a place to shop and the suffix dzhik. (Pazardzhik)
10. Second player: Left leg on the town where The Panorama is. (Pleven)
11. First player: Left leg on the town with the Babini Vidini Towers (Vidin)
12. Second player: Left arm on the noisiest (shumen) city (Shumen)
13. First player: Left leg on the city with the Pelican lake (Silistra)



Romania

Discover the fraction

- Teacher's name: Ivan Gabriela
- Secondary school "Vasile Pârvan" Barlad
- Date: 15.02. 2018
- The age of students: 9,10 years old
- Number of students: 26 ,4th grade A
- Duration: 15 minutes
- Material resources: sheets, flipchart, paper, markers, glue, scissors
- Game's description: Students receive worksheets with exercises in which they have to match the drawings with the given fractions. On the board students will identify which fraction is subunitary, equi, or supraunitary. For each correctly-solved exercise, students will receive a reward.



Recognize the planet

- Teacher's name: Merlan Larisa-Andreea
- Secondary school "Vasile Pârvan" Barlad
- Date: 11.12. 2017
- The age of students: 9,10 years old
- Number of students: 31 ,4th grade B
- Duration: 20 minutes

Material resources: a model with the Solar System, sheets, flipchart, paper, markers, glue, scissors

Game's description:

- Students select images with the planets in our Solar System that they describe and say a few things about them. The other schoolmates will have to guess the name of the planet. The student who will answer correctly will receive a balloon as a reward. The student who won't answer correctly will have to color the balloon like that planet.



Game's name: The hanging

Teacher's name: Ivan Victoria

Secondary School "Vasile Parvan" Barlad

Date: 22.01.2018 / 23.01.2018

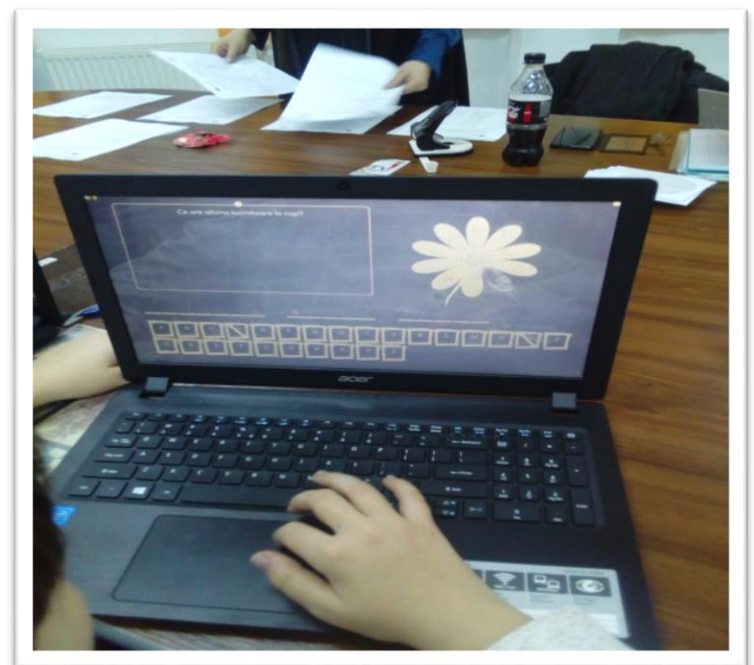
Age and number of the students: 12 years / 6th grade A (9 students), 6th grade B (16 students)

Duration of the course: 2 hours

Type: educational online game - discover the new things learned in "The Bee" lesson

The history: Even if it has a scary name, this game is a traditional one and many of us loved to play it, both, at school and with friends outside. Usually it is played on a piece of paper, in pairs, a person thinks of a certain word and draws as many lines as the word has the letters. The person who tries to guess the word begins to pronounce one letter and if it occurs several times in the word the other person is obliged to write it how often it appears. If the person who guesses the word doesn't correctly indicate the letters "The hanging" is prepared.

- Material resources: laptops connected to the internet
- Game description : The children from 6th grade A are divided in two groups, and in the students from 6th grade B in four groups. The students of the first group of the 6th grade A ask the second group if they have the answer to the first question in "The hanging" game.
- The first group's students write down all the correct letters but also the wrong ones described by the second group. After the discovery of the word or the correct words the second group questions the first one and after the same model they write down all the correct letters but the wrong ones. Earn the group that has the most correct answers...
- In the 6th grade B, the first group asks the second one, which is the answer to the first question in "The hanging" game. Between the first two groups things are the same as described above for the 6th grade A. Then, the third group questions the last one on the following questions in the game. The group who answers correctly to as many possible questions wins.



Kahoot quiz on phone

Teacher's name: Mariana Munteanu

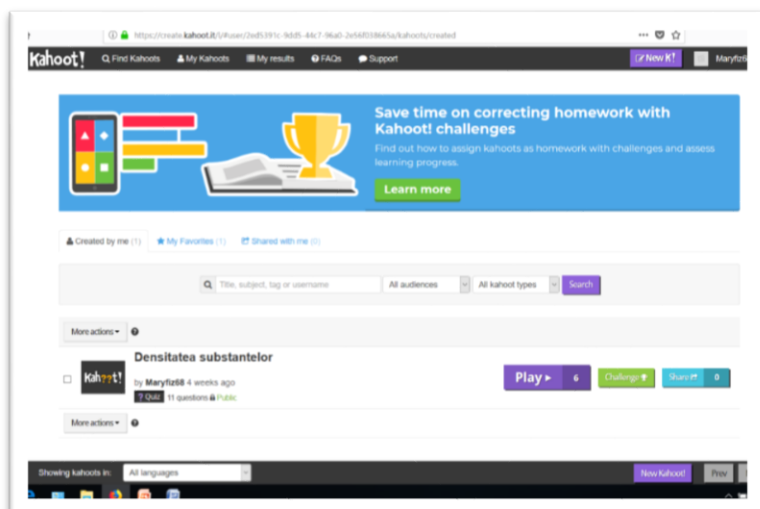
Secondary School "Vasile Parvan" Barlad

Date: 19.02/ 21.02. 2018

Age and number of the students: 12 years / 6th grade A (9 students), 6th grade B (16 students)

Duration of the course: 1 hour

Type: educational online game - discover the new things learned in "Substances' density" lesson

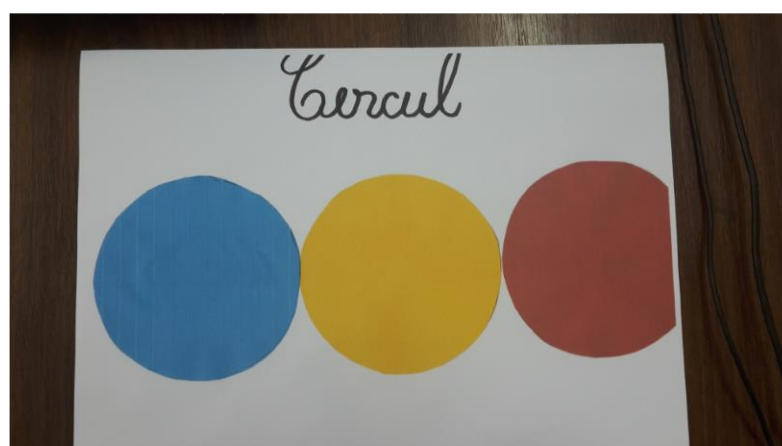


Tricky circles

- Teacher's name: Ivan Gabriela and Merlan Larisa
- Secondary school "Vasile Pârvan" Barlad
- Date: 22.03. 2018
- The age of students: 9, 10 years old
- Number of students: 27, 4th grade A / 31, 4th grade B
- Duration: 20 minutes
- Material resources: drawing-boards, paper, markers, glue, scissors, worksheets

Game's description:

Students receive worksheets with circles. There are various numbers inside and outside the circles. Students must quickly and accurately calculate the given requirements. Students who solve quickly and correct the mathematical operations win. For each properly-solved exercise students will receive a reward.





Who knows the answer?

Teacher's name: Ivan Gabriela and Merlan Larisa

Secondary school "Vasile Pârvan" Barlad

Date: 12.04. 2018

The age of students: 9, 10 years old

Number of students: 27, 4th grade 31, 4th grade B

Duration: 20 minutes

Material resources: drawing-boards, paper, markers, worksheets

Game's description:

Students receive worksheets with a drawing which has inside geometric shapes. There are 8 questions under the drawing. Answering the given questions students will have to count the number and color of geometric shapes or how many squares, triangles, rectangles or circles are in total. The results will be shown on the black-board.

Students will have a precise working time (for example 20 minutes) and when the teacher says "Start" they will begin to work. The students who will answer in the questions in the set time will be the winners. Winners will receive tokens with geometric shapes as a reward.



The charming flowers

- Teacher's name: Ivan Gabriela and Merlan Larisa
- Secondary school "Vasile Pârvan" Barlad
- Date: 05.06. 2018
- The age of students: 9, 10 years old
- Number of students: 27, 4th grade A 31, 4th grade B
- Duration: 10 minutes
- Material resources: drawing-boards, paper, markers, scissors, glue

Game's description:

Students receive work sheets with flowers. Different numbers are written on each petal. Students have to form different numbers by following the requirements, then they have to compare, to order and decompose them. The student who finishes first receives a reward.



