Folklore games and traditions in Lithuania

History of folklore games

The emergence of games is associated with the beginning of humanity and culture. For a long time the ahadi had a magical ritual meaning, but not limited to this. Games always have important elements of the competition, masculinity (all first of all the characteristics of the hunter and warrior). Already in ancient times, a wider range of games has been taken meaning, for example Antique Ancient Greek philosopher Plato emphasized the importance of games for the education of children.

Folklore games

1. Grasshopper
2. Cat and mouse
3. Fox race

Grasshopper

You need to draw a big circle on the ground. One player stands inside the circle, while others, grasshoppers, outside of the circle. Grasshopper are jumping inside of the circle, then outside of the circle and in the middle of the circle the player tries to catch someone who has hit the circle. When a grasshopper is caught the grasshopper stands in the middle of the circle and the player that stood inside of the circle becomes a grasshopper and so on. Players decide to either jump with one leg or both.

Cat and mouse

The players stand in a circle and keep their hands down. The mouse is selected, which goes to the middle of the circle, and the cat which goes outside of the circle. The cat is trying to catch the mouse. If the cat enters the circle, the mouse runs out. The mouse is free to go but the cat is being stoped with hands. When a cat catches a mouse, the second pair is allocated.

Fox race

Players stand in pairs of two in a circle. Some kind of thing is declared a rooster. The players in the middle of the circle are called foxes. After a signal the foxes turn around and have to run through leg gap, then run around the circle go inside of the circle throught the same gap and pick up the rooster. The player that has finished this objective is declared a winner.

Folklore dance

Folk dances are characterized by a symmetrical design; in later times by a compositional complexity, variety of figures. There are various ways of dancing in pairs. The partners can embrace each other in the polka- or waltz-like manner, or they can just hold each other's hands when facing each other or standing in a circle, or hold each other by their bent arms. Dances and games used to be restrained. There were no solo dances. Leg movements are dominant: the steps are short, the feet are not raised high, there are no big leaps. Hand movements are characteristic of imitative dances. The most frequent steps are walking, jumping, waltz and polka steps. Turning, intertwining, going through and changing places are the dominant figures. Purely men's dances are not very popular in Lithuania.

Riddles

A **riddle** is a statement or question or phrase having a double or veiled meaning, put forth as a puzzle to be solved. Riddles are of two types: *enigmas*, which are problems generally expressed in metaphorical or allegorical language that require ingenuity and careful thinking for their solution, and *conundra*, which are questions relying for their effects on punning in either the question or the answer.

- 1.In autum is born, in spring is dead.
- 2.Flies, flies, but never goes down to the ground.
- 3.Reads hundreds , read thousands but never succed in reading in anyway.
- 4.White as snow, green as a clover, red as blood.

Legend

- Sun, Moon and Earth

In the sky, there lived Sun and Moon. They had daughter Eearth, which they loved very much. Once they tiffed. Then Sun decied that only she alone will protect Earth. But Moon didn't agreed and sued her. Judge Thunder resolved case like this: Sun as the mother, will protect Earth at daytime, and father Moon at night; sisters Stars will also help him. From that time...

Devil's wedding

- A man was walking from town, from bazaar. And the other goes to city and says: - Wait, a wedding will arrive here soon, we will hold them, we will cut down the spruce- so they will give us vodka. We will drink, and everything will be fine.

- How Earth appeared

There was nothing , but water. A small boat was rowing thoes waters, which God was sitting in it, and the Devil was rowing. Finally they decided to rest, but there is no place where. So God says to the Devil: - Dive into the bottom and pick up a handfull of dirt from there.

Legend history

Legend is a genre of folklore that consists of a narrative featuring human actions perceived or believed both by teller and listeners to have taken place within human history. Narratives in this genre may demonstrate human values, and which possesses certain qualities that give the tale verisimilitude. Legend, for its active and passive participants, includes no happenings that are outside the realm of "possibility," but may include miracles. Legends may be transformed over time, in order to keep them fresh, vital, and realistic. Many legends operate within the realm of uncertainty, never being entirely believed by the participants, but also never being resolutely doubted.

Lithuanian folk songs

Lithuanian folk music belongs to Baltic music branch which is connected with neolithic corded ware culture. In Lithuanian territory meets two musical cultures: stringed (kanklių) and wind instrument cultures. These instrumental cultures probably formed vocal traditions. Lithuanian folk music is archaic, mostly used for ritual purposes, containing elements of paganism faith.

