

gamebook

READY
STEADY
GO!

BAM



Contents

Introduction	4
About us	5
Some advice before reading	8
Games	11
Four corners	12
Hot potato	14
Spider web	15
Star Wars dodge ball	16
Melting butter	17
Accumulation Tag	18
The sticker	19
Means bag strangle	20
Crocodile	21
Tails	22
Duck Duck Goose	23
Reaction game	24
Simon says	25
Colors	26
Rock, paper, scissors, catch	27
Electric fence	28
Ballon tag	30
Consul	31
Evolution	32
Frozen	33
Safeguard	34
Ikky	35
Land, air, sea!	36
Geometric form	37
Front to front	38
I love you	39
Catch the dragon's tail	40

The chain	41
Packman	42
The gardener	43
The knot	44
Hot and Cold	45
The mirror	46
Magical shapes	47
Groups by numbers	48
Chicken in, chicken out	50
The curtain	51
Shark and islands	52
Up, Down, stop, Go!	54
Telephone	55
Süsü	56
What time is it, Mrs. Fox?	57
Up and down	58
The super team	59
Dirty neighbor	60
Bat catcher	61
Tag	62
The Scarf	63
Dictionary	65
English - Hungarian	66
English - Bulgarian	72
English - Croatian	78
English - Portuguese	84
English - Spanish	90
Thanks to	97

Introduction

There is a child inside each one of us, the child that sometimes we forget we were and in a way, we still are. Creative, joyful, spontaneous. That part of us that could make a spaceship just with a stick and a cardboard box or a racing car without any other tool than our imagination and a couple of tiny restless hands. Indeed, that child is still inside us, waiting for the next game.

But there are also children around us, children who need care, attention, joy and involvement. Children in need of positive models, game partners, friends.

This book is dedicated to all those big children: social workers, volunteers, entertainers, animators, teachers, parents, brothers, sisters and any other people who didn't forget what it means to be a child and have no intention of forgetting it. To any lucky people whose job or task consists of spending time with children. With many tasks and responsibilities, but also with the main intention of making them a bit happier than they were before.

Our commitment to write and share this book is to support anyone who needs resources to develop quality work with children in any field. Also, as regard to playing as an educative tool and to encourage any professional or volunteer to introduce and use games as a resource. That is a valuable starting point to approach activities with children and here we provide a list of games from our own experience as volunteers and youth workers.

The book also includes a brief chapter with some guidelines about leading a game and interaction with children. It is all out from our experiences as volunteers, and for your convenience we included also a short dictionary with useful expressions related to the topic in six different languages. Those are our languages - the five Hollókő EVSers from 2013 plus Hungarian. We encourage you to contribute and expand the dictionary part with your own language.

We hope, you as a reader will find this book joyful and meaningful for your personal and professional life and also for the joy of the little people you work with.

About us

The book that you are reading right now is the result of a European Voluntary Service project called Creating Waves, in which we have been involved between April and September 2013 with the Creative Space Public Benefit Non-profit Ltd. The project took place in Northern Hungary, in a region called Nógrád, near the border with Slovakia.

Creative Space was officially established in 2010 in Nógrád County, which is one of the most disadvantaged regions of Hungary, which needs an improvement in rural community development and where the organization had already been present for 10 years. The target group consists mainly of local children and youth that the organization involves in voluntary actions on a local level and in intercultural and international activities in order to empower them to take responsibility in their lives and initiative in their communities.

Our work here consists of support that we deliver to local organizations on social centers called *tanodas*. Those are afterschool study-halls where youngsters and children could meet and spend time together with volunteers, youth workers and social workers who would support them with their homework, or making handcrafts or just playing games. The children might be also involved in different projects, summer-camps or English speaking action based learning sessions.

The main participation in these activities comes from Roma children and youth. Actually, Roma population in Nógrád County is predominant and the challenges it faces are exclusion, unemployment and poverty. And so, the Roma children and youngsters find a good opportunity to experience inclusion and receive support for learning and entertainment in the *tanoda* afterschool study-halls. We were using integrative methods and it is a place where roma and non-roma children and youth participate together in activities. That is how we believe that they will become more flexible in life and would increase their possibilities for employment.

Our important role as EVS volunteers in this context is to act as examples for mobility and entrepreneurship for the youngsters. We were spending time together answering their various questions, or playing games and also dancing with them. In this way we created context for the teenagers and the children in which they might get motivation to be involved and assist at the tanodas in order to create a new pattern in their behaviors of inclusion, persistence and reciprocity.

Our team was of young people from diverse backgrounds and all of us were in a way close to youth work and children. And we all had different approach on how to fulfill our tasks. And exactly this diversity is what made it possible to accomplish all the successes that we have now – successes for ourselves and for the people we worked with.

Aida Cruz Flores is 23 years old, originally from Canary Island, Spain. She finished her bachelor degree in social work, but her current job is sport instructor for children at school. Aida found in the project connection with every field she is interested in and it gave her the opportunity to improve professionally and personally every day.

Flávia Matos Santo was born in Portugal and is 23 years old. She finished her bachelor degree in Pathology as a Technician. She has been volunteering with children on topics about health and addiction prevention. With that interest in mind she decided to apply for this EVS project and embarked on this adventure.

Tihomir Georgiev is 28 and graduated History at Sofia University in Bulgaria. With no intention to be a teacher in a school, he decided to participate in the project “Creating waves” and here he found a new inspiration about youth work and work with children.

Maja Biondic was born in Rijeka, Croatia. She is 22 years old, and she is bachelor in textile and fashion design at the University of Zagreb. During her studies she had been volunteer in Red Cross. She found this EVS project a great opportunity to deepen her volunteer experience.

Manuel Sánchez Vera graduated Pedagogy and Social education in the University of Málaga, Spain. He is 27 and has been a volunteer in diverse youth associations since he was 20. He has also experience as a professional clown and finds games and non-formal educational activities a great opportunity to work with children and youngsters. And that is the reason why he decided to use the opportunity to participate in this project.

Some advice before reading

The games book is based on templates. These templates include different aspects that we consider important to describe a game. Details are included like age group, time limits, leading, space, materials, procedure or process of the game and possible variations to make the games more interesting or applicable for bigger groups and different circumstances.

All included information in these templates is only a guideline and it is up to the person who is leading the games to decide to follow the recommendations as they are written in this book or to adapt to their circumstances. Even we, as authors of the book, recommend adapting the games to your own reality and your working group. Here you get some examples:

Safety

It is important to specify that any variation made must comply with safety as the first element into consideration. No game should be played without assuring the safety of the participants in any case, so any material, playground or behavior that threatens this principle must be removed from the game plan in advance and with no exception.

Learning goals

The games in this book have their own purposes, but this could be compatible with other learning points that you might include in your program.

Games are a wonderful opportunity to transmit concepts and generate learning points in a non-formal and active way. The participants make a connection between the activity they are doing and the concepts or information it is related to, making it easier to memorize and, if the connection is good enough, to understand and develop.

Number of game leaders:

The number of game leaders specified is the minimum recommended for every game, when it is not specified, the number of game leaders would be one. This is recommended for an average group of approximately 15 players with average experienced game leaders. There could be cases when the game leaders are inexperienced, or the players' group might require more attention, which creates a necessity to include more assistants to develop the game. Also, we recommend including additional assistants in case the group is bigger than 20 players, especially playing with children.

Also, could be that the space distribution or the resources (ex. Use of walky-talkies) make easier the game leading, so the number of assistants can be reduced.

Materials:

Also the materials specified in the game are the minimum needed to develop the game, but the inclusion of additional materials as costumes, musical instruments, badges, name-tags, hats etc. could make the games more interesting and special for the kids or funnier for teenagers and youngsters.

Space:

In open fields or big yards, it is usually recommendable to clearly specify the playground for safety reasons before starting the game, especially if there are mounds, rocks, cliffs or water around. In this case, it could be necessary to count on some other assistants to guarantee the safety of the participants and the leaders.

Once the safety is guaranteed, some space variations could be interesting depending on the players' group, as an example, the game

“1, 2, 3, touch the wall” with teenagers could be more interesting if you play in a corridor with some kind of obstacles, and in this way the game becomes more challenging and entertaining.

Group needs

We want to make it possible for any group to enjoy the games included in this book, so we encourage the game leaders to use their creativity to adapt any of the games to each group's needs. If you have learning points, include them in the games, set some of the information and concepts you want to transmit within the games, spread those concepts in pieces of paper and include to pick as much of them as they can in the rules of the game. Also, change the names of the games to adapt them to your goals, make them more cooperative holding hands or blindfold half of the participants and set the other half as guides or mix different age groups and play piggy back riding.

Any idea, as long as it is safe and funny, can be an opportunity to create a great experience for the players so getting off from the pages of this book is our challenge for you.



Games

Four corners

PURPOSE:

Develop teamwork, cooperation, concentration and focus. Also promote a healthy competition concept

AGE GROUP:

From 6

TIME:

15-30 minutes

SPACE & MATERIALS:

Open space min. 20 m. square. Some material (x4 traffic cones, chairs, flags, stones, etc...) to mark the corners.

Rope to mark the center of the square (optional).

PROCEDURE:

Divide the participants in four groups, each group has to set in one of the corners and the game leader in the center of the square, each team has to reach the opposite corner as quick as possible but they can move only when the game leader is not looking. For that, the leader will close his/hers eyes and count out loud until three, after that, if the leader open his/hers eyes and see them moving, he will send them back to their respective corners and they have to start again. The game finishes when everyone reaches their respective target corner. Is better to play with one leader and one assistant.

VARIATIONS. POSSIBILITIES:

With/ without physical contact.

Holdings hands in couples/groups.

Some task in the corners for the groups that finish earlier.

Making specific faces when frozen.

Hot potato

PURPOSE:

Improve the agility

AGE GROUP:

From 4-12

TIME:

5 minutes

SPACE & MATERIALS:

Not necessary a specific space.

One ball and music.

PROCEDURE:

Arrange the children sitting in a circle.

Pass the ball around the circle while the music is loud, pretending that the ball is a very, very, very hot potato. When the music stops, the person holding the ball is out. The music starts again and the remaining children continue passing the hot potato until the music stops. The last person in the circle is the winner.

The leader only has to control the pause and play of the music and help the children say who had the ball at the moment when the music paused.