Set in order the pairs

Teacher's name: Ivan Victoria Amelia

Secondary school "Vasile Pârvan" Barlad

Date: 19.03. 2018

The age of students:12 years old

Number of students:28 , 6th grade A,B

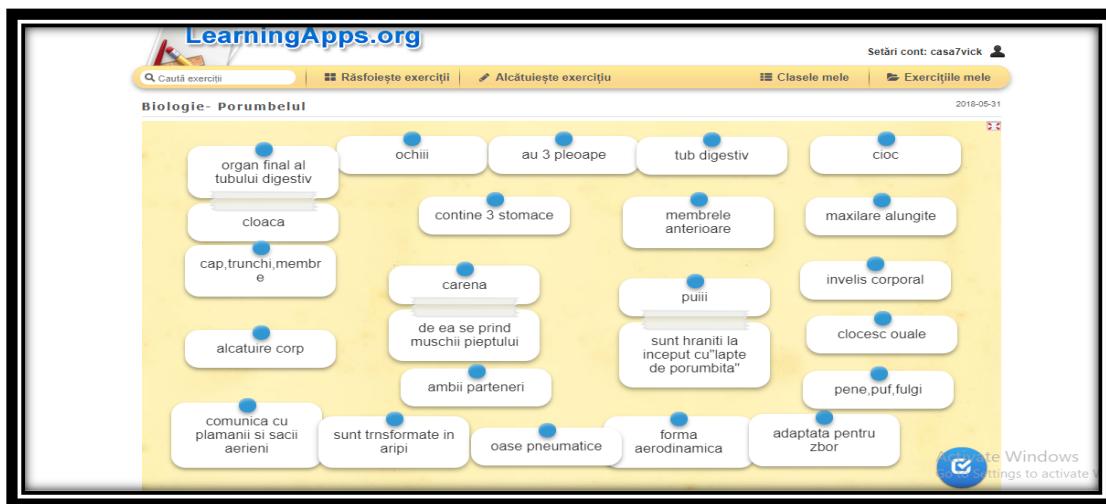
Duration: 2 hours

Material resources: mobiles, internet,

Site used :

Game's description

Students connect from their mobiles with the username and password given by teacher on Learningapps.org. and begin to resolve the instructions of setting in order the pairs of the information learned in the lesson "The Pigeon".



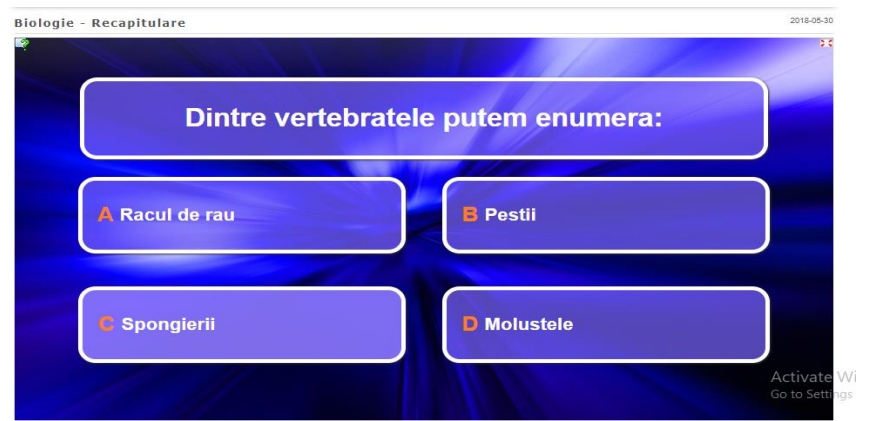
Millionaire's game

- Teacher's name: Ivan Victoria Amelia
- Secondary school "Vasile Pârvan" Barlad
- Date: 04.06. 2018
- The age of students:12 years old
- Number of students:25 , 6th grade A,B
- Duration: 2 hours
- Material resources: laptops connected to internet
- Site used : <https://learningapps.org>

Game's description

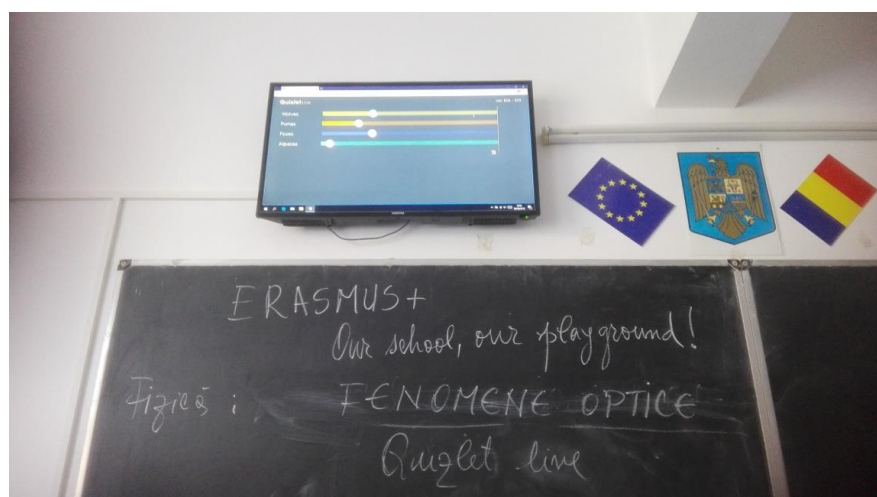
Every student has his laptop in front of him. They have to give the correct answers to some questions about revision.

Earns the student that has the most correct answers.



Optical phenomena

- Teacher's name: Mariana Munteanu
- Secondary School "Vasile Parvan" Barlad
- Date: 31.05.2018
- Age and number of the students : 12 years / 6th grade A (9 students), 6th grade B (16 students)
- Duration of the course: 2 hours
- **Online tool used: Quizlet <https://quizlet.com>**
- Material resources: mobiles and laptops connected to internet, interactive board or display





The flash card physics Game or Game with tokens

- Teacher's name: Mariana Munteanu
- Secondary School "Vasile Parvan" Barlad
- Date: 08.06.2018
- Age and number of the students : 2 groups, 6th grade A
- Duration of the course: 2 hours
- Type: educational online game – Revision through games
- Material resources : tokens with pictures, tokens with questions can be found at the following link:
https://drive.google.com/open?id=1eTNd8y6pwexSjTY1S5DTHpeTk_NegE8A

Game's description (Revision through games)

Every student or every group of 2-4 students receives a set of picture cards and a set of questions (not numbered). Students have to find the correspondence between the drawing and the question. For each correct answer, students receive one point.

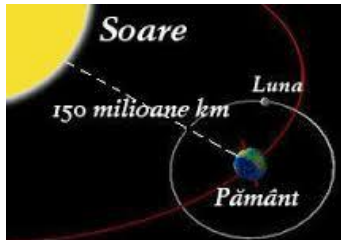
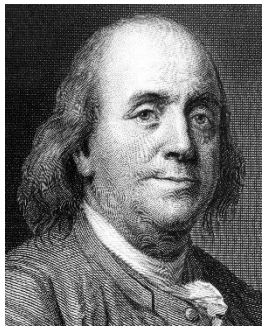

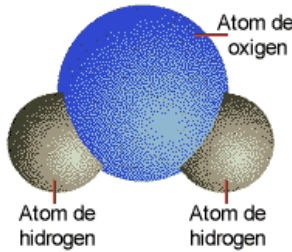
During the game students can learn about the physical quantities, the appropriate units, multiples, submultiples, some data about the Solar System, scientists, phenomena, formulae of calculate, and so on.

The proposed teaching physics game can be used as a final evaluation for sixth grade or initial test for the seventh grade. You can make flash cards with pictures and cards with questions from those proposed.

The rules of the game: Each student or each group of 2-4 students are distributed one set of cards with pictures and a set of questions (unnumbered). The students need to found the correspondence between drawing and questions. For each correct answer students receive one point.

In the game you can test the student's knowledge regarding the physical quantities, measurement units, multiples, submultiples, some data about the Solar System, scientists, phenomena, formulas etc.



<p>7</p> 	<p>8</p>  <p>BENJAMIN FRANKLIN</p>	<p>9</p> <p>kg, g, t, q, mg, cg, dg, dag</p>
<p>10</p>  <p>ELECTROSCOPE</p>	<p>11</p> <p>Hg mercury</p>	<p>12</p>  <p>Water molecule</p>

Battleships for Chemistry and Physics

<https://teknologic.wordpress.com/2016/12/27/10-powerpoint-games>

The instructions are:

When you open the template, you will see twenty-eight squares labelled 'WORD.' Edit each square and write a word or phrase that you would like the students to use in order to claim the square.

The students choose a square using a letter and number combination e.g. D3, A4, C6. Encourage the students to make a sentence with the word or phrase, to solve exercises in that square. If the student is successful, click on the square to reveal whether there is a ship underneath.

You can reward the student or the student's team with a point if they hit a ship. You can reward the student or the student's team with several points if they sink the ship. For example, if the ship covers three squares, award the students three points.

The teacher Munteanu Mariana proposed a recapitulation of some chemistry notions (Atom. Structure of the atom. The relationship between the atomic structure and the position of the element in the Periodic system) through a didactic game at the 7th grade. She did the same for the physics subjects. The students remembered notions like distance, time, surface, volume, speed, so on.

	1	2	3	4	5	6	7	
A	Atomul	Partile componente ale atomului	Nucleul	p+	n°	Z	A	A
B	Invelisul electronic	e ⁻	N= 2n ²	Structura atomului de Ca	Structura atomului de S	Structura atomului de Al	Structura atomului de Ne	B
C	Structura atomului de O	Structura atomului de K	Structura atomului de Mg	Structura atomului de Na	Structura atomului de Cl	Structura atomului de N	Structura atomului de Br	C
D	Structura invelisului electronic	Gr. 17, perioada 2 X=?	6 e ⁻ pe stratul L X=?	Gr. 13, per. 3 X=?	1e ⁻ pe stratul M X=?	Elementul X cu Z= 19 si A= 39 X=?	Elementul Y cu Z= 18 si A= 40 X=?	D



The spinning wheel for Chemistry

<https://teknologic.wordpress.com/2017/02/21/the-spinning-wheel/>

Spinning Wheel is a game that allows students to learn chemical formulae in the first year of chemistry study, in a more enjoyable ways. The class is divided into groups of two students. One of them turns the wheel and the other says stop and

writes the chemical formula (in the first case) or the chemical formula's name (in the second case). Students exchange and the game continues until the time spent on the group of students ends.

Win the student who has as many as possible correct answers. The game can be adapted according to the number of students in the class and the existing computer information technology resources.



