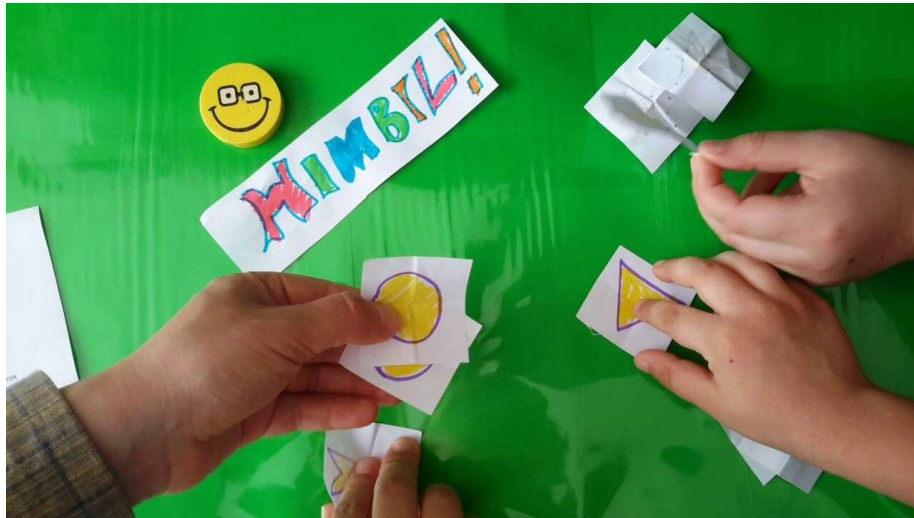




**WORLD**  
**Gaming Legacy**

E-Twinning Project - 2022



## HIMBIL

In the himbil game, an object equal to the number of players is determined. The specified object can be anything. Example: Fruit, vegetable, city names, country names, tree names etc. The number of players from each object is written on a piece of paper.

Pen and paper are prepared and a player is assigned to write the scores. The direction of the game is clockwise, that is, from right to left. In each turn, each player has to hand a piece of paper to the person next to him. The aim of the game is to collect all the papers with the same object in your hand. Except for the player who starts the game first, no player can do a himbil without giving a piece of paper from his hand. Example: You have 3 banana and 1 cherry cards in your hand. The next player gives you a banana card. You have now completed the 4 banana card, but you can't do slouches this way. To do a himbil, you can give the other cherry card to the player next to you and do a himbil. Since the first player has already started with 4 cards, only the player with the first right to play can do a himbil without laying a card. The player who collects the same cards "Himbil!" He quickly puts his hand in the middle of the playing field. The score for the player who collects the first cards is standard. But other players will score points according to the order of making slouches, not according to the cards in their hands. So if you are not the first person to do the himbil, you should prepare for the second himbil very quickly. The himbil game is a group game. The player who slouches gets the highest score. Others are awarded decreasing points. If you have more than 4 players, you can set the points before starting the game. Points are accumulated when the game is over. The player with the most points wins the game.



### YAĞ SATARIM BAL SATARIM

After the players sit in a circle on the ground, the midwife goes around behind the players and sings the following rhyme;

- Yağ satarım, bal satarım,
- Ustam ölmüş, ben satarım.
- Ustamın kürkü sarıdır,
- Satsam on beş liradır.
- Zam-bak Zum-bak
- Dön arkana iyi bak.
- Yağ satarım, bal satarım,
- Ustam ölmüş, ben satarım.
- Alacağına, vereceğine
- Bir kaşık ayran
- Yarın sabah bayram.

The players also accompany the rhyme by clapping their hands.

The midwife leaves the handkerchief behind a player. The players look for the handkerchief by occasionally checking their backs with their hands, but during this time they can never look back. If the player with the handkerchief behind him took some time to find the handkerchief, the midwife lightly touches his shoulder.

In another version, it is understood that the moment the midwife stopped saying the rhyme, one of the players left the handkerchief behind.

As soon as the player with the handkerchief behind him notices the handkerchief, he takes the handkerchief and starts chasing the midwife. Meanwhile, the midwife tries to sit in the player's place without being caught by the player chasing her. In the meantime, if the other players wish, "run the rabbit, catch the hound! It can keep the rhythm in the form of """. If the midwife succeeds in sitting in the player's place without being caught, the player becomes the new midwife. If the player manages to catch the midwife, the same person becomes the midwife in the next game. So the game continues.