Spider web

PURPOSE:

Concentration and cooperation.

AGE GROUP:

From 10 and up.

TIME:

Depends on the size of the web, 30-60 minutes + preparation time.

SPACE & MATERIALS:

Open space where there are places to put the ropes.

Materials:

- ropes or a ball of yarn;
- in case there is no or not enough place to put the ropes, chairs and benches could be used;
- pieces of papers or little objects for the treasures;
- music for the atmosphere.

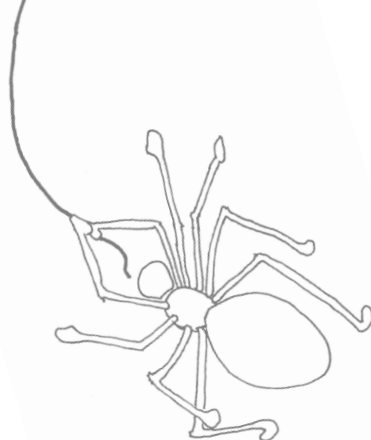
PROCEDURE:

The goal is to be the fastest team which managed to get through the web and got all the treasures.

There are two groups who are standing in the two ends of the web. One by one they are going through the web and get the treasures which are in the web. The two teams start at the same time: there is one person from each team at the same time. When one finishes, the next member of the team can go.

They cannot touch the web: the one who touches it has to go back and start over.

The winner is the team which gets through the web first.



LEADING:

Two assistants, one with each team, who take care that the players don't touch the web.

First of all, people should be divided into two teams and they should choose a name for their team.

'In the middle of the enchanted forest there is an old castle with treasure in its dungeon. You are brave knights whose mission is to get the treasure. But be careful! The castle is guarded by big, horrible creatures, spiders. Their web is everywhere, and if you touch it they will know that you are there and you won't get the treasure.' + explaining the rules.

At the end, the fastest group will be the winner. In case of someone takes the wrong treasure his/her team cannot win.

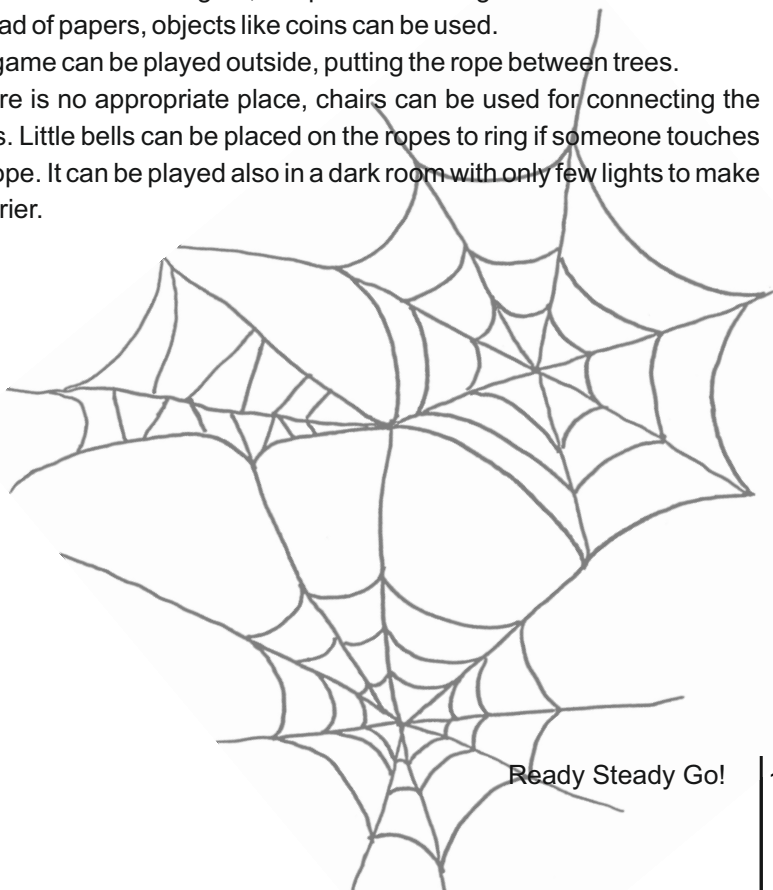
VARIATIONS. POSSIBILITIES:

Web can be lower or higher, it depends on the age of the children.

Instead of papers, objects like coins can be used.

The game can be played outside, putting the rope between trees.

If there is no appropriate place, chairs can be used for connecting the ropes. Little bells can be placed on the ropes to ring if someone touches the rope. It can be played also in a dark room with only few lights to make it scarier.



Star Wars dodge ball

PURPOSE:

Teamwork and strategy

AGE GROUP:

From 5

TIME:

15 minutes

SPACE & MATERIALS:

A limited big space divided in two big squares.

One ball for each participant.

PROCEDURE:

Star wars Dodgeball should be played with all the participants having a ball and throwing the ball at the other team.

When a player is hit, they must sit down. The first team to have all the other team members sitting down wins.

One person at each side is a secret Jedi Knight and has the power to touch his team mates who have been hit and are sitting down. Once he touches them, they can rejoin the game. Teams have to figure out who the jedi is in each team, and when the jedi gets hit by a ball, nobody else can be saved.

Only one leader is enough to play this game.

Melting butter

PURPOSE:

Energetic game that improves physical condition

AGE GROUP:

From 5 to 12

TIME:

10 minutes

SPACE & MATERIALS:

Enough space to run

Materials are not required

PROCEDURE:

The leader picks someone to be “the catcher”. That player runs around and tries to tag the other players. When someone is tagged, he/she starts to melt. (It works best if the leader counts to ten slowly while participants melt). Any of the other players can save the melting person before he/she melts all the way down to the ground. When the melting person is being tapped, he/she can run around again.

The first person to melt all the way to the ground will be “the catcher” during the next round.

Only one leader is enough and he/she controls the participants who have to melt.

Accumulation Tag

PURPOSE:

Teamwork and improves physical condition

AGE GROUP:

From 5

TIME:

5 minutes

SPACE & MATERIALS:

Enough space to run

Materials are not required

PROCEDURE:

Divide the players into groups of around five people forming a line.

When the signal is given, the first person in each line must run to a designated line marked on the floor and touch it. Then this person runs back and touches the hand of the second person in his/her line. The two then run to the marked line and back for another player until the entire team is running.

The first team that finishes is the winner.

Only one leader is enough and will check if the teams are following the rules, and tells which team is the winner.

The sticker

PURPOSE:

Ice-breaker, brings the energy up, team building and close contact

AGE GROUP:

From 3-4 up, suitable and funny for every age

TIME:

5 minutes

SPACE & MATERIALS:

Just need enough space to spread around the participants in the room without bothering each pair when they are playing.

PROCEDURE:

In pairs, one has to lay down with face down, making that his/her partner cannot turn them around.

The other person has to turn his/her partner around.

The person that is trying to turn the laying one around has 2 minutes.

The leader has to decide when the pairs will switch roles.

When the game is being explained it's necessary to show a good example and explain that you are a sticker and you must do it really good (for that you can use an assistant or one volunteer of the participants and involve the people).

It's necessary to control the time and also pay much attention if you are working with children so they don't hurt each other.

In case of many players, it's easier to control with two assistants.

VARIATIONS. POSSIBILITIES:

The game can be played in groups.

Beans bag strangle

PURPOSE:

Improve the speed and work for the team

AGE GROUP:

Since 5

TIME:

5 minutes

SPACE & MATERIALS:

Enough space to run.

Number of beans bag that exceeds the number of participants (at least two bags for each one)

Boxes to collect the bags in

PROCEDURE:

Divide the participants into two teams and tell them to go on the opposite sides of the area.

Place an odd number of bean bags in the center line (spread out to avoid collisions). At each end of the play area place a box or bin.

At "Go!" participants run to the center, grab a bean bag (only one at a time allowed) and take it back and put it in their team's box, run back and do it again. Once all the bean bags are in the boxes the children count how many they have collected. The team with the most bean bags wins.

Only one game leader is enough. It is important to remind that only one bean bag is allowed to be collected at a time.

Crocodile

PURPOSE:

Improves physical condition and strategy to catch the opponent

AGE GROUP:

From 4 to 12

TIME:

5 minutes

SPACE & MATERIALS:

It is best to use a unlimited space.

Materials are not required.

PROCEDURE:

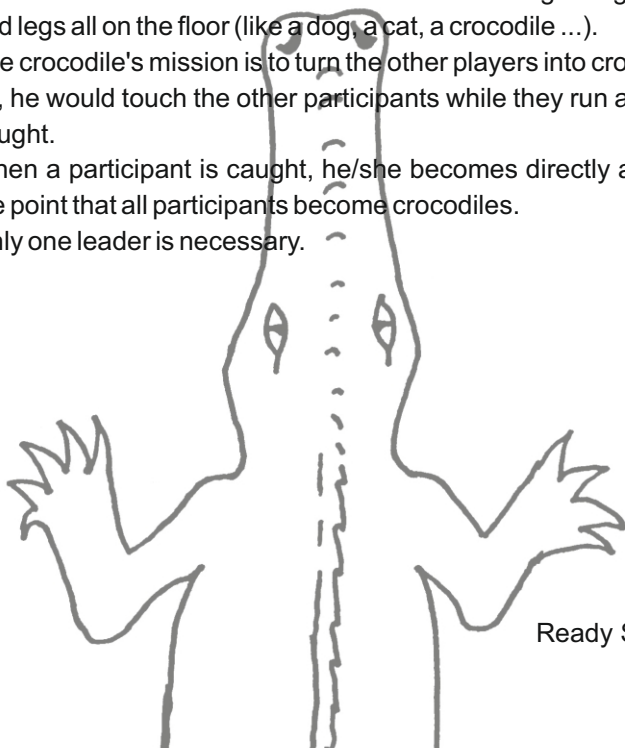
All participants spread around the room, and one of them will be chosen as a crocodile.

The crocodile will move around the room running using his/her arms and legs all on the floor (like a dog, a cat, a crocodile ...).

The crocodile's mission is to turn the other players into crocodiles. To do so, he would touch the other participants while they run avoiding being caught.

When a participant is caught, he/she becomes directly a crocodile, to the point that all participants become crocodiles.

Only one leader is necessary.