Technological education teacher, Mariana Muntenasu at the lesson "Preparing and preserving food " with the students from 5th grade A proposed:

The Wheel - Preparing and preserving food

A student goes to the laptop and presents the ppt with the wheel. Clicking on the wheel this rotates. At a new click, it stops. The student answers 5 questions. For each correct answer he or she receives 2 points. For the wrong answer the student doesn't receive any point.

The tricky balloons for the new lesson "Menu"

In a ppt presentation there are five yellow boxes and five green boxes under which the questions in the lesson are placed. Questions in yellow boxes are less difficult than green box questions. During the course students are divided into 2 small teams of five students. Each team creates a team name for themselves and a sound signal. The leader from a team chooses

a number from the 10 boxes. Click on the name of the question in a box and this is revealed. If students respond correctly, no balloon is lost. If the answer is incorrect click on a balloon and it will float. For an incorrect yellow question, a balloon floats and for an incorrect green one, two balloons float. The first team that responds correctly can choose the next question. Students can win a reward if there are balloons left at the end of the game.

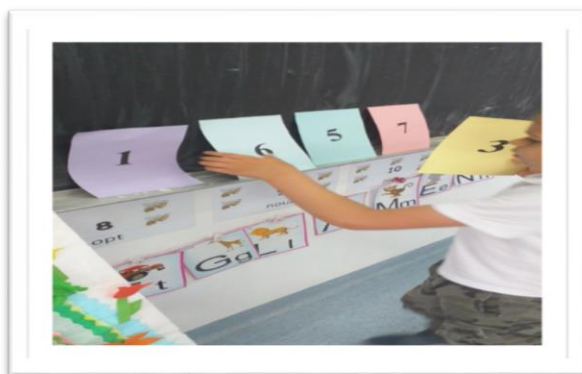


Magic Numbers

Teacher Marlan Larisa proposes two games:

Students receive drawings on which different numbers are written and they have letters behind them. The teacher asks the students to order the numbers and then turn the cards. They discover different magic words like “Bravo”, “Congratulations”, “Success”.

Students who have solved correctly receive a token. with a ladybug.



Surprise basket

Materials:

- a drawing with Fairy Spring
- Flowers containing exercises with two operation(+,-)
- -Basket

Rules:

Students take flowers from the basket and solve the exercises written on the back of the flower. The student who correctly resolves the exercises will stick a flower on the Spring Fairy's dress.

When all the flowers were taken from the basket the Fairy's dress is completed.

All students receive a balloon as a reward.



Discover the capital

An interactive game was played by student Pavelina Vargolici from the 7th grade A. She made an electrical circuit during the classes of physics under the guidance of her teacher. The circuit consists of a power source, conductive wires and a light bulb. The game can be played by 2 students. A pupil connects a terminal to one of the country written on the box and the other has to find the capital of the respective country and connect the other end. If his answer is correct, the light will light up. The game can be used for children between the ages of 7 and 12 during geography classes, physics or extra-school activities.



We play and create - We set up chemical symbols

Each hour of chemistry in the 7th grade starts with a creative game. Students are required to build words, sentences or phrases using chemical symbols. They can also search proverbs, quotes, strophes from poems to recoup them into chemical symbols.

E.g: He is lucky. He / I / S / Lu / C / K / Y

Ohh ...you are so cute. O / H / H...Y / O / U / Ar / Es / O / C / U / Te

I get applause I / Ge / Ta / P / P / La / U / Se

When students present their work, they will be required to name the chemical symbols whose symbols they have used. So it's a more pleasant way to get used to chemical symbols and element names. In addition, they will further analyze the Periodic System until they succeed in making a good sentence. Contests can be organized on this theme - who succeeds in making the most beautiful sentences (or the most complex ones etc).

The game Heroic ants

https://reviewgamezone.com/games4/ants.php?test_id=43834&title=Forta%20Marime%20Vectoriala

used by the physics teacher Munteanu Mariana at the lesson Physical scalar sizes, physical vector sizes.



TIC-TAC-TOE biology – human skeleton

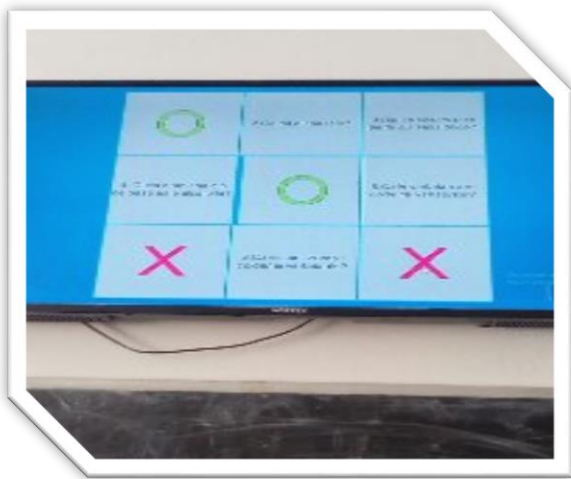
<https://tekhologic.wordpress.com/2016/12/27/10-powerpoint-games/>

The game has nine numbered squares. The students are divided in two teams. The teams decide which team is circles and which team is crosses.

Circles go first. One student from the team nominates a number or word. If they produce a sentence or answer a question, the team can claim that square.

They have to click on the square once to reveal a circle.

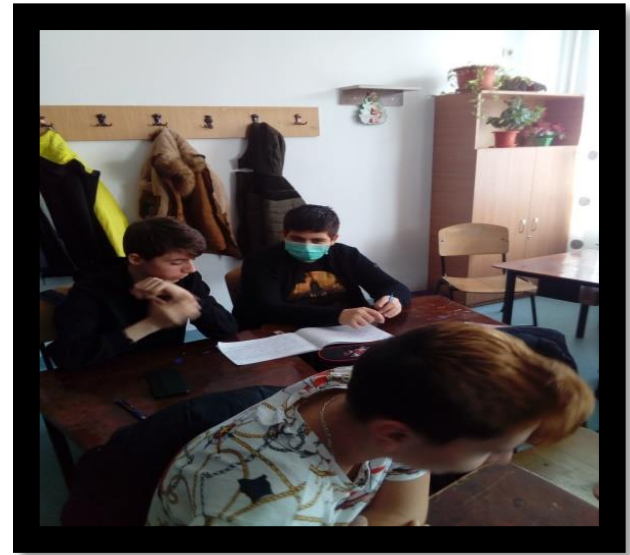
Then it's the crosses turn. If they produce a sentence or answer a question, the team can claim that square.



Click twice on the square to reveal a cross.

The team with three symbols in a row wins.

I used this game at the biology course when I taught the students "Human skeletal system" lesson.



History Quizzes with Wondershare Quiz Creator

<http://www.quizcreator.com/products.html>

Wondershare Quiz Creator is a powerful quiz maker that lets trainers and educators create professional Flash-based quizzes and surveys with multimedia. Utilize 18 question types, including Multiple Choice, Fill in the Blank, Matching, Like Scale & Short Essay and other. Insert math and science symbols with the equation editor to create quizzes for Math, Physics, and Chemistry. Enhance questions with images, Flash video and audio, including voice-over, text-to-speech, etc. Publish flash quizzes to Quiz Creator Online. Upload the published Flash quiz to the web. Generate a SCORM quiz package for LMS. Produce stand-alone EXE file for CD. Export to Word or Excel files.

This platform has been used by the history teacher Juverdeanu Aurelia for history contests between students as "Centenary of Union", "We are descendants of Dacians and Romans", "We want Cuza, our Lord!". These platforms can be used not only for contests but in the lessons for consolidation and evaluation stage .



Spain

FIND A FRIEND BINGO

The objective of the game is to find a different person to sign their name in a box that tells about them. When pupils have each box signed, yell out . BINGO

This game was inspired by the learning scenario that can be found at the following link:

<https://www.teacherspayteachers.com/Product/Back-to-School-FREE-Getting-to-Know-You-Ice-Breaker-First-Day-BINGO-1344338>

First, the teachers and the students read sentences and try to guess which is the right questions, for example if the sentence is: «I have two pets at home», the question will be: how many pets have you got at home?

When all the questions and answers are clear, children stand up and ask the questions. If the other student says yes, they have to write the name on the paper. When a row is completed they say «LINE». When the worksheet is complete the children have to say BINGO.

TABU

A student picks up a card with the word and picture. In the card there are two words that he musn't know to explain it.

The rest of the class must guess the Word.

RUFFLE TICKETS

It is a kind of behaviour competition.

We print some ruffle tickets with numbers or emoticons.

Teachers have them to reinforce the good work or good attitudes of the students.

When a teacher observes that a pupil does something correct the teacher gives a ruffle ticket and insert it into a box. At the end of the month we pick up three and give a small price.



MASTER CHEF COMPETITION

To improve healthy habits we decided to prepare a MASTER CHEF COMPETITION.

Children had to follow some rules:

- **Only healthy ingredients**
- **Food is cooked at home**
- **It must be original**

When the children have prepared in class their recipe, a jury must evaluate the dishes.

Finalist will receive a Price.



More games from Spain in the following video:



Trivial Pursuit

The quite popular Trivial Pursuit game was repurposed by the teachers of the school to function as an educational tool. The following instructions were given to the teachers of various school subjects. Each color category of the game corresponded to a certain subject for instance green for Biology, blue for English language, etc.