### ELİM SENDE

- The midwife is selected by counting.
- The chosen midwife starts chasing other players.
- He tries to tattle them by touching them with his hand.
- The midwife said to the player she touched, “Elim sende.” she gives the midwifery to him.
- Thus, he is saved from midwifery.
- The new midwife chases other players.
- The game continues in this way.



### YAKAR TOP

- There are two teams. Of these, the first team is in the middle and the second team (the choice is made before the game starts) is in the corners an equal number of ends.
- Players in the middle can move or jump to the right, left, forward or backward to avoid the balls thrown from the corners or to avoid being tried.
- People at both ends try to hit the players in the middle with the plastic ball. The ball thrown from one corner must reach the players in the other corner.
- When the players or players in the middle are hit with a plastic ball, they lose their lives and are banned from the game. However, if the player in the middle holds the thrown ball with his hand, he gets one more life. He can also use this right when the ball touches him.



### **MENDİL KAPMACA**

- There are two groups in the game. The number of players in the group must be equal. A midwife is also chosen. The job of the midwife is to hold the handkerchief between the two teams.
- After the players and the midwife are determined, the places of the two groups are determined.
- The midwife stands in the middle of the distance between the two groups. The distance between the two groups should be at least 20 meters.
- With the midwife's command, the players take turns exiting their areas.
- The player who takes the handkerchief in the hand of the midwife starts to run towards his own area and earns 1 point after crossing the line of the area.
- The player who cannot catch the handkerchief tries to gain 1 point for his team by touching the player who took the handkerchief.
- The game continues in this way. Ending the game is concluded by determining a point as if the team with the following score at the beginning of the game wins.

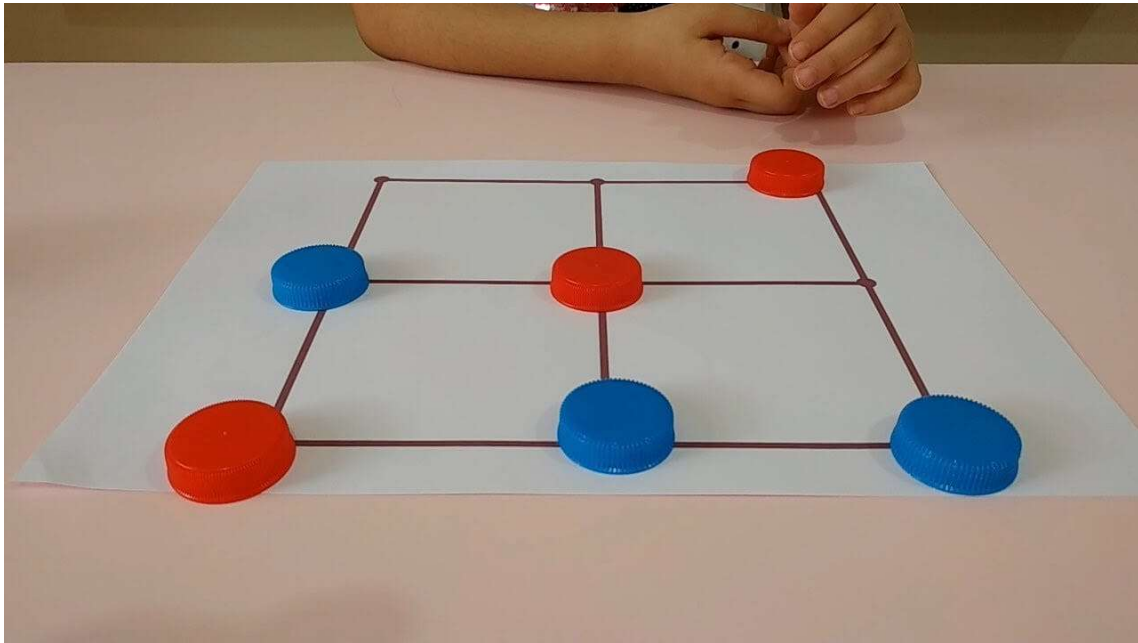


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### ISTOP

- First of all, a midwife is determined before the game starts. This determination can be made by counting or by drawing lots.
- After the midwife is determined, the other players line up in a circle around the midwife. The ball is eternal. In fact, in this game, the midwife is more advantageous than other games because she will start the game and stand out.
- The player in the middle tosses the ball into the air, saying the name of one of the other players out loud. Try to throw as high as you can, as the higher you throw here, the more advantageous it will be.
- The player whose name is called has to catch the ball before it hits the ground. If he manages to catch it, he tosses the ball into the air again, saying the name of another player.
- If he can't catch the ball in the air, the moment he keeps it on the ground, "Stop!" should say. At that moment, all the players trying to escape stand where they are and the midwife tries to hit one of these players from where he is holding the ball.
- If he hits, the midwife is the player who is twisted and loses one point. The game continues in this way. The player who loses three points is given a name and the game continues in this way.