Tails

PURPOSE:

Fun and improve the physical condition

AGE GROUP:

From 6

TIME:

10 minutes

SPACE & MATERIALS:

A sock or long piece of cloth for each participant

PROCEDURE:

First, each player hangs his/hers sock from the back pocket or waistband (as if it is a "tail").

At the command "Go!", each player tries to take the other players' tails without letting anyone else get his/hers.

When a player's tail is taken or falls off, he/she has to sit down. Even though he/she is sitting, he/she is not out. He/she can grab the tail of anybody who runs by. If that player gets somebody's tail, he/she can hang it from her back pocket and start running around again.

The last player standing wins.

Duck Duck Goose

PURPOSE:

Improve the rate of reaction

AGE GROUP:

From 4 up

TIME:

15 minutes

SPACE & MATERIALS:

Enough space for make a big circle.

PROCEDURE:

The participants should make a circle sitting, facing the center. A chosen player gets up and starst walking around the circle while touching the heads of the participants one by one saying "duck". At a random moment the one walking touches a players head saying "goose".

At this moment the "goose"gets up and starts running. He/she has to try to catch the person that touched his/her head. The goal of the running away player is to sit in the spot of the "goose". Once done, the other player starts over touching and saying "duck" and continues the process until he/she decides who is the new "goose".

In the event that the person is caught before sitting, he/she should start over the game.

Only one game leader is necessary to explain the rules and observe the safety.

Reaction game

PURPOSE:

Improves reaction

AGE GROUP:

From 5 up

TIME:

5 minutes

SPACE & MATERIALS:

One ball per group.

PROCEDURE:

Participants are divided into groups of 2 or 3 with a ball of the each group.

The leader shouts out loud commands which the participants follow e.g. "Touch your head", "Touch your toes", "Jump on one foot" etc. When the leader shouts "Ball", the children should grab the ball as quickly as they can. The person who gets the ball first wins.

Only one leader is needed. It would be easier if the leader prepares a lot of commands in advance.

Simon Says

PURPOSE:

Improves attention

AGE GROUP:

From 5 up

TIME:

5-10 minutes

SPACE & MATERIALS:

Enough space to move around

PROCEDURE:

During the game the leader gives orders (jumping, walking in slow motion, stop and make different faces (like animals or something else which is funny), find a partner, etc...). The only rule to follow is that movements can only be change when the leader says "Simon says".

Players should move around the room and listen to the leader and pay attention when the he/she says "Simon says" and gives a new command. In case the leader does not say "Simon says", participants should continue with what they are doing without changing anything.

LEADING:

Just one leader is enough. He/she must try to deceive the participants and find out if they really are paying attention. "Simon" could be changed to another name, or just not saying any names. This will make the game more fun.

Colors

PURPOSE:

Develop locomotor skills, listening skills. Identify Colors or geometric shapes

AGE GROUP:

From 4 to 12

TIME:

5-10 minutes

SPACE & MATERIALS:

Enough space to run and play comfortable

Coloured paper or construction paper cut into geometric shapes or colour markers

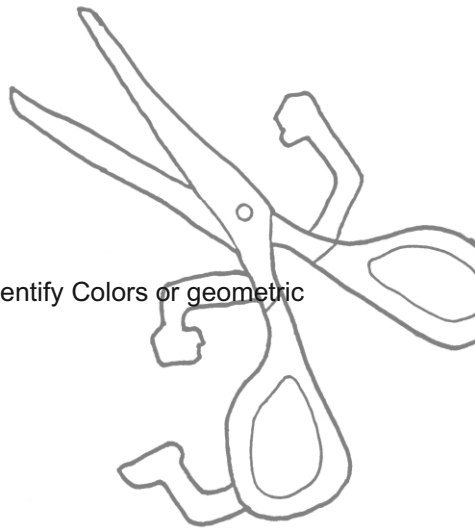
PROCEDURE:

The children are seated in a circle. Each one has a coloured marker or geometric shape which they place in front. When the leader says a particular colour or shape, all children with that shape or marker in front start running around the circle until they reach their place again.

The first one to sit is declared winner. Only one leader is needed.

VARIATIONS. POSSIBILITIES:

The game can be also played using names of fruits, animals, etc.



Rock, paper, scissors, catch

PURPOSE:

Team decision-making capacity and improves physical condition.

AGE GROUP:

From 7

TIME:

10 minutes

SPACE & MATERIALS:

Enough space to run

Tape or anything else to mark the borders of the playing field

PROCEDURE:

Participants are divided into two equal numbered teams. They get together in their teams and decide what would be their team - rock, scissors or paper. This part is done so the opposite team cannot see or hear what is their choice. Remember - paper beats rock, rock beats scissors, and scissors beats paper. Then, both teams line up in front of each other at a centre line and play 'rock, scissors, paper'. The team that wins starts running and chasing the members of the other team. If the ones that are being chased don't reach the end of the marked playing field and are caught, they join the team that caught them. The ones that reach the border of the playing field are saved.

The game continues until all the players from one of the teams join the other. Only one game leader is needed

VARIATIONS. POSSIBILITIES:

It's possible to play the game using some different characters, like the grandma, the wolf and the hunter or Indian, buffalo and cowboy. Using different characters it's possible that each of them has a key movement.

Electric fence

PURPOSE:

Learn to concentrate and co-operate seamlessly

AGE GROUP:

From 12 up

TIME:

20-30 minutes

SPACE & MATERIALS:

Big room

A rope

PROCEDURE:

First, the room should be divided with the rope at a height of 100-130 cm over the floor (“electric fence”) and all the participants should stay in one of the sides forming a team. The goal is that all the participants have to cross on the other side of the “electric fence” in less than 30 minutes.

The players must get everyone over the “fence” without touching or moving it. If anyone touches the fence, the whole team starts all over again. Going under the fence is not allowed.

Only one leader is needed, he/she has to observe that the people don't touch the “fence” when crossing. It is important to remind that all the participants are a team and they must work together.

Balloon tag

PURPOSE:

Improves motor skills and spatial awareness

AGE GROUP:

From 5 to 12

TIME:

5-10 minutes

SPACE & MATERIALS:

Wide playing space with borders

One balloon for each participant

PROCEDURE:

The object of the game is to pop the other players' balloons before they pop yours.

Players run around and trying to stomp other players' balloons while keeping other players from stomping theirs.

Last player left with their balloon intact wins.

One leader only is enough.

Consul

PURPOSE:

Team game. This game develops fast movements, agility, playfulness, body control, spatial awareness, orientation and cooperation among team members.

AGE GROUP:

From 5

TIME:

15-30 minutes

SPACE & MATERIALS:

Wide and open rectangular field divided into two equal parts for both teams (A and B). At each outer side stays a members of the opposite team - consul (C).

A ball that does no harm when it hits a person.

PROCEDURE:

Players are divided into two teams A and B. Each team stays in their part of the field sending one of his players to "Consul area" (outer side of the opposite part of the field). E.g. C-A-B-C where the consul C next to A team is member of team B and vice versa.

The goal of the game is to take all opposing team member at the consul area by hitting them with the ball.

RULES

Start the game with the ball (drawn) in possession of one of the teams. The goal is ot shoot and hit with the ball the members of the opposite team, while avoiding being hit. Both teams must stay within their part of the playing field.

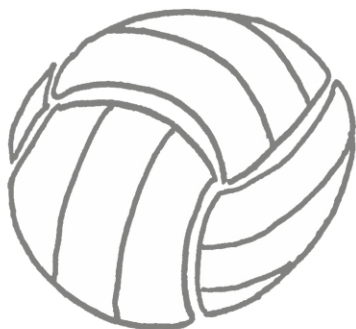
If the ball touches a player (in any part of the body), and the ball hits the ground, this person goes to the consul area of his/her team.

If the ball hits the ground and then hits a player, that player continues playing.

The game ends when all players from one of the teams go to Consul area. The ball can eliminate more than one players if it hits them and no one catches it before hitting the ground. Only one leader is necessary to lead the game

VARIATIONS. POSSIBILITIES:

It is possible that the players at consul area can return to their team in the playing field. When only one player is left in and this player catches the ball from the opposite team or consul who shoots at him/her, one person from his/her team can come back from consul area.



Evolution

PURPOSE:

Ice breaker

AGE GROUP:

From 5

TIME:

10 minutes

SPACE & MATERIALS:

Space to move. Materials are not required.

PROCEDURE:

The participants walk around meeting people to play rock, paper, scissors. They try to reach the last stage of evolution (fly-chicken-monkey-human) so they can win.

How to differentiate the levels? Each of the levels have a movement, and they have to walk doing that movement until they finish the game. Players spread around the room randomly. No talking is allowed. Everyone starts at the bottom of the evolutionary chain by being a fly. When the game starts, participants move randomly around the room, making the appropriate actions and sounds for their current level of evolution (see below). When players meet, they play rock, paper, scissors. The winner evolves to the next level. The one to lose should go back one level. Fly = run around quickly, keeping your elbows close to your body and wave your hands up and down and make a BZZZ noise. Chicken = walk around in a crouched position, making flapping wing shapes with your arms and a clucking noise. Monkey = walk bent forward, hang your arms down and swing them around while making a sound like a monkey. Human = walk tall and proud. Participants should be as loud and dramatic as possible. A prize could be offered for the best performer.

Frozen

PURPOSE:

improve sense of rhythm, concentration and the ability to follow instructions.

AGE GROUP:

From 4

SPACE & MATERIALS:

Space to move and sound system

PROCEDURE:

With music, all the participants are moving around the room and when the music stops they also stop and freeze. If anyone is found moving, that player is out of the game until the next round.

The leader will play and stop the music and tell the players to start over if anyone is moving.

VARIATIONS. POSSIBILITIES:

This game is suitable in many fields, for example, in an English class if you teach colours, the leader can tell the players to touch something red when the music stops, as quickly as possible. Or in a karate class, at every stop the players have to stay in a position of karate. It is also funny to instruct the players to make funny faces or represent an animal etc.

Safeguard

PURPOSE:

Cooperation-Opposition

AGE GROUP:

From 8

TIME:

5 minutes

SPACE & MATERIALS:

Enough space to run and move

PROCEDURE:

One player tells the name of another. The named player escapes while the rest of the participants try to protect him/her for not to be caught. The ways to protect are free, but it is not possible to touch or grab the person that is trying to catch. In the moment that the person is caught, he/she has to tell immediately the name of another person and repeat the same procedure.