Folklore fairy tales

Fairy tale - epic genre, short, fantastic, educational, simple content with almost always a good ending. This genre is characterized by miracles, curses, fairy tales, colorfulness of action, time and space. The fairy tales distinguish between positive and negative actors. In fairy tales, there is a lot of personalities, a magic number. It has been proven that children who follow or read tales grow up more creative. Fairytales - a tool for spreading the folk poetry of the Lithuanian language. Most of the tales are miraculous: international, known in the folklore of civilized nations, and in folk art of African or American nations. Rare story is a property of one nation. For example, the fairy-tale "Eglė žindų karalienė"; is very popular in Lithuania, known in the folklore of Latvians, Eastern Slavs and Moldavians. Animal tales are also popular in the Lithuanian folklore. The characters here are beasts, animals, sometimes people. These tales are somewhat reminiscent of fairytales, because animals, beasts, and their interrelations are allegorically portrayed - it speaks of them, but the lives of people are shown. Some fairy tales still have a clear connection with old myths, beliefs, customs.

The man and the fox

Once when a man was plowing his fields at the edge of the forest a bear said from the bushes and growled: I'll eat your oxen!

Then a fox came running up to the man saying: "What will you give me if I save your oxen?"

"I'll bring a sack full of chickens," the man promised.

After the fox had agreed to these terms he ran off into the woods. A moment later he came out of the woods from another direction and when running up to the man and said: "Man, man have you seen any bears hear, deer, wolves, and boars? The Lord makes up a bustle in the forest."

"No," the man replied.

"Eh, what is there in the bush?" The fox asked.

"It's a stump," replied the man.

"The stump should be chopped with your ax," the fox told the man as he ran off into the forest once more.

Now the bear called: "Man cut my head off with an ax!"

"You see, I've saved your ox from death just as I promised. Now keep your end of the bargain and bring me a bag full of chickens tomorrow," the fox told the farmer.

The next morning the farmer brought a bag with two dogs hidden away inside of it instead of chickens.

When she saw the bag the fox got excited thinking that it was filled with chickens as the man had promised.

"Let the chickens out so I can chase them!" the fox pleaded with her mouth drooling.

So the man shook the dogs out of the bag who immediately began to chase the fox. Just as the fox started to dart down her hole the dogs grabbed hold of her tail and pulled her up out of the hole and tore her to pieces.

Dummling and his white horse

There once was a man who had three sons, two were clever but the youngest was a simpleton. The man bought each of his sons two horses.

Some time later something came ate their barley during the night so the father sent the eldest son to see what had happened. But the eldest son fell asleep during his watch and so saw nothing.

The second night the second oldest went out to keep watch but he too fell asleep and saw nothing.

On the third night the Dummling went out and sat on a stone to keep watch. Just at midnight he saw a white horse approaching. The horse was so white that it seemed to light up the night, and as it went to eat the barley the Dummling captured it.

"Please, please, let me go," the white horse begged. "If you do I'll help you when you need it."

Once upon a time the news came that the King wanted to give his daughter to the man who could jump with his horse from the court yard to his daughters room on the third story. Wanting to try to achieve this feat with the white horse the Dummling told his father he was going to gather mushrooms in the forest. Once he went out the Dummling threw his basked down and called out, "white horse." And sure enough the white horse came running. And the Dummling crawled into one ear of the horse as a poor man and out the other dressed as a handsome portly squire. Then he rode to the castle and his horse jumped to the third floor where the princess lived. Seeing that the Dummling had done this the princess gave him a gold ring. The dumbling then rode home, and returned to his normal self before dismissing his horse.

He then picked up his basket and filled it with sponges to make it appear that he'd gathered the wrong thing. When he got home and gave thse to the kitchen maid she called him a fool. But the Dummling didn't care he went to the stove to examine his ring in the light. And when he looked at the ring it shone with such bright light that it made the whole room see to glow. But his family still called him a fool and worried that he might infect the whole house with some strange magic.

Some time later the king sent out an invitation to the feast and the Dummlings father and two brothers went to the feast. Now the Dummling went out to give the guests a drink, and at last she came to the Dummling when she noticed the ring on his finger.

"Why do you have that ring?" the pirncess asked him.

And just then the ring began to glow with a bright light. The princess then took the husband by his hand and lead him over to her father and told him that this would be her husband. She then led him away, bathed him, dressed him in nice clothes, and lead him back to the feast to sit beside her. And the Dummling and the princess became husband and wife.

The project was developed as one of the outputs of the Erasmus+ project
„Traditions without frontiers. Journey around regional cultures"
by Vilnius Tourism and Commerce School
www.vtpvm.lt

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