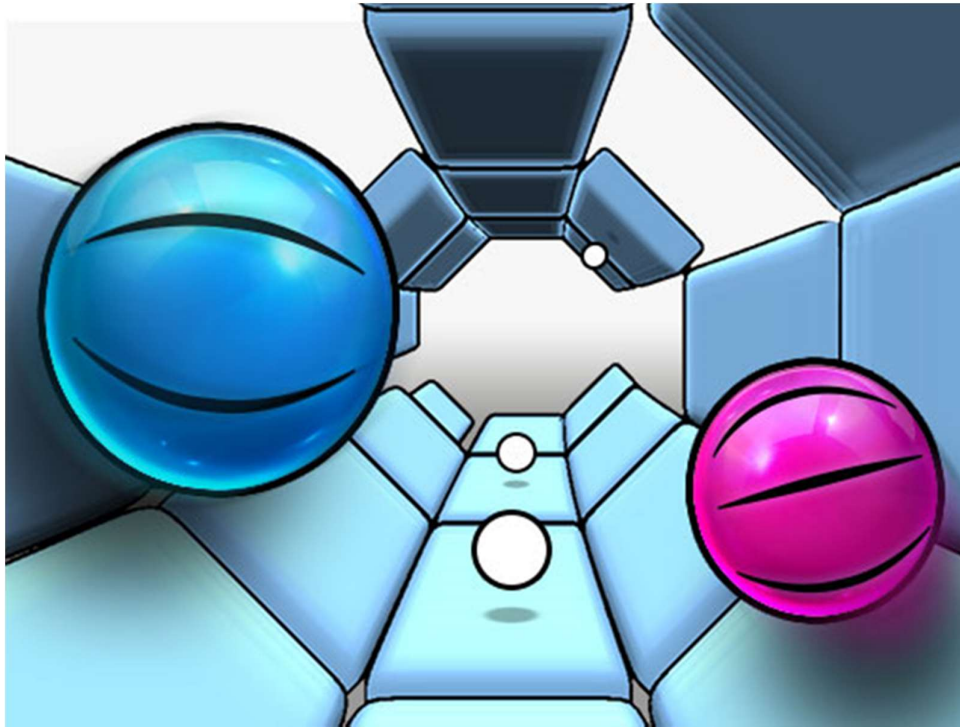
### **THREE STONES**

- 3 stone game is played with 2 people. The area where this game is played consists of two big squares and a total of 9 corners.
- In order to play this game more comfortably and quickly, the stones belonging to the players must be of different colors.
- The main aim of the game is to line up the three stones side by side or in a vertical position. Whoever forms one of these rows is deemed to have won the game.
- Each piece must be moved, taking into account the next move of the opposing player. Because while the players are trying to bring the three stones side by side, they also have to prevent the opposing player.
- This game, which is extremely simple but fun, can be played easily anywhere. A cardboard and 6 tiles are enough to play the 3 tile game.



### 9 STONES

- This game requires a ball and nine flat stones.
- First, the children are divided into two groups.
- The first group members throw the ball from the line to the stones in order. The goal is to break the stones. If no one washes the stone, the turn passes to the next group.
- When the stones are destroyed, the players at the head of the stone distribute the stones well. The players who destroy the stone start to run away.
- The other group tries to hit the fleeing people with the ball. He tries to stack the stones that were destroyed without hitting them again.
- In the meantime, if anyone is shot, he will be burned and wait on the side.
- Everyone has to be hit for the turn to move to the next group.
- If they manage to line up the stone without being hit, they continue again.