For this game only one leader is needed .

It is important that the leader reminds the rules in protecting of being caught.

IKKy

PURPOSE:

Reaction speed and hand-eye coordination

AGE GROUP:

From 6

TIME:

10-15 minutes

SPACE & MATERIALS:

One or two balls

PROCEDURE:

Participants must be in a circle with their legs open.

The feet of each player should touch the feet of the players on both sides.

The goal is to avoid the ball going through the open legs and hit the ball (you can not catch it) to go through the legs of the player on the opposite side.

When the game starts, all participants face the center of the circle. When the ball goes through someone's legs, this person turns around and continues playing facing out of the circle. If the ball goes again through that person's legs, that person should sit down facing the center of the circle and continue playing. The game ends when all participants are seated except one, who wins.

LEADING:

Only one leader who explains the rules and controls that they are followed throughout the game.

VARIATIONS. POSSIBILITIES:

Complicate the game adding more balls.

Land, air, sea!

PURPOSE:

Concentration and memory capacity

AGE GROUP:

From 6 to 12

TIME:

10 minutes

SPACE & MATERIALS:

Enough space for all the participants to play

Draw a line on the ground.

PROCEDURE:

The leader picks one person to be the caller.

The caller calls out the commands, "land," "sea," or "air."

If the caller says "land," everyone jumps behind the line.

If the caller says "sea," everyone jumps over the line.

If the caller says "air," everyone jumps up.

If land or sea is called twice in a row, the second time, you don't move.

If air is called twice in a row, jump up both times.

If you jump on the line or make a mistake, you're out.

The Last Person Still Jumping Is The Winner.

Only is necessary one leader is better if the first time that the participants play is the leader who tell the commands in the next round the leader only have to control if the game is taken the way that the leader wants.

Geometric form

PURPOSE:

Improve team work, geometry knowledge, focus and accuracy.

AGE GROUP:

From 4 to 12

TIME:

5 minutes

SPACE & MATERIALS:

Space to move

Materials are not required

PROCEDURE:

The goal of the game is to form geometric shapes after a verbal comand from the game leader using every team member.

The hole group is the team. The leader says a geometric form and the team has to make that the shape as precisely as possible.

If there is a lot of people playing it would be better to divide them into several teams. In that case, after 3 rounds the fastest team ready with the shape wins.

Only one leader is needed, but it is easier if he/she has support to check when the shapes are complete.

Shapes could be for example: circle, square, rectangle, traingle, heptagon, letter A, letter C, etc.

Front to Front

PURPOSE:

An action packed warm-up game which gets children moving and thinking.

AGE GROUP:

From 4 To 12

TIME:

5 minutes

SPACE & MATERIALS:

Enough space to move
Material are not required.

PROCEDURE:

Children stand in pairs. The leader calls out "front to front" and the children have to get into a pair and stand "front to front", E.G. face each other.

After about 5 different instructions, the leader shouts "change" and the children have to quickly find a new partner and stand in the manner of the teacher's last instruction.

Other instructions will be: back to back, elbow to elbow, side to side, toe to toe, finger to finger, knee to knee, hand to hand, shoulder to shoulder.

Mix them up too, e.g. finger to shoulder, knee to hip, front to back etc.

Only one leader is needed.

I love you

PURPOSE:

Do the sentence „I love you” something natural. To realize about the own facial expression.

AGE GROUP:

From 6

TIME:

15 minutes

SPACE & MATERIALS:

Not required a specific space or materials.

PROCEDURE:

All participants must be in a circle facing the center. A person is placed in the center of the circle and his/her goal is to choose one of the participants, go closer to him/her and say "I love you". The other person should respond "I love you, too, but I do not smile" with neutral or serious face expression.

If this person smiles, he/she has to go in the center of the circle and will be the next to approach and say "I love you" to another person. If the player that is being said "I love you" does not smile, the one in the middle continues approaching another player from the circle.

Not necessary more than one leader for this game.

Catch the dragon's tail

PURPOSE:

Improve the teamwork and communication

AGE GROUP:

From 4 (do not mix ages)

TIME:

5 minutes

SPACE & MATERIALS:

It is necessary wide space (preferably outdoor)

Scarves, blindfolds or pieces of cloth for tails

PROCEDURE:

The participants are divided in two teams.

All the players line up and put their hands on the waist of the person in front of them.

The game start with both teams, one in front of the other.

In both teams the last person in line tucks one end of the scarf in his backpocket, belt, etc. The first in line from the opposite team is the only allowed to grab the opponent team's scarf.

Only one leader is needed, but it is better to play with one assistant to control the space, safety and that he teams are following the rules.

The Chain

PURPOSE:

Team work

AGE GROUP:

From 6

TIME:

5-10 minutes

SPACE & MATERIALS:

Enough space to run

Materials are not required

PROCEDURE:

One of the participants will have to catch the rest and form a "chain".

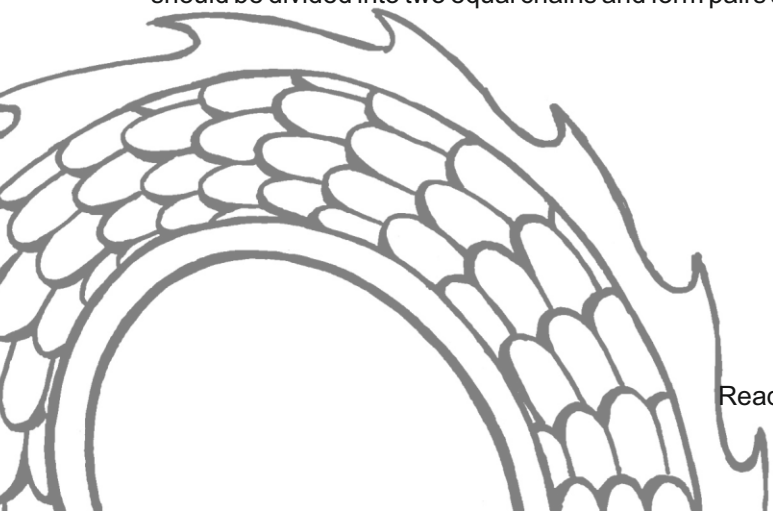
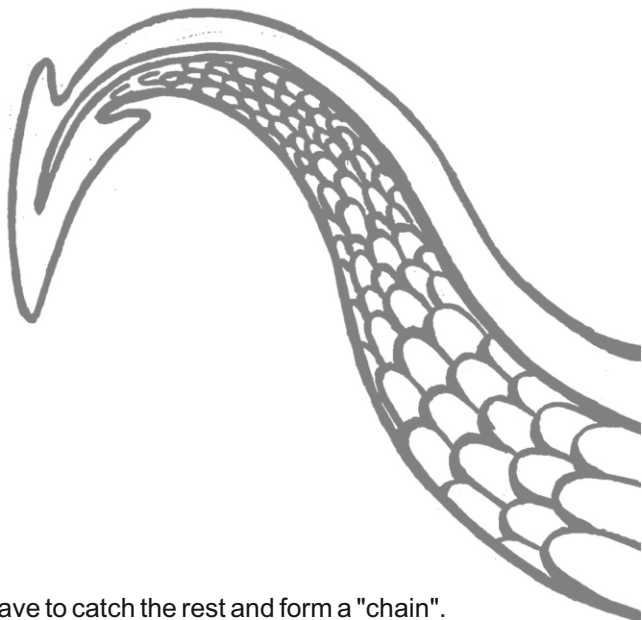
While everyone runs, the person catching has to tag and hold hands with the one caught. Now they both try and catch more players to join their chain.

When the chain is made of four players, they should break in to pairs.

The game continues until all participants are part of a "chain" (or a pair).

Only one leader needed.

It is important to periodically remind that chains of four or more players, should be divided into two equal chains and form pairs after all.



Packman

PURPOSE:

Improves physical condition, teamwork and concentration

AGE GROUP:

From 7

TIME:

15 minutes

SPACE & MATERIALS:

Space to move and run, with lines painted on the floor
(e.g. basketball court)

Materials are not required

PROCEDURE:

All players should spread on the top of the lines of the playing space.

One participant will be a Pacman.

The packman should catch the other participants, with the idea that the game ends when all are packmen.

The basic rule is that it's only allowed to run on the lines of the field.

When the pacman touches any of the participants, this person becomes a pacman and should also continue converting players into pacmen.

Only one leader is needed, and this person has to check if the participants are following the rules.

It is important that the participants understand that they are only allowed to run on the top of the lines.

VARIATIONS. POSSIBILITIES:

Another way to play is when a packman moves chasing players, he/she has one hand placed on top of the head. In this way the participants can recognise who are packmen.

The gardener

PURPOSE:

Teamwork, improves physical condition and reaction velocity

AGE GROUP:

From 5

TIME:

10 minutes

SPACE & MATERIALS:

A wide play field with borders, if possible, where participants can easily move and run.

PROCEDURE:

In this game one person is the gardener, and his/her mission is to convert participants into "plants". In the game, everyone should run around trying to avoid the gardener catching them. In case they are caught, they should sit down with legs parallel and stretched forward (becoming plants). The other players can help the planted ones by jumping over their stretched legs. In this way, the plants become players again as they can run and avoid being caught again and help others who have been planted by the gardener.

To play this game it takes only one leader. This person should only explain the game and control the time. A basic rule is not to leave the space chosen for the game.

It is important to think about the physical condition of the people, and switch the gardener every two or three minutes, and in case there are many participants put more than one gardener.

VARIATIONS. POSSIBILITIES:

Instead of plants, the players may become flowers (standing with legs apart), and to save them, the other players would pass through the legs.

The Knot

PURPOSE:

Body spatial awareness, ice breaker and break the wall of physical contact.

AGE GROUP:

From 5

TIME:

5-10 minutes

SPACE & MATERIALS:

The only thing needed is enough space for the people playing to be able to make a circle holding hands.