Repurpose your Trivial Pursuit board game with the following learning template. This template uses Avery Custom Print Index Cards (Product #5388)

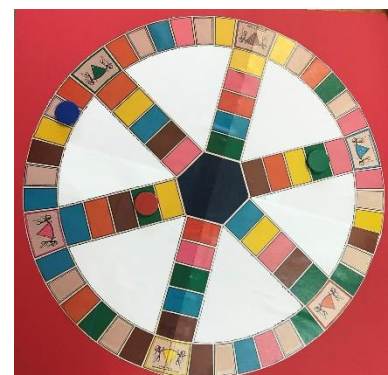
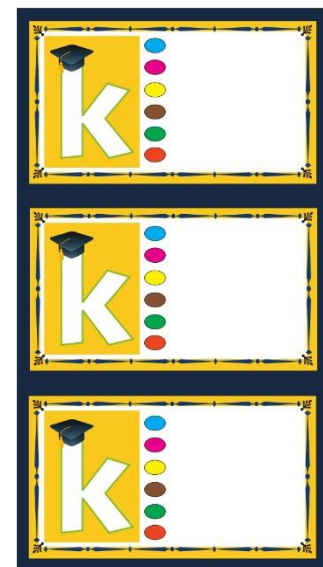
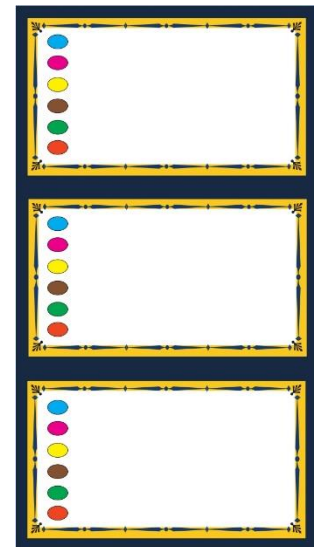
(Of course, you can also use normal paper and cut them apart.)

4 steps to printing success

1. insert the questions and correct answers in the form below (15 questions per subject)
2. print pages 7-11 (question side of cards)
3. flip the paper over and print pages 12-16 (answer side of cards)
4. tear or cut them apart and you're ready to play!

Material used to create the game by the teachers can be found here:

<https://drive.google.com/open?id=1JZCtDU4ne4NrrbKEOWGSZJVYi7o5yfrU>



Caliche – a traditional outdoor game from Cartagena with a long and great history

Game description / rules of the game:

The Caliche stands up. The coins that players consider appropriate are located on it.

With these moneos the caliche should be thrown to the ground.

The players: usually played in pairs, with a maximum of 3.

Start of the game: Each member of the couple throws a moneo from a certain point in the field to the starting line. Whoever gets closer leaves.

Development: The players launch by turns to eliminate the caliche. If it is knocked down, but it remains

Closer to the coins than the moneo, it is considered a 'bargain'. The game has not ended. In that case, it

must throw to leave your moneo closer (if you are not a couple who has knocked down the caliche), or throw the

Moneo to move the caliche away from the coins, thus leaving the first moneo closer to the coins (if you are a couple who knocked down the caliche).

Conclusion of the game: the game can be finalized each hand played, or a number can be put

You can find more info about this game at the following link <https://nativespain.com/murcia-region/the-game-of-caliche/>

The game was also played during the 2nd TPM in Bulgaria with teachers and students of the Bulgarian school.



The ant and the cicada

Type: Music games

History: there was once a very perky cicada and a very hardworking ant that helped each other to spend the winter together.

Material needed flowers, leaves and instruments

Game description / rules of the game:

1. Dancing with flowers and leaves.
2. Singing the rain song and to do the rain with body instruments.
3. Dancing the dance of seven jumps.
4. Hearing natural sounds.



Stories with a dice

Material needed (attach files if needed): Four or five dice with different pictures in their faces

Game description / rules of the game: working in small groups, children have to throw the dice and, looking at the different pictures, they must create a story



Silly sentences

needed (attach files if needed): small cards divided into different categories: nouns, articles, verbs...)

Game description / rules of the game: The children choose one card of each grammatical group and make their silly sentence, ejem: " The big turtle runs very fast. " they read it and draw a picture.

The teacher must organize the class in heterogeneous groups and prepare the cards for the exercise.

She/ he also must supervise the activity all the time.





Greece

Be a planet's friend

A game for environmental education

The purpose of this board game is to teach kids how by changing simple habits of their everyday life may have an important impact for the environment. These ordinary habits can be easily integrated into the kids' ordinary routine and in the game, are represented by the five characters who are the following.

The game has no letters or writing so it can be easily played in all languages. Besides it uses only paper and electronic means, no plastic dices, boxes or pawns are needed.

It can be played by 2 to 6 players from 6 to 10 years old.

What you will need to play the game

The board (in paper or electronic)

33 cards

5 pawns



Rules

The class is divided in 2 – 6 groups depending on the number of the children. Each group stands for a player. First, they decide the order of playing i.e. which group is going to play first, second, etc. Then they choose a pawn. Each group assigns roles to its members: one is going to lift the card, one is going to move the pawn.

All cards are placed in a pile, face down on a table. When its turn, each group lifts the first card from the pile and moves its pawn accordingly on the board. Then the card is placed under all other cards.

The player that reaches first the final square of the board where all the five characters of the game are found, is the winner of the game.

Material needed to play this game can be found here:

https://drive.google.com/drive/folders/1A_xYBmKSk5V3NtmVFm1Ee-r8UT4uvenT

Domino

Domino rules

This version of domino is especially made to help students consolidate the parts of speech of a certain language. In the English language all words are divided in 8 categories (parts of speech) that are the following:

We chose the 7 of the 8 categories to create the Domino-like game, leaving out only the last one: interjections. This is mostly because the traditional Domino game uses 7 numbers (0-6) and 49 (7x7) combinations that give 49 cards. In the classroom setup we divide students in groups. Each group acts as one player. 2-4 players can play in this game.

The rules are the same as of the traditional Domino game:

Starting the game

Place all cards face-down on the table and mix them up. Each player selects 7 cards. Keep your cards in front of you but hidden from your opponents. The players decide who's going to play first, second, third, etc. by throwing a lot. The first player-group chooses one of their 7 cards and puts it on the white board or on a desk.

After the first round, the player who won the previous round starts first.

Playing the Game

The next player-group must then place a matching domino card next to the first domino card. For example, if the first player started the game using the following card:

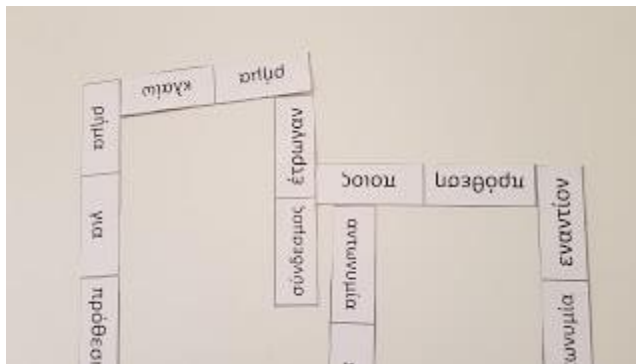
Then the next player must play a domino card that has either the word pronoun or a verb on it. Two cards that can match this first card are the following (but of course not the only ones):

on the left or on the right

The players only place cards on the two edge points of the series of cards that has been formed on the board.

If the next player however doesn't have a matching Domino card, they must pick one from the cards on the table with face down. If the new card does not match, as well, the player must pass their turn onto the next player.

The game ends when the first player finishes all the cards that they possess.



- Print out the different BINGO cards. Get some small post-it notes or print enough markers to cover all the squares of the cards.
- Put the BIBGO board on the whiteboard of the classroom or project it on the wall using the classroom projector.
- Children may play alone or be divided in groups of two. Hand out one Bingo card to each child or two cards to each group.
- One child or the teacher will be the caller. The caller should pull out one number from the bucket and, and speak it out loudly. Then he or she places the number on the Bingo board.
- Whoever finds the number on his or her card(s), puts a post-it note or a marker on it.
- Whenever a whole row, column or diagonal is completely covered by markers on one card, the child or children ought to shout BINGO.

3x5	46-23	10-7
37-32	25-8	2x3
3x7	35-23	30-4

- The player that first finishes his or her card(s) is the winner.

Find the material to create and play this game at the following link:

<https://drive.google.com/drive/folders/1sqbhbhvFzXXm6DKrb7bRiDYLDj7vC8kU?usp=sharing>





Go Goals Game

The GoGoal Game was implemented with scratch. The link for playing the game is the following:

<https://scratch.mit.edu/projects/261644138/#fullscreen>

Here follow some pictures of kids playing the game:





Physics Quiz Game

A variation of the Go goals game was created for the Physics lesson in scratch. The link to play the game can be found here: <https://scratch.mit.edu/projects/225260465/fullscreen/>

The questions of the game can be found here:

https://drive.google.com/drive/folders/1GVs44oXX04D4k35Cm_nT_cjDVg-IOLbr?usp=sharing and they were created by the students themselves with the help of their teachers. Questions are multiple choice and they are written in Greek.

Maths product Game

The electronic Math's game was created by a teacher of the 2nd grade that tried to help her students practice on the product table using this game. She thought that this could be a far more enjoying way to teach her students calculating products. The material used for this game can be found here: <https://drive.google.com/drive/folders/10A4PzkzkaS7E9cviVB6eFm-eis5EHMqv?usp=sharing>

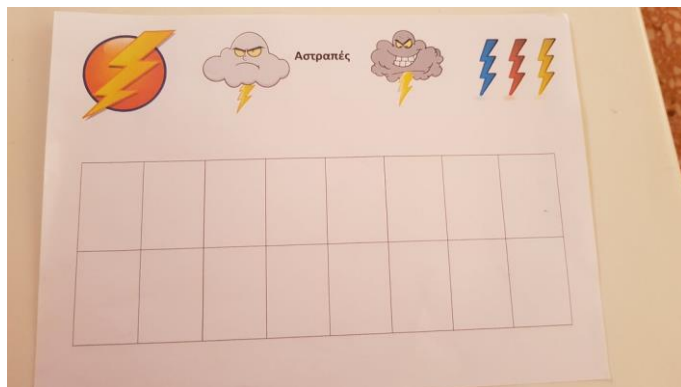
Type: Hybrid, electronic and board

History: Original game created and played during the project

Material needed (attach files if needed): the electronic version of the games and some specially designed cards

Game description / rules of the game:

The students are divided into 2 groups. Each group gets one game card that has 10 blank squares and the name or the symbol of the team.