### **BALL THROUGH THE TUNNEL**

- In this game, there will be as many balls as the group amount.
- The players line up behind each other and divide into two or three kinds of groups. A line is drawn so that those at the front do not go forward.
- The intervals between the groups are three steps apart. The players standing in the front wait with a ball in their hands.
- With the referee's signal, all children open their legs and throw the ball sent from between the legs of the front player with their hands bent backwards.
- When the ball comes to the last player, the back player takes the ball and runs to the front of the first game (they take a step back to avoid crossing the line) and rolls the ball back again by opening his legs in the same way.
- In the meantime, if they missed the ball between the legs, the person who missed the ball goes and gets the ball and the game continues from that player.
- Thus, all players run with the ball once and the game continues until they return to their original place. Whichever side finishes first wins the game.



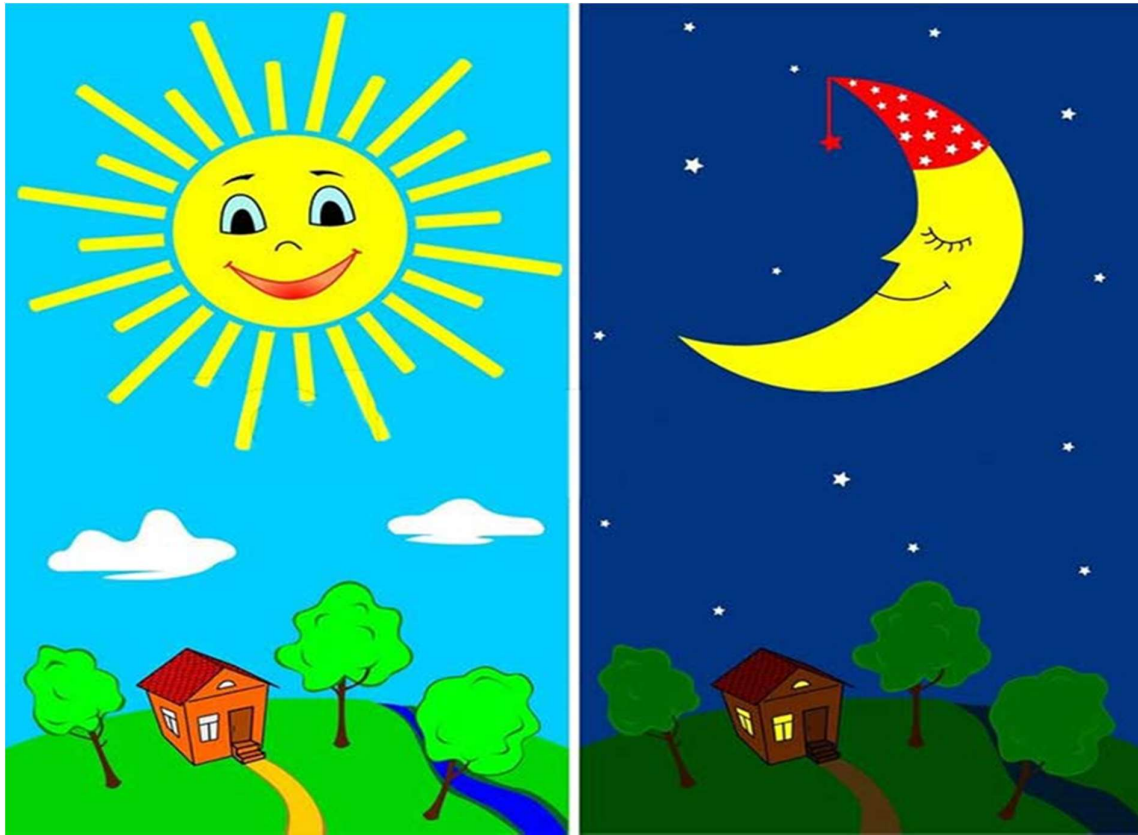
### MUSICAL CHAIRS

- The rules of the game are explained to the children by telling them that they will play a game of chair snatching.
- Everyone is asked to take their chair and form a circle in the middle.
- Then, a person is selected by counting and this person is asked to remove his chair from the circle and to stand as the leader.
- It is explained that the leader will ask other children questions and according to the answers, the children will have to change places.
- After explaining the rules, an experiment is made. For example, when the leader is standing and the other children are sitting and the leader says, “Ice cream lovers stand up and move around”, the ice cream lovers get up from their chair and try to sit in one of the empty chairs. Meanwhile, the leader tries to find a place for himself.
- The person standing becomes the leader this time and allows everyone to change places with the question he/she asks.
- The child who cannot find an empty chair each time and stands up is eliminated and a chair is removed from the game.
- The game continues until there are two people left and one of them grabs the chair and wins.
- Afterwards, the activity is concluded by summarizing what has been done.