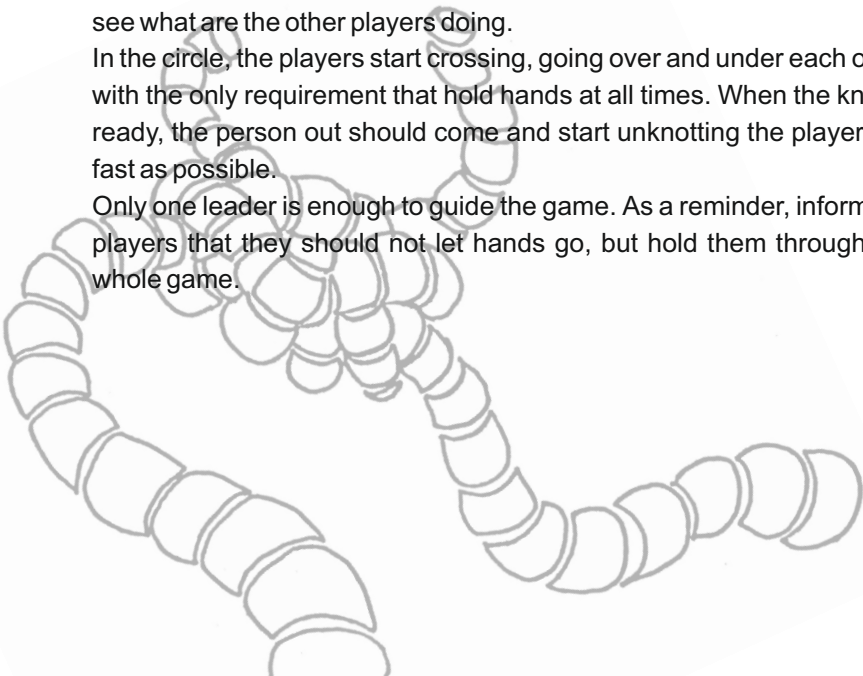
PROCEDURE:

The entire group makes a circle holding hands.

One or two people (depending on the number of participants) are asked to go out of the room or a little away from the playing ground so they cannot see what the other players are doing.

In the circle, the players start crossing, going over and under each other with the only requirement that they hold hands at all times. When the knot is ready, the person out should come and start unknitting the players as fast as possible.

Only one leader is enough to guide the game. As a reminder, inform the players that they should not let hands go, but hold them through the whole game.



Hot and Cold

PURPOSE:

Teamwork, improve attention and trust in others

AGE GROUP:

From 6

TIME:

15 minutes

SPACE & MATERIALS:

Wide space, depending on the group. Could be inside or outside.
Blindfolds enough for half of the participants.

PROCEDURE:

The group is divided into pairs and each pair receives an object (pencil, rubber, piece of paper etc.).

When both persons in the pair see and remember what their object is, one of them should be blindfolded. The other one goes to the game leader who hides the object in somewhere within the playing field.

When that is done for all pairs, they all should be lined up at a certain starting point. From there they receive the "Start" signal. Once everyone is ready and start is given, the blindfolded person should find the object, while the other person in each couple is guiding. Only the words HOT and COLD are allowed to be used for guiding. HOT means getting closer, COLD means wrong direction.

The game ends when all couples find their object. Then, it is possible to switch the blindfolded person.

An assistant may help the game leader with hiding the objects and also controlling if the players are following the rules. Make sure that players use only HOT and COLD to guide and no other directions or touching is done.

The mirror

PURPOSE:

Pay attention to non-verbal communication

AGE GROUP:

From 4

TIME:

5 minutes

SPACE & MATERIALS:

Wide space enough for moving, according to the group number.

PROCEDURE:

Divide the group into pairs.

The participants have to imitate the movements of their partner as a mirror. First, one of the pair is the mirror and after a couple of minutes they may switch.

Only one leader is needed. It is good that the leader controls the time and tells the participants to switch roles.

Magical Shapes

PURPOSE:

Non-verbal communication, team work

AGE GROUP:

From 6

TIME:

5 minutes

SPACE & MATERIALS:

Wide room or space, so each couple has enough room to play without being bothered

Prepare 4 different shapes on A4 sheets, each couple should receive a set of those four.

Four blank A4s for each couple, markers, big books (A4 or bigger)

PROCEDURE:

Players are divided into couples, one has two of the prepared drawings the other one has the other two. The goal is to draw the exact same shapes as in the original drawings, but the one who is explaining should not use words. When the one who is explaining finishes with both shapes, then players switch roles. Each person draws twice.

In the end they compare the drawings to the originals. The couple that has drawings which are most similar to the original ones, wins.

A couple of game leaders would be enough, depending on the group number. They have to make sure that no words or talking is used.

Use simple geometrical shapes for start. Explain that shape and size matter.

If a couple talks, they get a first warning. If they do it again, a more difficult shape could be given to make it even more fun.

Groups by numbers

PURPOSE:

Cooperation, team work and working with numbers

AGE GROUP:

From 6

TIME:

10 minutes

SPACE & MATERIALS:

Enough space to run

Materials are not required

PROCEDURE:

All participants should be spread evenly around the room. They are also divided into groups of 3-5 players with a number for each group. The members of each group should remember their group number.

All the players have to be moving randomly around the playing space and when the leader says a number of a group, all players members of that group should get together (or hug).

Only one leader is needed.

Chicken in, Chicken out

PURPOSE:

Improve the agility and helps overcome the fear of physical contact

AGE GROUP:

From 4

TIME:

5-10 minutes

SPACE & MATERIALS:

Wide open space

A pillow in a bag tied to a string, at least 2,50 m.

PROCEDURE:

All participants stay around in a circle facing the centre where is the leader. The person of the middle has to spin the pillow with the rope over his/her head.

While spinning the pillow, the leader says "Chicken in!" All participants should go very close to the middle, avoiding being hit and staying under the spinning rope over their heads. When all participants are in, the leader says "Chicken out!" and all players have to go back, forming a circle and being away of the touch of the turning pillow.

The game continues until depending on the players' energy. It is possible to eliminate participant when they are hit by the rope/pillow.

In this way the last one in the game is the winner.

The curtain

PURPOSE:

Cooperation and team work

AGE GROUP:

From 6

TIME:

5 minutes

SPACE & MATERIALS:

It is always easier to play this game on a basketball or volleyball court due to the border lines of the field

Rope to divide the playing ground

PROCEDURE:

Adjust the playground according to the number of players. Put a line in the middle and one person should stay on. The purpose is to catch the other player who would try to go from one to the other side of the play field. If the players are caught or touched by the person on the line in the middle, they join him/her holding hands. The players on the line must move only right and left along the line. No stepping forward or backward. The game ends when all participants except one are in the middle line.

Only leader is enough. He/she will observe if the players are following the rules. It is appropriate that players cross from one side to the other until the last one. And then back. Crossing back and forth will create mess.

When crossing, players should wait for instructions from the leader that they can start going on the other side.

Make sure that players are crossing over the line/rope. Going around is not allowed and the ones that would do it could be involved in some short games (rock, paper, scissors), if they want to go back in the game. That depends on how big is the group and how many assistants of the game leader could be involved.



Shark and islands

PURPOSE:

Improve the reaction rate

AGE GROUP:

From 5

TIME:

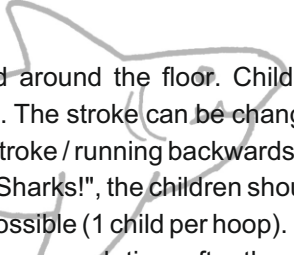
5 minutes

SPACE & MATERIALS:

Wide space in a room or outdoor, depending on the group size

Hoops

PROCEDURE:



Have a set of hoops scattered around the floor. Children would be moving around as if 'swimming'. The stroke can be changed with older children, e.g. front crawl / back stroke / running backwards.

When the game leader shouts "Sharks!", the children should step within one of the hoops as quickly as possible (1 child per hoop).

The leader has to remove one hoop each time after the sharks go and the players can 'swim' again. The last child 'swimming' is the winner.

Only one leader is needed. If the hoops are not enough, it's possible to use ropes or cloths and put them in a circle shape.

VARIATIONS. POSSIBILITIES:

It is also possible to play the game using music, instead of saying "Sharks!". When the music stops, the participants have step within the hoops.

Up, Down, Stop, Go!

PURPOSE:

Improve the focus and thinking.

AGE GROUP:

From 4 to 12

TIME:

5 minutes

SPACE & MATERIALS:

Enough space to move

Materials are not required

PROCEDURE:

The leader is would give instructions and the children would have to do completely the opposite. The players have to listen very carefully:

On 'Go!', children must stand still.

On 'Stop!', children must move around the playing field either walking or running.

On 'Up!', children must sit or lay down.

On 'Down!', children must stretch up to the ceiling.

These are the basic instructions, but it is always possible to prepare even more complicated.

Only one leader is needed.

Telephone

PURPOSE:

Improve focus, concentration, attention, memory

AGE GROUP:

From 8

TIME:

10-15 minutes

SPACE & MATERIALS:

Not necessary a specific space

Materials are not required

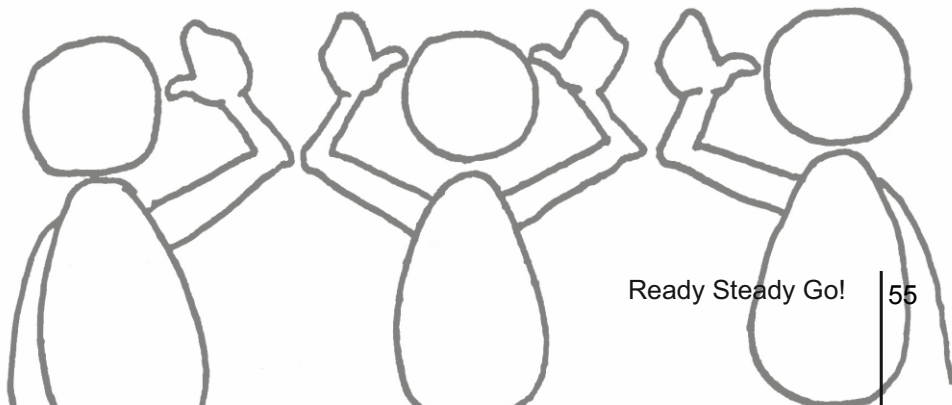
PROCEDURE:

The players stand in a circle, everybody gets a number (1-2-3...etc). The player with number 1 starts saying: „1 calls ...” and finishes with a number from the rest of players in the circle. While he's saying he does the telephone movement: he raises his hands to his head and waving like a reindeer (see the graphic on right). The two neighbouring players should also raise a hand and make the gesture. Only the ones next to the player 1 (see the example on the right). Then, the player who receives the call should do the same: waving with two hands, says „...(number) calls ...(another number)”. And so, it continues with the neighbouring players raising their hands which a next to the receiving the call. There's a rule that a player cannot call back the one from whom you received a call.