Each time that a product appears on the screen of the computer they must find the result of the product and announce it loudly before the computer shows the correct answer on the screen. If the number announced by the groups of students is correct, then they put an X on the square of their card. If not they leave the square blank.

After that the next group plays and has to guess the right number for the product that appears on the screen. This goes on for 10 rounds. At the end of the 10 rounds each group counts how many correct answers have they got by counting the X on their card. The group that has the more X's is the winner.

Jeopardy

This game has been based on the Jeopardy TV game, and its template can be found here: <https://www.youthdownloads.com/games/jeopardy-powerpoint-template>.

It is mostly a quiz game that can be played in classroom by projecting the powerpoint presentation on the white board.

The game can be played with all kind of subjects serving as categories of questions and kinds of sets of questions. This particular version of the game , was played from 6th graders. The whole classroom was separated into 2 teams (boys and girls). Each team had to create their own game to be played by the other team. Each team chose the categories of questions and the questions themselves. It took about 3 hours to think and write down 25 questions and place them in order into the PowerPoint file. It was a job that needed strong collaboration and organizational skills. The result was successful.

The files of the 2 games that were created by the students can be found here:

https://drive.google.com/drive/folders/1NxsbjhopG-N4Mr_h8iHWaxZKZV117Sz6?usp=sharing

Watch the two teams preparing their games here:



Watch kids playing the jeopardy game in classroom in the following videos:



Creating history timelines

This was an on-line game created with the LearningApps (<https://learningapps.org/>) website that helps teachers and students create their own interactive on-line games. We used the number line template to create some history timelines with the students of the 6th grade. The students were divided into teams of 2 or 3. Each group of students chose a period in history (they study the Greek and European modern history at this grade starting from the early 19th century and finishing today). Their school history textbook was available on-line so they had continuous access to it. For the period that they chose they had to find up to 10 significant events and write them down. Then they had to search the internet in order to find relative material for that event i.e. images, paintings, sources, links. Once they found them they had to create a timeline with the LearningApps application. Some of the timelines created by the students can be found at the following links:

<https://learningapps.org/display?v=p4wp9iyjn19>

<https://learningapps.org/display?v=p9wroww3519>

<https://learningapps.org/display?v=ppddnm41a19>

Watch students playing the game that their peer students created on the interactive whiteboard of their classroom:



Italy

CREATIVITY SCIENCE

For the first classes the magic box contained materials that had to make you think of a cell model and induce the students to produce this model by collaborating and making it as close as possible to reality

For the second classes the magic box contained materials that could make you think of more than one model but the most realistic one was a model of human heart

For the third classes the magic box intuitively made us think of the solar system model.

We believe that this game in particular has mobilized knowledge, activated skills and developed skills

THE WHEEL OF FORTUNE



During the first phase of the game, a small group of three students: 1) prepare a question set on the subject proposed by the teacher; 2) enter the questions in the game platform. The result of this first phase is a wheel that contains all the questions. The wheel allows the student to draw the question to accumulate points (1 point for each correct answer). Whenever the answer is correct, the related question is deleted. The player accumulating the most points wins.

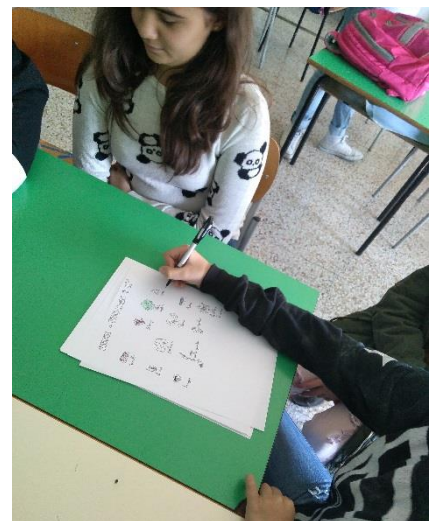
SCARABEO



It is a game where students play with cards on which letters are written. You choose a topic and the students must compose words related to the topic. Words must cross each other because they have letters in common but there must also be a conceptual connection. As in the classic beetle game, the one who makes the best connections and writes the longest words wins.

PICTIONARY

there are two teams. One team decides a scientific concept, for example a part of the human body and the same team choose a player of the opposing team. This player must design (draw) the chosen object to his team, that must guess.



SCIENCE BELL

that of the bell is an ancient game that all children have tried at least once. In the classic game a chessboard is drawn on the ground and inside the boxes of the numbers. Our bell has science words in the boxes. The teacher and the boys invent questions and riddles and the player must jump into the boxes following the words of pronounced sciences and the last word must be the correct answer to the question.

PHISICS LESSONS BY SPORTS

In Italy the secondary classes of secondary school study physics; in particular the static and the dynamic. Physics is not a simple matter and so we thought of explaining the concept of strength, of agreed forces and discordant forces, of gravity and friction in the gym, playing. For the concept of force and force of friction, we used the game of football; for the concepts of concordant forces and discordant forces the game of tug of war, for the force of gravity the jump with the rope.

Student explaining:

What is a force?

A force is an agent capable of moving a body, stopping a body and deforming a body.

You think of a football player who throws or stops a ball

You think of a spring



Force has a verse, a direction, a point of application and an intensity

Concordant forces have same direction, same vers, same point of application, but they can have different intensity.

Discordant forces have same direction, same point of application, but different vers and different intensity.

When discordant forces have same intensity, there is a condition of equilibrium

Newton's force is gravity force and it is $F = m \times a$; Force equal mass for acceleration.

Force of gravity or weight force is the force that attracts all bodies to the earth

In physics, friction is a force that opposes the sliding or rolling / turning of a body on a surface

TRIVIAL PURSUIT

1. The class is divided into teams of the same number, depending on the number of present students.
2. Each player (or team) is handed over a pawn. each pawn is placed in the central box of hexagonal shape and it decides who starts.
3. Each player (or team) rolls the dice and the one who realizes the highest number starts the game.
4. The player starts the game, rolling the dice once more, and moves his pawn from the central box of hexagonal shape in any direction for as many squares as the points obtained with the roll of the dice.
5. Each time the player (or team) places his pawn on a box, he will have to answer a question of the category marked in the box.
6. Categories are marked with the following colors:
 - Viola: Italian
 - Green: Mathematics
 - Yellow: English
 - Blue: History
 - Orange: Geography
 - Red: Science
7. The question is taken from the bunch of cards that contains questions and is read by a player of his opponents.
8. If the player answers correctly, he or she can roll the dice another time, and so on until the answer fails.
9. Then each card is put back the last card of the bunch.
10. When the player can reach the final category box, marked with the triangle color of his category, and answers correctly to the question, it takes a score wedge of the relative color .
11. If the player does not know exactly how to answer to the question when he arrives at the final category box he leaves his pawn in the box until the next round. From there the game restarts without obtaining the scoring wedge. Then the player will be able to return to the final box until he is able to answer correctly to the question of the category and obtain the scoring wedge.
12. When a player has collected the 6 wedges answering correctly to the final question of each category, he can start moving his pawn to the central hexagonal box to try to win the game.
13. When the player with the six wedges reaches the central hexagonal box, other players can consult each other to choose the category of the final question.



14. If the player answers correctly to the last question he wins the game. Otherwise they will wait for their turn again to try to answer to the final question another time.

“GUESS WHO”

- The class is divided in four groups of four members for this game, positioned in different points of the classroom.
- The number of the groups depends to the number of the students that are there.
- Each group is divided in two subgroups, both of two

members.

- To each subgroup is given a little pack of cards with character’s illustrations.
- The number of cards for each group depends to the number of subgroups. Each of them must have the same number of cards.
- Each subgroup chooses the first character that others must guess.
- The subgroup that starts the game is chosen by lot.
- The game starts in each group when the first subgroup asks the first question about character’s physical appearance chosen by the rival subgroup. For example “ is it a male or a female?”.
- The game goes on in alternate way between the two subgroups that ask the questions.
- During the game each subgroup has to try to guess the character based on the answers of the rival subgroup’s questions.
- When one of the two subgroup guesses the card, the subgroup that has the card guessed, put the card aside and substitutes with the next character.
- The game goes on in alternate way and the subgroup, who guessed the first character starts again to ask questions about the new card. In the same moment the other subgroup continues to ask questions trying to guess again the first card of their rivals.

- The game ends when one of the two subgroups guessed all characters of the rivals.



SAFER INTERNET GAME

- 1-** The class is divided into groups, each one with max six players.
- 2-** Each player chooses a checker and places it on the "start".
- 3-** Each player (or team) rolls the dice and the one who realizes the highest number starts the game.
- 4-** Each player rolls the dice and moves the checker on the board according to the number released.
- 5-** If the checker stops on a box with the "?" sign, the player must catch a card.
- 6-** Each card contains the rules about Internet security.
- 7-** The player must follow the instructions written on the card.
- 8-** Whoever reaches the final box first is the winner.
- 9-** The purpose of the game is to memorize the rules about Internet security.



GO GOALS - UNESCO EDUCATIONAL FOR ONU

Game description / rules of the game: for 4 to 6 players.

PREAMBLE: THE GAME IS ABOUT THE UN AGENDA 2030 AND IT HAS BEEN DESIGNED BY UNESCO SUPPORTING THE EDUCATIONAL PATHWAYS ABOUT THE 17 SUSTAINABLE DEVELOPMENT GOALS. IN "SANTA CHIARA-PASCOLI-ALTAMURA SCHOOL", FOGGIA, ITALY, WE THINK THAT THIS GAME CAN HELP OUR YOUNG STUDENTS REFLECT AND DISCUSS ABOUT THE TOPIC. THANKS TO THIS GAME, THEY COULD DEEPEN THEIR CONSCIOUSNESS AND AWARENESS AND GROW UP AS MORE RESPONSIBLE GLOBALCITIZENS.

"CHANGE begins with ourselves. We need to make sure we are well-informed on the causes and possible solutions to the world's issues.