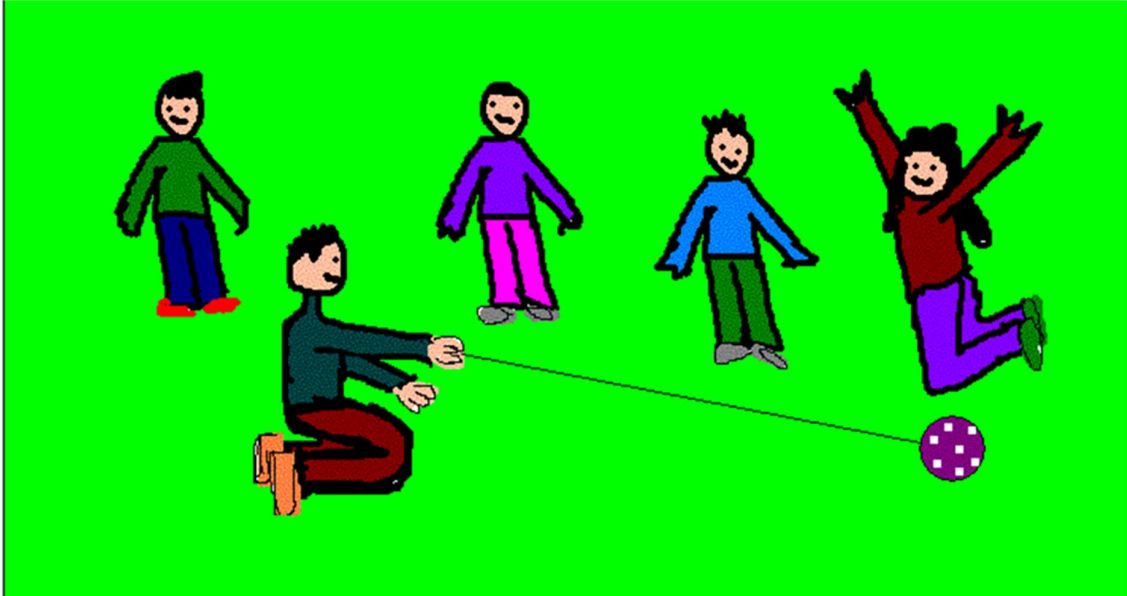
### **FROM EAR TO EAR**

- Players must line up (back to back or side by side).
- The player `` must whisper once.
- The game has no winner or loser.
- The player at the beginning of the line whispers the desired c one wrong time into the ear of the player next to him.
- The player who is whispering in his ear also whispers into the other player's ear on the other side as far as he can hear and remember.
- In this way, the sentence is transferred up to the son player.
- The last player says c aloud, whose explanation is being said.
- The first player also says the original sentence.



### NIGHT AND DAY

- Rows are determined in the classroom or room where the game will be played.
- Students sit in rows. The game is managed by the teacher or one of the students.
- Later, when the principal says 'night', the students pretend to be asleep on their desks. When the game manager says "day", players sit upright in their desks.
- The person running the game will speed up the commands over time. As he accelerates, he tries to surprise the players. Or it tries to confuse you by saying the commands in a jumbled way. (He says night and then everyone thinks the day will come but again when he says night some of the preconditioned ones will light up.)
- For example, when he says night, night, night (while everyone is waiting for the night), day, there will definitely be those who are eliminated and surprised.
- The student who is surprised during the game is burned out of the game. The game continues with the remaining students. As the game progresses in this way, the last person standing without being surprised will be the winner. Other participating students applaud and congratulate their friends.



### JUMPING ROPE

- Players move into a circle line-up.
- There is a distance of one step between them.
- A leader is chosen from among the players and is placed in the center of the circle.
- The leader has a jump rope in his hand. The leader starts to spin the rope by turning around his own axis.
- The free end of the rope must be adjusted so that it passes under the feet of the players in the circle formation.
- In order for this rope not to get caught in the feet, the players have to jump over the rope.
- If the rope gets caught in someone's foot, that player is out of the game. The last person standing wins the game.



### **OĐUL MAKARON**

- You have to clap your hands to the rhythm of the song.