After a few rounds (when players get the rhythm of the game), the players who make a mistake are out of the game. Then, the ones who are still playing should also pay attention not to call back. If someone calls a number who is already out of the game, he is also out.

The game is finished when you get the 3 last players, they are the winners.

Only one leader is needed. For the explanation it is better to use assistants.



Sü sü

PURPOSE:

Develops senses, walk blindfolded, trust in the others

AGE GROUP:

From 6

TIME:

10 minutes

SPACE & MATERIALS:

Big room or outdoor

Blindfolds

PROCEDURE:

The goal is to have everyone silent at the end.

Everyone is blindfolded. They stretch their arms in front of them.

When reach another player and touch him/her, they should find and hold hands and say "Süsü". One person from the group who is silent.

When someone meets the silent player, they also remain silent.

So at the end everyone would be silent. This is the end of the game.

Only one leader is needed. According to the group size an assistant might help the leader of the game.

VARIATIONS. POSSIBILITIES:

It can be played as an introduction game. Everybody says their name when they meet while blindfolded. When the time is up, all players have to repeat all names that they heard and connect looks with the names.

What time is it, Mrs. Fox?

PURPOSE:

Improve math skills and the ability to follow directions and listen to others

AGE GROUP:

From 4 to 12

TIME:

5 minutes

SPACE & MATERIALS:

Space to move

no materials required

PROCEDURE:

The goal of the game is to walk past Mrs. (or Mr.) Fox without being caught. First, pick someone to be the Fox. Everyone else should line up on a starting line. The Fox will stand about 20 steps away with his/her back turned. The rest of the players say, "What time is it Mrs. (or Mr.) Fox?" If the Fox answers "It's five o'clock", the players can make five steps forward. If she answers, "It's one o'clock" players can make one step forward, and so on. The players may make steps of any size.

If the Fox says, "It's time to eat you!" he/she turns around and chases the other players back to the starting line. When the Fox catches someone, he/she becomes the next Fox.

Up and down

PURPOSE:

Improves agility and physical condition

AGE GROUP:

From 4

TIME:

5 minutes

SPACE & MATERIALS:

One or two big boxes or big sheets of paper (the participants are going to stay on the top)

PROCEDURE:

The game is based on the traditional tag games. One person is the catcher and runs to catch the other players on the field but rather than having one home base to run to for safety, base is anything that you can jump on top of. So for instance, if you are playing this game out in the yard you can jump up on a box, a tree branch, the porch, and you will be safe.

The leader has to control that the players are not staying the whole time on top of the bases. And also to observe when the energy of the players goes down and cut the game.

The Super team

PURPOSE:

Trust in team and also bigger group

AGE GROUP:

From 8

TIME:

15-20 minutes

SPACE & MATERIALS:

Wide space to move (better outdoor)

Blindfolds, rope/chalk to mark the playing area

PROCEDURE:

The group is divided into teams. The teams should come up with a sound signal with which they will localize each other because they are not allowed to speak. Teams should also come up with a physical sign (e.g. shaking hands in a particular way, tapping etc.) that they would recognize when they meet.

Everyone puts on a blindfold and the game facilitators takes all the players to a wide area. Players must locate their team members by using their teams' sound signal and when meeting someone, trying the physical sign to find out if the person they meet is in the same team as them. No one is allowed to talk while doing this. The game finishes when the players find all the participants of their team.

Only one leader is needed.

Dirty neighbor

PURPOSE:

Teamwork, cooperation and reaction rate

AGE GROUP:

From 4

TIME:

5 minutes

SPACE & MATERIALS:

20-30 small and soft balls

A room where all the participants can fit and play comfortably

PROCEDURE:

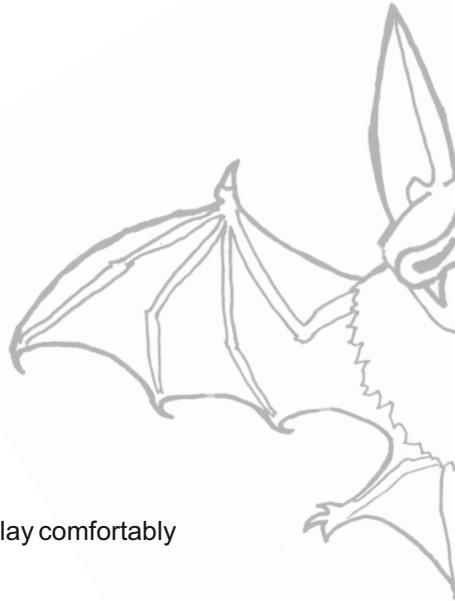
Two teams are separated into two distinct parts of the room, clearly divided.

After dividing the group in two different parts of the room, the leader has to draw a line in the middle and put all the balls on top of the line.

At the instruction „Go!”, both teams have to send/kick/throw all balls at the opponent’s field.

After the three minutes the leader says "Stop". All participants must stop. Then count how many balls are in each field and the one with less balls wins.

Only one leader is needed to control the time and check if the participants are following the rules.





Bat catcher

PURPOSE:

Auditory attention and space control

AGE GROUP:

From 4 to 12

TIME:

15 minutes

SPACE & MATERIALS:

Enough space for the participant to make a circle

Two blindfolds

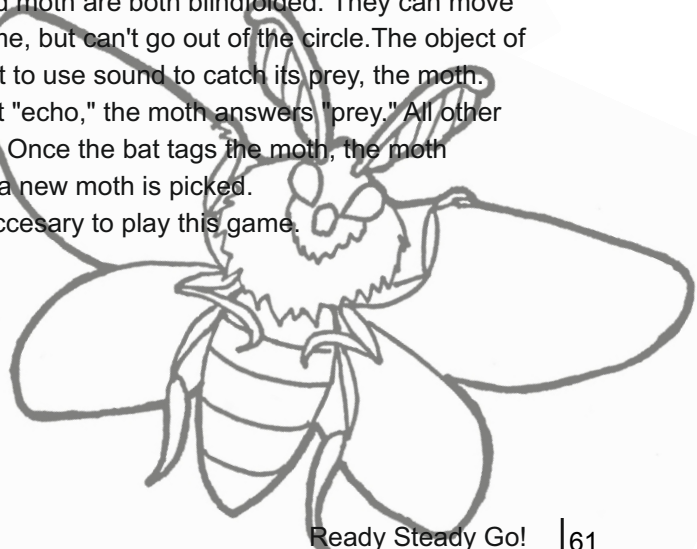
PROCEDURE:

The leader picks one player to be the "bat" and another player to be the "moth." (The bat shouldn't know who the moth is, so you might want to have him/her leave the room while you pick the moth.)

The rest of the players are "trees." They form a circle and have to stand still. The bat and moth are both blindfolded. They can move around during the game, but can't go out of the circle. The object of the game is for the bat to use sound to catch its prey, the moth.

When the bat calls out "echo," the moth answers "prey." All other players answer "tree". Once the bat tags the moth, the moth becomes the bat and a new moth is picked.

Only one leader is necessary to play this game.



Tag

PURPOSE:

Improve the agility and physical condition

AGE GROUP:

From 4

TIME:

5 minutes

SPACE & MATERIALS:

Wide open space suitable for running

Materials are not required

PROCEDURE:

The basics of tag are quite simple. All you need is a group of kids and a decent sized backyard. One person is designated as "it", and that person runs around and tries to touch someone else. If they succeed, the person they touch is now "it" and tries to chase everyone else. The game continues until everyone is exhausted.

The Scarf

PURPOSE:

This game improves physical ability, skill, cunning and teamwork

AGE GROUP:

From 4

TIME:

15 minutes

SPACE & MATERIALS:

A scarf/blindfold

PROCEDURE:

Form two teams and place them at the opposite ends of the playing field. Each team member is assigned a number according to the number of players (this number should be a secret to the other team, so no one knows which number is their opponent).

In midfield is the game leader holding a scarf or a blindfold. This person will call numbers.

When the leader says a number, the players from both teams have run and grab the scarf from the leaders hand and go back to their place. The player from the opposite team has to catch the one with the scarf before reaching their place.

On each number call the leader removes a player - could be the one that did not get the scarf or the person which is captured.

If a player crosses the central game line before the other team member takes the scarf, the first one is eliminated.

The team that eliminates all opposite players wins.

Only one leader is enough.



DICTIONARY

English - Hungarian

Ball	Labda
Beginning	Kezdet
Black	Fekete
Blindfold	kenőt
Blue	Kék
Chair	Szék
Child	Gyerek
Children	Gyerekek
Circle	Kör
Close	Zár
Color	Szín
Dance	Tánc
Draw	Rajzol
End	Vég
Fast	Gyors
Goal	Cél
Goodbye	Szia
Green	Zöld
Group	Csoport
Hand	Kéz
Hello	Szia
How?	Hogy?
How far?	Milyen messze?
How long?	Meddig?
How many?	Hány?
How much?	Mennyi?
How old?	Hány éves
Jump	Ugrik
Line	Vonal
Minutes	Perc
Music	Zene

English - Hungarian

Pass the ball	Passzold a labdát
From the beginning	Előlről
Your t-shirt is black	Fekete a pólód
We are using blindfolds	Kendőt használunk
The sky is blue	Az ég kék
Sit in the chair	Ülj a székre
Come here, child	Gyere ide
I work with children	Gyerekekkel dolgozom
Make a circle	Csinálj egy kört
Close the door	Zárd be az ajtót
What's your favorite color?	Mi a kedvenc színed?
I'm teaching you a dance	Megtanítok nektek egy táncot
Let's draw a flower	Rajzoljunk egy virágot
This is the end of the game	Ez a vége a játéknak
We are trying it fast, now	Most próbáljuk gyorsabban
Our goal is to get to the other side	A célunk a másik oldalra átjutni
The grass is green	A fű zöld
Divide into two groups	Alkossatok két csoportot
Hold hands with your partner	Fogjátok a párotok kezét
How are you?	Hogy vagy?
How far is it?	Milyen messze van?
How long does it take?	Mennyi ideig tart?
How many are you?	Hányan vannak?
How much does it cost?	Mennyibe kerül?
How old are you?	Hány éves vagy?
Jump when I say your number	Ugorjatok, ha a számotokat mondom
You can't go across the line	Nem mehetsz
You have 5 minutes	Öt perctek van
Freeze when the music stops	Álljatok meg ha a zene leál

English - Hungarian

Obstacles	Akadály
Open	nyitni
Orange	Narancssárga
Pink	Rózsaszín
Playing	Játék

Problem	Probléma
Red	Piros
Repeat	Ismétel
Rope	Kötél
Rules	Szabályok
Run	Fut
Seat	Ültet
Silence	Csend
Shoulders	Váll

Sing	Énekel
Slowly	Lassú
Space	Hely
Square	Négyzet
Stand	Áll
Stop	Állj
Table	Asztal
Team	Csapat
Teamwork	Csapatmunka
Time	Idő

Triangle	Háromszög
Winner	Nyertes
What?	Mi?
When?	Mikor?
Where?	Hol?