So we can make small positive actions in our everyday lives: from talking constructively with our families, friends and communities, to organizing ourselves and urging the governments to listen to the voices of their citizens.

- There are 63 spaces on the boardgame.
- Players advance the number of spaces determined by rolling a single dice.
- Each player starts the game by placing their token on the start field.
- The players take turns to roll the dice and move their tokens forward the number of spaces as shown on the dice.
- If the player lands at the bottom of the ladder, he can immediately climb on the top.
- If the player lands at the top of the waterslide, he immediately slides to the bottom of the slide.

-If a player lands on a sustainable goal field (1-17), he can draw a card corresponding to the goal number. Another player should read the card question.

A correct answer from the card drawer, will allow the player to roll the dice once again.

-The first player to arrive on the field "2030" is the winner.

-If a player throws the required number, he must step forward into field "2030", then move backwards the surplus number of spaces."

YOU NEED DICE AND PLAYER TOKENS FOR THE DIFFERENT TEAMS.

Turkey

Colorful istop Game

Rules of the Game

Players make a circle. One player throws the ball over and says a name. The person who 's said tries to catch the ball. If he/she can catch the ball he/she says a color. Then the players try to find something with this color. While they are trying to find this color, the tagged player tries to hit other players with the ball. If he/she can hit other players, they are tagged and say a color. If everybody finds the color, all players make a circle again. The tagged player says a name. The game goes on like that.

What are the contributions of this game to child development?

Nowadays, because of the technological advancements, a non-moving life style is appearing more. This type of life style affects children. Moving is important for a child's physical development. Participating in physical activities has advances in childhood. We can get these advances with "İSTOP" game to children's world.



Dodge Ball Game (Yakan Top Son)

HOW TO PLAY?

- This game played at least four players.
- Players are divided into two groups. By tossing a coin, you can decide which group can be in dodgeball court. And two players are selected from the opposing players.

We played this game with 12 students in two groups. One group, consisted of 6 players, was in the court. Three students from the other group, began to wait at the one side and the other three students began to wait at the other side of the court. They are called. "Throwers".

Throwers try to hit the opposing players with the dodgeball. Their aim is to eliminate all opposing players by getting them 'out'.

- If one of players in the court can catch one of thrown balls, he or she will have one more life to continue the game. Or he or she can bring back one of his or her own eliminated players.

(FOFI – First out, First in)

- If Throwers eliminate all the players by hitting them with dodgeball, the first part of the game finishes. Then, positions are changed and the game goes on.
- If there is one left player in the court and if the throwers can't hit him or her by throwing dodgeball twelve times, the players, in the court, win the game and they continue the game playing in the court again.

THE EFFECTS OF DODGEBALL ON CHILD DEVELOPMENT

According to the studies, physical activities like games are important for the child to overcome his/her fears recognise himself and his environment, overcome social troubles and improve physical abilities. Dodgeball game contributes to children's motor skills. During the game the child learns his/her body's power and control on the world.



Seven Tower (Yedi Kule)

What are the necessary tools for the game?

Find seven pieces of stones which are over and over. That is enough!

We also need a ball to shoot at seven stones.

Age of the game:From 5 until the child inside us grows up.

Area for the game:A large garden

Number of players:At least 6 people which will be divided into two groups.

(You can play with 8-10-12-14 people.)

We played with 8 people.

How to play?

Players meet and they are divided into two groups.

After setting the stones over and over to 8-10 steps away, you draw a shooting line. First group is chosen by toss.

Seven stones are put over and over like a tower. The first group to throw the ball makes a line. The other group waits on the tower.

Players of the first group throw the ball to stones one by one.

Who over throws the tower first is the escaping group and the other one is the tagged group.

The aim of the tagged group is to tag the other group's members with the ball until they put the stones over and over again.

The aim of the group who over throws tower is to escape from tagged group and make the tower again.

If the tagged group tags the other group's members with the ball, both they get the right to throw the ball and they get one point.

If the escaping group makes the tower again they get the point and they get the right to shoot again.

The players who are tagged by the ball don't have right to make tower. The game goes on like that until they reach the determined point.(5 points-10 points)

What are the effects of this game for development of children?

Child education is necessary both for social culture and education-psychology science. Child gets necessary behaviour, knowledge and abilities during the game. The personality of child appears and develops more in the game of seven stones.

The child learns and develops the concepts social rules, their rights and how to struggle during the game. They experience to wait to express himself, to understand others to solve problems and experience the roles.

If these experiences are good and regular via these games, the child is more ready for the life.

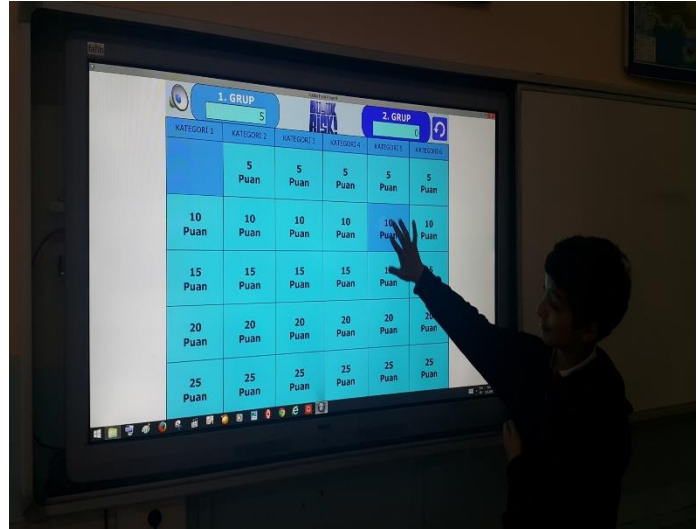


Great Risk (Jeopardy)

In this game, the questions with their difficulties levels divide into 5-10-15-20-25 points groups. The aim is to reach the highest point when the answers are incorrect the participants lose points that the question has.

In bonus questions, the participants can take risk their points.

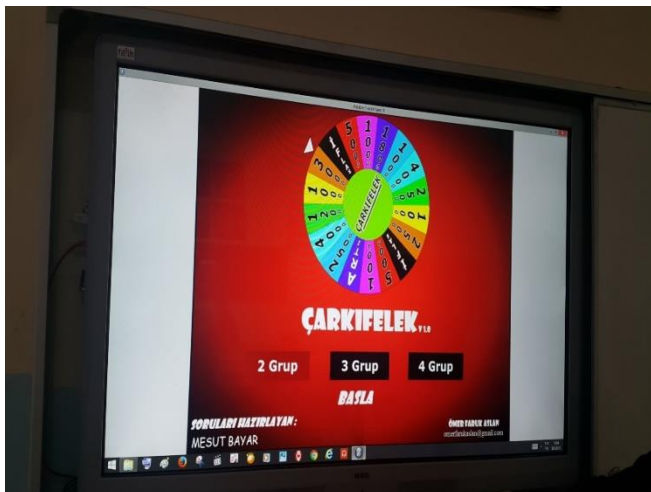
If it is correct, they win points that they take risk. If it is incorrect they lose points that they take risk.



WHEEL OF FORTUNE

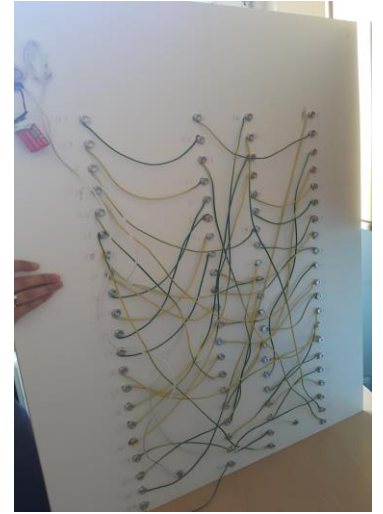
This game can be played at least two groups or two persons. When the participants see the questions they have three options: Guess, asking vowels and spin the wheel.

The participants need enough points to ask vowels. In the guess option the participants say their guesses. If it is incorrect, then another participant's turn to come. If the participant doesn't guess they spin the wheel. Then they say a consonant. If it is correct, how many consonants there are in the question, they win points that multiply the number of consonants. If it is incorrect another participant's turn to come.



Guess WHAT OR FIND AND LEARN

In this activity the aim is to provide students to learn elements and their symbols. For this activity an electrical system should be created. When the students match the element to the correct symbol the green light above the electrical system is on. If it is incorrect the green light is off.



BINGO

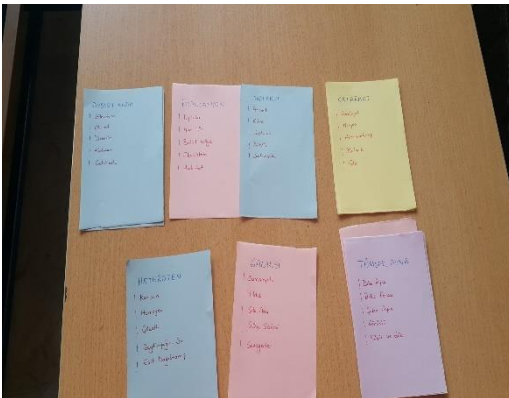
In this activity the aim is to provide students to learn elements and their symbols. The teacher draws a symbol and says. If somebody has the element that symbolizes by the symbol he/she covers it. Who finishes the names of the elements on the paper, he or she wins.





Tabu

Concepts about all school subjects can be written on papers. At least three persons or two groups can play this game. One person tries to tell a concept, another one control him not to tell with forbidden words. Another one tries to guess the words.