The song continues:

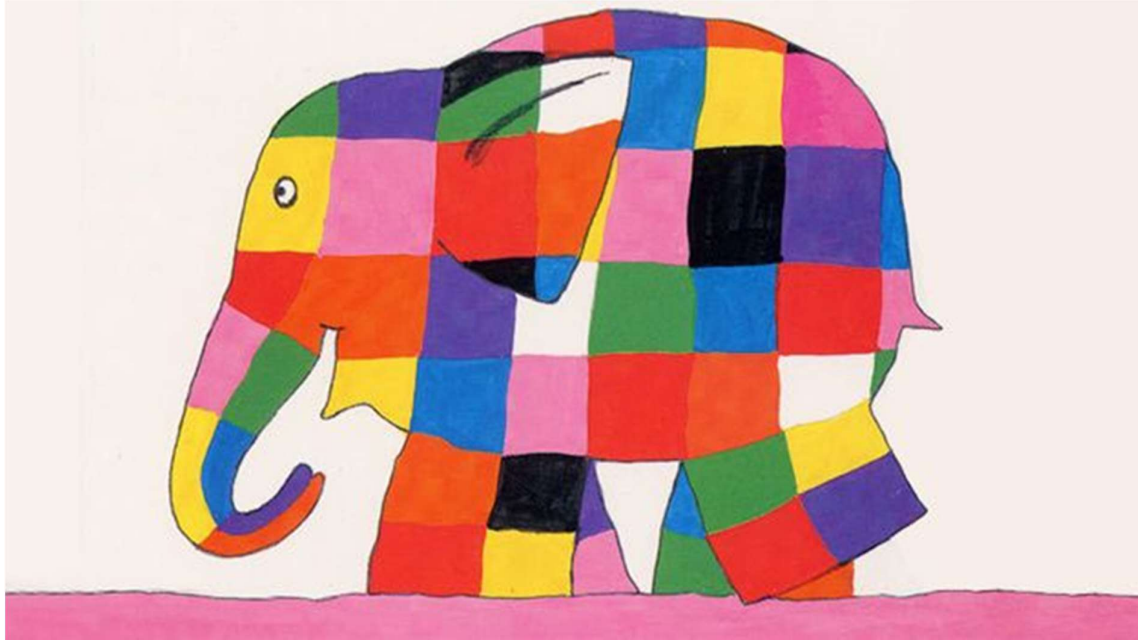
Son Maka-ron, Son-fe-le-ron, Mari-on 2x, Leo Leo, Cin 3x, Leo Leo, Cin 3x, 1, 2, 3  
and you are a donkey.

- You clap your hands on each syllable and if you get applauded you come out.

### **ÇATLAK PATLAK**

- Players place their hands in each other's palms, one on top and the other on the bottom.
- With each word, a player hits the palm of his friend next to him and sings:  
“Çatlak patlak, yusyuvrlak, kremalı börek, sütlü çörek, çek dostum çek, arabanı yoldan çek, çek amca çek, burnun kanca, al sana bir bulmaca, bulmaca kaç parça, veriyorum 5 parça, 1, 2, 3, 4, 5”





### **COLORFUL ELEPHANT**

- The players are guided by the student or teacher.
- The players first say the following words.
- “Colorful elephant, colorful elephant. What is your color?” they ask.
- Which color the router says, the players try to find that color on the playing field in a certain time.
- Those who cannot find it are eliminated. Those who find it continue the game.



### **FROZEN GRANDMOTHER**

- A midwife is chosen.
- The midwife freezes other players by touching them.
- Someone has to touch you to be able to move again.
- If the midwife manages to freeze all the players, she wins the game.
- Another midwife is chosen.
- The game continues in this way.



### **SIMON SAYS "THE KING IS SENDING"**

- This game can be played in teams or individually.
- Step 1-Simon, one of the students, gives instructions and the other students have to follow the instructions.
- For example: "Simon says touch your feet" and the other students touch their feet.
- But if Simon doesn't say "Simon says" at the beginning of the sentence, the students should just ignore the instruction without moving.
- For example: "Touch your hands!", other students cannot move because Simon: "Simon says touch your hands!" he didn't say.
- Step 2 - If someone moves when they shouldn't, doesn't touch the right part of the body, or takes too much time to do so, "Simon" asks the student to sit down and leave the game. The winner is the last student or team standing.