English - Hungarian

Avoid the obstacles	Kerüljétek ki az akadályokat
Open the door	Nyitsd ki az ajtót
Bring the orange notebook	Hozd a narancssárga jegyzetfüzetet
Your hat is pink	A kalapod rózsaszín
We are going to spend the afternoon playing	Egész délután játszani fogunk
Does anyone have a problem	An valakinek problémája?
Apples are red	Az almák pirosak
Repeat two times	Kétszer ismételjétek meg
The rope marks the playing area	A kötél jelzi a játékerter
Everyone understands the rules?	Mindenki érti a szabályokat?
Run when the game starts	Fussatok, a hogy a játék elindul
Seat in a circle	Üljetek le egy körben
Make silence	Csend legyen
Hold the shoulders of the person in front of you	Fogjátok meg az előttetek álló vállát
Sing after me	Énekeljétek utánam
Let's try it slowly first	Először próbáljuk meg lassan
This is the space for playing	Ez a játékerület
Make a square	Csinálj egy négyzetet
Stand when the music stops	Álljatok meg, amikor a zene megáll
Stop fighting	Ne verekedj
The book is in the table	A könyv az asztalon van
Make two teams	Csináljatok két csoportot
The time for the game is five minutes	A játékidő öt perc
Find the triangle	Keresd meg a háromszöget
You are the winner	Te vagy a nyertes
What are we playing today?	Mit játszunk ma?
When are you coming back?	Mikor jössz vissza?
Where is the house?	Hol van a ház?

English - Hungarian

Which?	Melyik?
White	Fehér
Who?	Ki?
Whose?	Kinek (akinek)?
Why?	Miért ?
Which color do you prefer?	Milyen színt szeretne?
The paper is white	A papír fehér
Who wants to play?	Ki akar játszani?
Whose boots are these?	Kinek a csizmája ez?
Why don't you want to play?	Miért nem akarsz játszani?

Numbers in Hungarian

1	egy
2	kétfő
3	három
4	négy
5	öt
6	hat
7	hét
8	nyolc
9	kilenc
10	tíz
11	tizenegy
12	tizenkettő
13	tizenhárom
14	tizennégy
15	tizenöt
16	tizenhat
17	tizenhét
18	tizennyolc
19	tizenkilenc
20	húsz
30	harminc
40	negyven
50	ötven
60	hatvan
70	hetven
80	nyolcvan
90	kilencven
100	száz

English - Bulgarian

Ball	Топка
Beginning	Начало
Black	Черно/Черен
Blindfolded	Превързани очи
Blue	Син
Chair	Стол
Child	Дете
Children	Деца
Circle	Кръг
Close	Затварям
Color	Цвят
Dance	Танц/Танцувам
Draw	Рисувам
End	Край
Fast	Бързо
Goal	Цел/Гол
Goodbye	Довиждане
Green	Зелен
Group	Група
Hand	Ръка
Hello	Здравейте
How?	Как? По какъв начин?
How far?	Колко далеч?
How long?	Колко дълго?
How many?	Колко? (броими)
How much?	Колко? (неброими)
How old?	На колко години?
Jump	Скачам
Line	Линия
Minutes	Минути
Music	Музика

English - Bulgarian

Pass the ball	Подай топката
From the beginning	От начало
Your t-shirt is black	Твоята тениска е черна
We are using blindfolds	Ще използваме превръзки на очите
The sky is blue	Небето е синьо
Sit in the chair	Седни на стола
Come here, child	Ела тук, дете
I work with children	Аз работя с деца
Make a circle	Направете кръг
Close the door	Затвори вратата
What's your favorite color?	Кой е любимият ти цвят?
I'm teaching you a dance	Уча те на танц
Let's draw a flower	Да нарисуваме цвете
This is the end of the game	Това е краят на играта
We are trying it fast, now	Нека сега опитаме бързо
Our goal is to get to the other side	Целта ни е да стигнем до другата страна
The grass is green	Тревата е зелена
Divide into two groups	Разделете се на две групи
Hold hands with your partner	Дръжте се за ръце с твой приятел
How are you?	Как си?
How far is it?	Колко е далеч?
How long does it take?	Колко време отнема?
How many are you?	Колко сте на брой?
How much does it cost?	Колко струва?
How old are you?	На колко години си?
Jump, when I say your number	Скочи, когато кажа твой номер
You can't go across the line	Не може да пресичаш линията
You have 5 minutes	Имате пет минути
Freeze when the music stops	Замръзни на място, когато музиката спре

English - Bulgarian

Obstacles	Препятствие
Open	Отворен
Orange	Оранжев
Pink	Розов
Playing	Възпроизвеждане

Problem	Проблем
Red	Червен
Repeat	Повтарям
Rope	Въже
Rules	Правила
Run	Тичам
Sit	Сядам
Silence	Тишина
Shoulders	Рамена

Sing	Пея/Пеем
Slowly	Бавно
Space	Пространство
Square	Квадрат
Stand	Стоя
Stop	Спирам/Спри!
Table	Маса
Team	Отбор
Teamwork	Работа в екип
Time	Време

Triangle	Триъгълник
Winner	Победител
What?	Какво?
When?	Кога?
Where?	Къде?

English - Bulgarian

Avoid the obstacles	Избягвайте препятствията
Open the door	Отвори вратата
Bring the orange notebook	Донеси оранжевата тетрадка
Your hat is pink	Шапката ти е розова
We are going to spend the afternoon playing	Ние ще прекараме следобеда в игри
Does anyone have a problem	Някой има ли проблем
Apples are red	Ябълките са червени
Repeat two times	Повторете два пъти
The rope marks the playing area	Въжето маркира игралното поле
Everyone understands the rules?	Всеки ли разбира правилата?
Run when the game starts	Тичай, когато играта започне
Sit in a circle	Сяднете в кръг
Make silence	Мълчете
Hold the shoulders of the person in front of you	Сложи ръце на раменете на човека пред теб
Sing after me	Пейте след мен
Let's try it slowly first	Нека първо се опитаме бавно
This is the space for playing	Това е мястото за игра
Make a square	Направи/направете квадрат
Stand when the music stops	Стой прав, когато музиката спре
The book is on the table	Книгата е на масата
Make two teams	Направете два отбора
The time for the game is five minutes	Времето за игра е пет минути
Find the triangle	Намери триъгълника
You are the winner	Ти си победител
What are we playing today?	Какво ще играем днес?
When are you coming back?	Кога ще се върнеш?
Where is the house?	Къде е къщата?

English - Bulgarian

Which?	Какъв? Каква? Какво? Какви?
White	Бял
Who?	Кого?
Whose?	Чии? Чия?
Why?	Защо?
Which color do you prefer?	Какъв цвят предпочиташ?
The paper is white	Хартията е бяла
Who wants to play?	Кой иска да играе?
Whose boots are these?	Чии са тези ботуши?
Why don't you want to play?	Защо не искаш да играеш?

Numbers in Bulgarian

1	Едно
2	Две
3	Три
4	Четири
5	Пет
6	Шест
7	Седем
8	Осем
9	Девет
10	Десет
11	Единадесет
12	Дванадесет
13	Тринадесет
14	Четиринадесет
15	Петнадесет
16	Шестнадесет
17	Седемнадесет
18	Осемнадесет
19	Деветнадесет
20	Двадесет
30	Тридесет
40	Четиридесет
50	Петдесет
60	Шейсет
70	Седемдесет
80	Осемдесет
90	Деветдесет
100	Сто

English - Croatian

Ball	Lopta
Beginning	Početak
Black	Crna
Blindfold	Povez preko očiju
Blue	Plava
Chair	Stolica
Child	Dijete
Children	Djeca
Circle	Krug
Close	Zatvoriti
Color	Boja
Dance	Ples
Draw	Crtati
End	Kraj
Fast	Brzo
Goal	Cilj
Goodbye	Zbogom/Bok
Green	Zelena
Group	Grupa
Hand	Ruka
Hello	Zdravo/Bok
How?	Kako?
How far?	Koliko daleko?
How long?	Koliko dugo?
How many?	Koliko?
How much?	Koliko?
How old?	Koliko je star?
Jump	Skoči
Line	Linija
Minutes	Minute
Music	Glazba

English - Croatian

Pass the ball	Prosljedi loptu
From the beginning	Ispočetka
Your t-shirt is black	Tvoja majica je crna
We are using blindfolds	Koristimo povez preko očiju
The sky is blue	Nebo je plavo
Sit in the chair	Sjedni na stolicu
Come here, child	Dođi ovdje
I work with children	Radim sa djecom
Make a circle	Napravimo krug
Close the door	Zatvori vrata
What's your favorite color?	Koja je tvoja najdraža boja?
I'm teaching you a dance	Učim te plesati
Let's draw a flower	Hajmo nacrtati cvijet
This is the end of the game	Ovo je kraj igre
We are trying it fast, now	Sada ćemo pokušati biti brži
Our goal is to get to the other side	Naš cilj je stići na drugu stranu
The grass is green	Trava je zelena
Divide into two groups	Podijelite se u dvije grupe
Hold hands with your partner	Držite se za ruke sa svojim parom
How are you?	Kako si?
How far is it?	Koliko je daleko?
How long does it take?	Koliko ima do tamo?
How many are you?	Koliko vas je?
How much does it cost?	Koliko to košta?
How old are you?	Koliko ti je godina?
Jump when I say your number	Skoči kada prozovem tvoj broj
You can't go across the line	Zabranjeno je ići preko linije
You have 5 minutes	Imate pet minuta
Freeze when the music stops	Čim glazba stane, ukoči se

English - Croatian

Obstacles	Prepreke
Open	Otvori
Orange	Narančasta
Pink	Roza
Playing	Igranje
Problem	Problem
Red	Crvena
Repeat	Ponovi
Rope	Uže/konop
Rules	Pravila
Run	Trčati
Seat	Smjestiti se
Silence	Tišina
Shoulders	Ramena
Sing	Pjevati
Slowly	Sporo
Space	Prostor
Square	Kvadrat
Stand	Stajati
Stop	Stani/zaustavi se
Table	Stol
Team	Tim
Teamwork	Timski rad
Time	Vrijeme
Triangle	Trokut
Winner	Pobjednik
What?	Što?
When?	Kada?
Where?	Gdje?