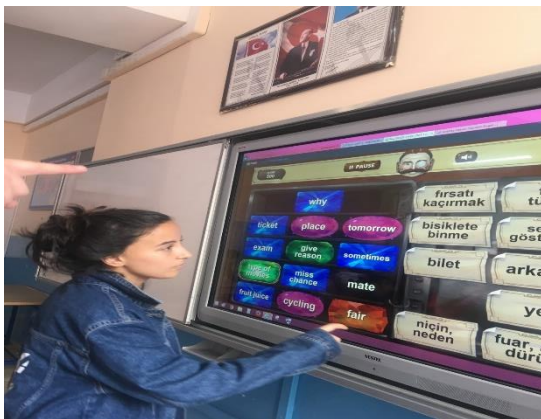
CATCHING THE HANDKERCHIEF

The students divide into two equal groups. One of the students duty is to hold a handkerchief in the playground equal distance from each groups. Each group stand in line. When the student holding handkerchief says "RUN", one students from each group starts to run towards the handkerchief. Student who takes the hankerchief first wins the game.



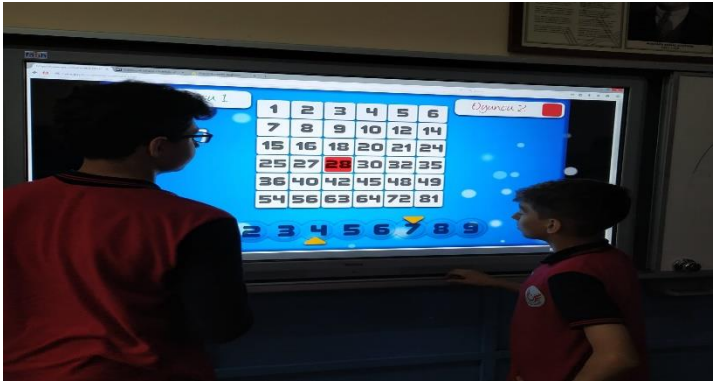
JEWELS of WISDOM

In this game ,the aim is vocabulary teaching. Jewels of wisdom is inspired by Candy Crush. Students try to match the candies with their Turkish meanings. They can clear candies from the board by lining up three or more in a row. If they clear all of the candies , they can get extra points.



Multiplying game

This game requires 2 players. There is a big square created with small squares. Small squares have some numbers on them. There is also a number line created with circles. These circles have numbers on them, too. When the signals appear on two circular numbers, players have to multiply it and colour the square of result with her/his colour. When the player can colour four square with his/her colour crossways, flatly or rough and tumble, he/she wins the game.



Deal or no deal

In this game, the purpose is to gain the highest point.

There are 10 boxes with points from 10 to 100. The player has no idea about those points in them. After deciding the box, the player starts to answer the questions. When he/she gives the right answer, the application offers a point. The player can say «DEAL» and accept the offer or can say «NO DEAL» and continue answering the questions until he/she gets the highest offer. If the player can't give the right answer, he/she limps out of the game.



Taboo

In this game, students try to explain the word without using the banned words. The aim is to learn/teach new words and improve speaking abilities.



Cyprus

Balloon fight (Balonomahia)

The participants tie a balloon on their ankles. When the game starts they try to pop the other participants' balloon while at the same time they try to protect their own from others.

The last person standing with a balloon on their ankle is the winner.



Bag Racing (Sakoulodromia):

The participants wear a large fabric or plastic bag that ties up on the waist. The target of the game is to cover the predefined distance making small and careful jumps without falling. The first one to finish the race wins.



Backball Racing:

The participants play in pairs. They put a ball between their backs or waists and try to race without dropping the ball or touching it. It's harder than it looks!

What am I:

The participants select a card for the other participants and wear it on a crown. Each person tries to find out what the card on their head shows, by asking questions.

Etc "Am I an animal?"

"Am I something you can eat?"

They ask one question per round and whoever guesses their card first wins.



Watch the students of Cyprus (Apeasia) playing outdoor games in their school yard:



“What’s the time Mr Wolf?”

One child is chosen to be Mr Wolf, who then stands at one end of the playing area. The other players stand in a line at the other end. Mr Wolf turns his back to commence play. The players call out, "What's the time Mr Wolf?" and Mr Wolf turns and answers with a time (i.e. 3 o'clock). He then turns his back again while the children advance again chanting "What's the time Mr Wolf?" To which Mr Wolf will continue to respond until the players come very close. Once the line of players is close to Mr Wolf, he can respond to the chant with "It's dinner time!" at which point, he will chase the players back to the starting line with the aim to catch one of the them, who will then become Mr Wolf for the next round of the game.

Dictionary battles

The class is divided in two groups of four – the pink team and the green team.

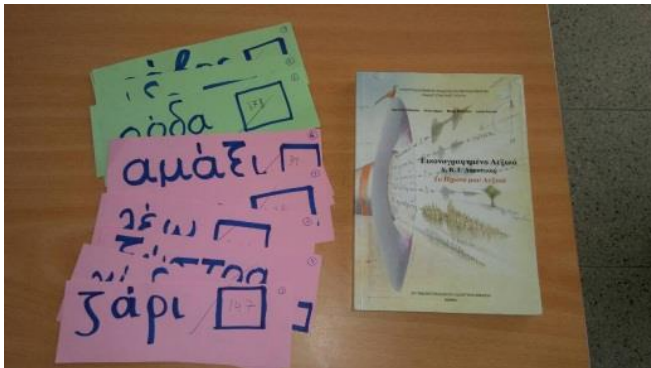
In the middle of each group there is a table with two identical dictionaries and two pencils.

Each group has a set of cards with words to look for in the dictionary. The words are the same for both groups, but they were placed in different order. Some of the words are easy and some of the words are hard in order to build suspense.

Ready! Steady! Gooo!

The first player from each team takes the first card and looks for it in the dictionary. When the player finds the word they writes the page number on the card and runs back to sit down. The second player then runs to take the second card and continue the game.

The winner team is the team that finds all the words in the dictionary and the page numbers written on the cards is correct.





Words/pictures matching

- Each time a new phoneme is introduced the children have time to play with words in order to identify the new phoneme and read the words fluently.
- The children work in pairs. Each pair has a set of words with their matching pictures.
- At first they are asked to identify and colour the new phoneme in the words.



Game 1

They read the words carefully with their partner and match them to the picture. When they have finished, they repeat the game a few times in order to learn to read the words fluently.

Game 2

The children discard the pictures and have only the words in front of them. The teacher asks each child separately to identify one of the words in front of them 'Show me...'

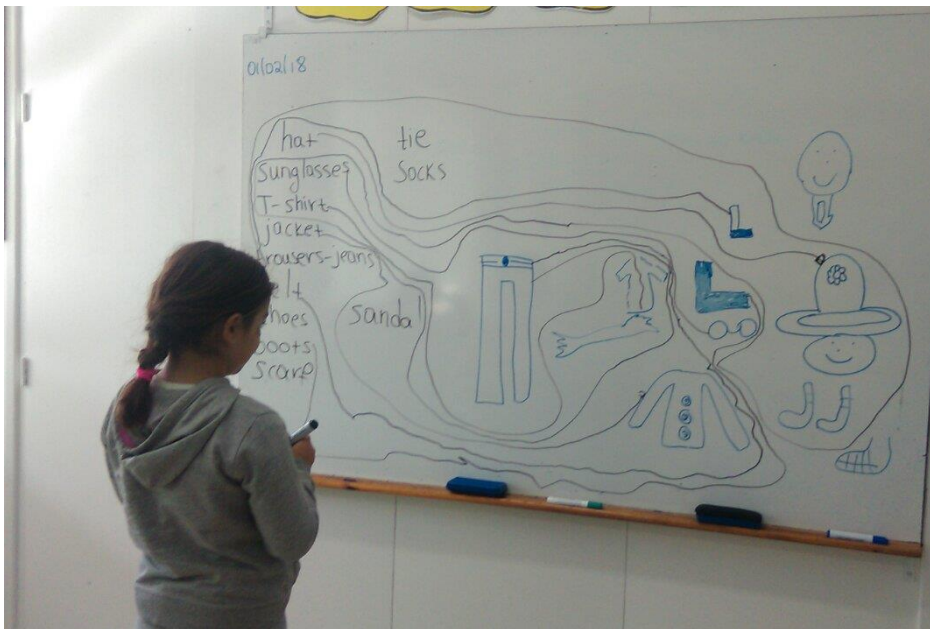
Game 3

Children choose a word, read it quietly and once they have identified the word, they read it to the teacher.

Matching activity

The teacher mixes up flashcards (or drawings on the board) with words and pupils match the words with the pictures. The matching activity can take the form of the "crazy match game", where each time a pupil draws a line, that line should not touch any of the other lines on the

board or they will lose. Each time a pupil matches a word with a flashcard or a drawing s/he also says the word.



Body parts-teaching vocabulary

The teacher distributes to pupils, word cards with the new and recycled words (for example head, shoulder, knees, toes, nose, mouth etc.) and asks them to label each other or the classroom puppet. The students do so by sticking the word cards on each other or the classroom puppet.

SNAP -Developing scientific vocabulary through games

Remembering and using scientific vocabulary is not easy...especially for young minds!

Students are intimidated by the complex ideas and new terms they encounter in their science lessons.

One of the very first skills children develop is playing. Playing comes to them naturally!

So we used a game of SNAP to develop vocabulary regarding light sources: artificial or natural.

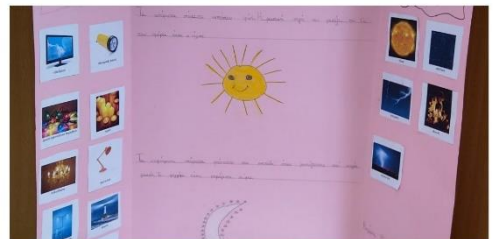
The children talked about the photos with their partner and played a good game of SNAP.

Then they separated the light sources into two groups: artificial and natural light sources and played SNAP again!





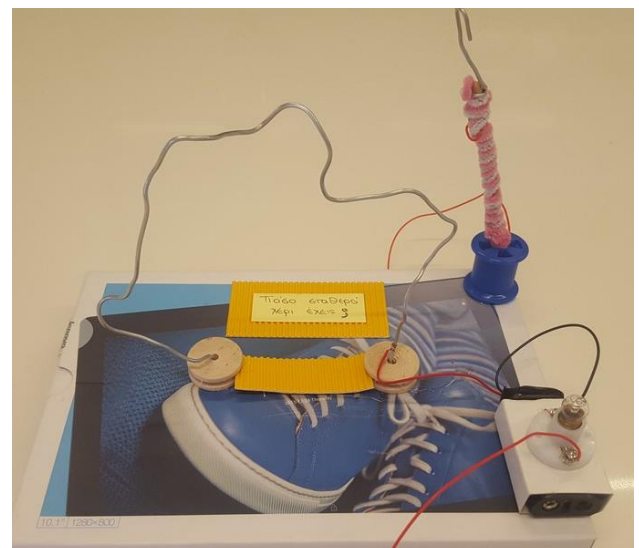
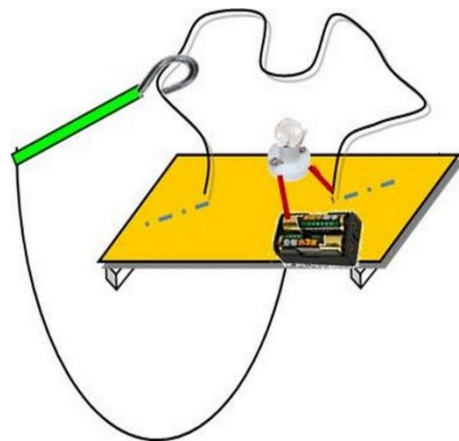
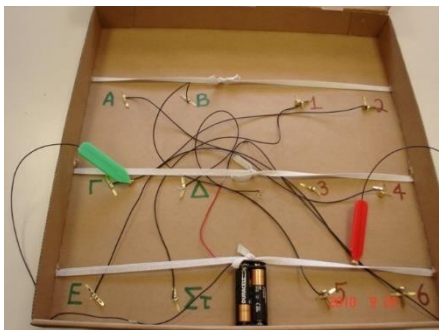
The children worked in groups to present new vocabulary they had developed.



Creating my own games – design and technology issues

Students worked on the topic of Electricity from a different point of view. After they played some online games, the students decided to create their own games. Some of them make the all known game “Bright Omniscient”, where they had to match the question with the correct answer. When the answer was right the lamp lights or the buzzer is ringing. The other game some of them created was the Steady Hand. In this game they try to pass the lever through the cable without touching it. If they fail to do it then the buzzer is ringing.

Firstly, they design the game on a paper, they create the questions and the answers and then they assembled the circuits. They really enjoyed it.



Watch the kids in Cyprus playing various games in the following video:



Poland

Memory game with national symbols

This is the famous memory game. Cards are placed upside down and each player draws two cards. If the two cards match, the player wins the round and the cards are removed from the table. The player that wins that wins most of the rounds is the winner of the game. The cards show national symbols of Poland.



A second version of the memory game is shown in this video. This game is completely made from recyclable elements i.e. bottle lids and paper. It is supposed to be used by younger children to be able to memorize numbers. Under the lids a number is found that has to match a sum or a product.



Twister

Twister is used in the physical education lesson to enhance kinesthetic skills, movement and flexibility. Watch the video:



Musical chairs

Musical chairs is a traditional game widely played throughout Europe. All players by one seat on a chair. Chairs are placed in circle. Each time the music starts players start to run around the chairs till the music stops. Whoever doesn't manage to sit on a chair drops out of the game. A chair is removed, and the music starts again. The one that manages to sit on the last chair is the winner of the game. More information can be found about this game on Wikipedia https://en.wikipedia.org/wiki/Musical_chairs and many other sources on the Internet. Watch kids playing musical chairs in this video:



Journey through Europe

This is a board game especially created for the project related to the European countries that participate in the project. The players move on the game board that shows a map of Europe by throwing the dice. Rules:

Numbers of players from 2 to 4.

If you do not answer the question correctly you should go back to the given numbers of squares

-if we answer the easy question wrong we go one step back,

- if we answer the difficult question wrong, we go 2 squares back

Questions relate to history of a chosen period



Klucha

This is a traditional Polish ball game that should be played outdoors in a big court or in the school yard. Students must have enough space to run away from each other. First all the players stand in a circle. One of the players throw the ball and shouts the name of another player. The player that heard his name gets the ball while the other players run away. He or she has 3 steps in order to move closer to one other player and tries to hit him/her. If he or she hits him/her then he or she gets 1 point, if not he/she loses one point. The player that manages to get first 3 points is the winner.



Safety Road

The board game "Safe Road" is designed for children and teenagers. It's an original game invented by the teachers and students of the school to serve educational goals related to traffic education and safety. The game takes place on a large board with a deck of cards, eg a card with a question, a riddle or road signs. Whoever manages to correctly answer all the questions and go to the end he/she wins the whole game. The game help children learn basic road signs and rules that are worth following to use safely the road not only as a pedestrian but as a driver too. The board game is a great fun that allows you to spend time in a group.

Material needed (attach files if needed): a sheet of a cardboard, a set of colored sheets, compass, pencil, ruler, scissors, glue, a card with question, riddle, road sign, cube, 4 pieces.

The game starts from the square 'start'. Each players throws a dice and moves his/her pawn about the number of discarded places. Moving around the board, players encounter a riddle card, a question or a character. A player must give a correct answer - he throws the dice in the next turn, if the answer is wrong - there is one queue to wait. At the moment when the player stands on the sign with the sign 'turn right', he uses the pedestrian crossing - he takes shortcuts, but if it is a traffic sign that means:

- a) stop or give way - he/she loses one queue
- b) route with priority - he/she performs an additional roll of dice
- c) road without passing - he/she returns to the start field.

The player who correctly answered all the questions wins and is the first to enter the finish point.



The ships

Each player has the task to arrange his ships on the board in such a way that there is one square of free space between each ship. Each player must use four one-masts, three two muzzles, two mastheads and one four-mast. Players give one shot at a time. The shots are fired alternately by specifying the coordinates of the field (eg. B5). In the case of a shot, the player continues shooting (it's his move) until it misses. The ship sinks when the player guesses the location of

the entire ship. If he misses the ship the player says the word 'box', if he gets the hit he says 'sunk'. If the player fails, he must exchange the answer to the given category of the missed field. For example, a player missed the ship by giving the coordinates of the B5 square, so his opponent's task is to give, for example, the name of the animal that lives in Poland that beginning with the letter B.

Categories: Food, Colour, Clothes, Animals



TWOJE STATKI

	A	B	C	D	E	F	G	H	I	J
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										

STATKI PRZECIWNIKA

	A	B	C	D	E	F	G	H	I	J
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										

Intelligence Game

Each group receives a piece of paper with a table. In the first column the students write a down a letter. In the next columns they put the selected categories (colours, animals, plants, countries, etc). One person from one group speaks the English alphabet and the other person from the opposite team says, “stop”. The selected letter should be followed by one word in each category.





Row Race

The teacher divides the class into two rows

He /She assigns a number to each student from both groups

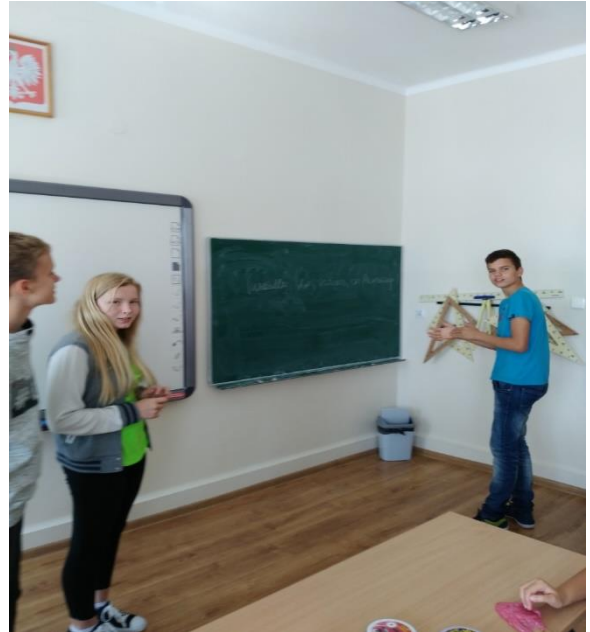
In this way we create pairs in each row.

Then the teacher calls a number, e.g. 2

Students with the number come up to the teacher and follow his/her instructions. The commands can be different depends on the students' abilities, e.g. translate, write, tell, etc.

The row which complete the task first, gets a point.

The row with a higher number of points wins.



Treasure Quest

It is a variation of a traditional scouting game organised in the field in Poland. But we can use it within a few school rooms.

Students work in one group or in a few – than each group begins three minutes after the previous group. Each group gets a card with guidelines on how to get to a treasure. Instructions are prepared in a foreign language by a teacher. The first card is given to each group. The next ones should be hid in various places, which students have to find , reading next notes. Examples of commands on pages: walk straight ahead for 4 meters, then turn left, find an object which is round and yellow. Your next instruction is behind this object.You can also give additional tasks for example, sing a famous song.

The students can learn how to interact in a team and can execute commands in accordance with the instructions.

About

This publication was published thanks to the common teamwork of the eight participant schools of the project, namely:

- 11th Primary School of Chalandri (**Athens, Greece**)
- Dimotiko Sxoleio Apesias (Perifereiako Eniaio Oloimero) (Limassol, Cyprus)
- NTRA. SRA. DE LOS DOLORES (Cartagena, Spain)
- Sredno Uchilishte Hristo Botev (Kubrat, Bulgaria)
- Szkola Podstawowa SPSK w Myslowie (Poland)
- Istituto Comprensivo "SANTA CHIARA – PASCOLI - ALTAMURA" (Foggia, Italy)
- Şehit Sait Ertürk Ortaokulu (Istanbul, Turkey)
- Scoala Gimnaziala Vasile Parvan, (Barlad, Romania)

The European Commission's support for the production of this publication does not constitute an endorsement of the contents, which reflect 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.



Our School, Our Playground

Co-funded by the
Erasmus+ Programme
of the European Union