English - Croatian

Avoid the obstacles	Izbjegavajte prepreke
Open the door	Otvori vrata
Bring the orange notebook	Donesi narančastu bilježnicu
Your hat is pink	Tvoja kapa je roza
We are going to spend the afternoon playing	Provest ćemo poslijepodne igrajući se
Does anyone have a problem	Da li itko ima problem?
Apples are red	Jabuke su crvene
Repeat two times	Ponovi dva puta
The rope marks the playing area	Uže označuje granice igrališta
Everyone understands the rules?	Da li svi razumiju pravila?
Run when the game starts	Čim igra započne, kreni trčati
Seat in a circle	Smjestite se u krug
Make silence	Budite u tišini
Hold the shoulders of the person in front of you	Držiti ruke na ramenu osobe koja je ispred tebe
Sing after me	Pjevaj nakon mene
Let's try it slowly first	Hajmo prvo probati sporo
This is the space for playing	Ovo je prostor za igru
Make a square	Napravite kvadrat
Stand when the music stops	Ustani kada glazba stane
The book is in the table	Knjiga je na stolu
Make two teams	Napravite dva tima
The time for the game is five minutes	Igra traje pet minuta
Find the triangle	Pronađi trokut
You are the winner	Ti si pobjednik
What are we playing today?	Što ćemo igrati danas?
When are you coming back?	Kada se vraćaš?
Where is the house?	Gdje je kuća?

English - Croatian

Which?	Koji/koja?
White	Bijela
Who?	Tko?
Whose?	Čije/čija
Why?	Zašto?
Which color do you prefer?	Koja boja ti se više sviđa?
The paper is white	Papir je bijele boje
Who wants to play?	Tko se želi igrati?
Whose boots are these?	Čije su ove čizme?
Why don't you want to play?	Zašto se ne želiš igrati?

Numbers in Croatian

1	jedan
2	dva
3	tri
4	četiri
5	pet
6	šest
7	sedam
8	osam
9	devet
10	deset
11	jedanaest
12	dvanaest
13	trinaest
14	četnaest
15	petnaest
16	šesnaest
17	sedamnaest
18	osamnaest
19	devetnaest
20	dvadeset
30	trideset
40	četrdeset
50	pedeset
60	šestdeset
70	sedamdeset

English - Portuguese

Ball	Bola
Beginning	Princípio
Black	Preto
Blindfold	Venda
Blue	Azul
Chair	Cadeira
Child	Criança
Children	Crianças
Circle	Círculo
Close	Fechar
Color	Cor
Dance	Dança
Draw	Desenhar
End	Fim
Fast	Depressa
Goal	Objectivo
Goodbye	Adeus
Green	Verde
Group	Grupo
Hand	Mão
Hello	Olá
How?	Como?
How far?	Quão longe?
How long?	Quanto tempo?
How many?	Quantos?
How much?	Quanto?
How old?	Que idade?
Jump	Saltar
Line	Linha
Minutes	Minutos
Music	Música

English - Portuguese

Pass the ball	Passa a bola
From the beginning	Do princípio
Your t-shirt is black	A tua T-shirt é preta
We are using blindfolds	Estamos a usar vendas
The sky is blue	O céu é azul
Sit in the chair	Senta-te na cadeira
Come here, child	Vem cá, criança
I work with children	Eu trabalho com crianças
Make a circle	Façam um círculo
Close the door	Fecha a porta
What's your favorite color?	Qual é a tua cor favorita?
I'm teaching you a dance	Vou ensinar-te uma dança
Let's draw a flower	Vamos desenhar uma flor
This is the end of the game	Isto é o fim do jogo
We are trying it fast, now	Agora vamos tentar depressa
Our goal is to get to the other side	O nosso objectivo é chegar ao outro lado
The grass is green	A relva é verde
Divide into two groups	Dividam-se em dois grupos
Hold hands with your partner	Deem as mãos ao vosso parceiro
How are you?	Como estás?
How far is it?	Quão longe é?
How long does it take?	Quanto tempo demora?
How many are you?	Quantos são?
How much does it cost?	Quanto custa?
How old are you?	Que idade tens?
Jump when I say your number	Salta quando eu disser o teu número
You can't go across the line	Não podes atravessar a linha
You have 5 minutes	Tens 5 minutos
Freeze when the music stops	Congela quando a música parar

English - Portuguese

Obstacles	Obstáculos
Open	Abrir
Orange	Laranja
Pink	Rosa
Playing	Brincar
Problem	Problema
Red	Vermelho
Repeat	Repetir
Rope	Corda
Rules	Regras
Run	Correr
Seat	Sentar
Silence	Silêncio
Shoulders	Ombros
Sing	Cantar
Slowly	Devagar
Space	Espaço
Square	Quadrado
Stand	Levantar
Stop	Parar
Table	Mesa
Team	Equipa
Teamwork	Trabalho de equipa
Time	Tempo
Triangle	Triângulo
Winner	Vencedor
What?	O quê?
When?	Quando?
Where?	Onde?

English - Portuguese

Avoid the obstacles	Evita os obstáculos
Open the door	Abre a porta
Bring the orange notebook	Tráz o caderno laranja
Your hat is pink	O teu chapéu é rosa
We are going to spend the afternoon playing	Vamos passar a tarde a brincar
Does anyone have a problem	Alguém tem algum problema
Apples are red	As maçãs são vermelhas
Repeat two times	Repete duas vezes
The rope marks the playing area	A corda maca a área de jogo
Everyone understands the rules?	Todos percebem as regras?
Run when the game starts	Corre quando o jogo começar
Seat in a circle	Sentem-se num círculo
Make silence	Faz silêncio
Hold the shoulders of the person in front of you	Agarra os ombros da pessoa à tua frente
Sing after me	Canta a seguir a mim
Let's try it slowly first	Vamos experimentar primeiro devagar
This is the space for playing	Este é o espaço para brincar
Make a square	Façam um quadrado
Stand when the music stops	Levanta-te quando a música parar
The book is in the table	O livro está na mesa
Make two teams	Façam duas equipas
The time for the game is five minutes	O tempo de jogo é cinco minutos
Find the triangle	Encontra o triângulo
You are the winner	Tu és o vencedor
What are we playing today?	O que vamos jogar hoje?
When are you coming back?	Quando é que voltam?
Where is the house?	Onde é a casa?

English - Portuguese

Which?

Qual?

White

Branco

Who?

Quem?

Whose?

De quem?

Why?

Porquê?

Which color do you prefer?

Qual é a tua cor preferida?

The paper is white

O papel é branco

Who wants to play?

Quem quer jogar?

Whose boots are these?

De quem são estas botas?

Why don't you want to play?

Porque é que não queres jogar?

Numbers in Portugese

1	Um
2	Dois
3	Três
4	Quatro
5	Cinco
6	Seis
7	Sete
8	Oito
9	Nove
10	Dez
11	Onze
12	Doze
13	Treze
14	Quatorze
15	Quinze
16	Dezasseis
17	Dezassete
18	Dezoito
19	Dezanove
20	Vinte
30	Trinta
40	Quarenta
50	Cinquenta
60	Sessenta
70	Setenta
80	Oitenta
90	Noventa
100	Cem

English - Spanish

Ball	Pelota
Beginning	principio
Black	Negro
Blindfold	Benda
Blue	Azul
Chair	Silla
Child	Niño
Children	Niños
Circle	Círculo
Close	Cerrar
Color	Color
Dance	Bailar
Draw	Dibujar
End	Final
Fast	Rápido
Goal	Objetivo
Goodbye	Adiós
Green	Verde
Group	Grupo
Hand	Mano
Hello	Hola
How?	Cómo?
How far?	Cómo de lejos?
How long?	Cuánto tiempo?
How many?	Cuántos?
How much?	Cuánto?
How old?	Cuántos años?
Jump	Salta
Line	Línea
Minutes	Minutos
Music	Música

English - Spanish

Pass the ball	Pasa la pelota
From the beginning	Desde el principio
Your t-shirt is black	Tu camiseta es negra
We are using blindfolds	Estamos usando vendas
The sky is blue	El cielo es azul
Sit in the chair	Siéntate en la silla
Come here, child	Vem aquí, niño
I work with children	Trabajo con niños
Make a circle	Haz un círculo
Close the door	Cierra la puerta
What's your favorite color?	Cuál es tu color favorito?
I'm teaching you a dance	Os estoy enseñando un baile
Let's draw a flower	Dibujemos una flor
This is the end of the game	Este es el final del juego
We are trying it fast, now	Ahora lo intentaremos rápido
Our goal is to get to the other side	Nuestro objetivo es llegar al outro extremo
The grass is green	La hierba es verde
Divide into two groups	Dividíos en dos grupos
Hold hands with your partner	Cogéos de la mano con vuestro compañero
How are you?	Cómo estás?
How far is it?	Cómo de lejos está eso?
How long does it take?	Cuánto se tarda?
How many are you?	Cuántos sois?
How much does it cost?	Cuánto cuesta eso?
How old are you?	Cuántos años tienes?
Jump when I say your number	Salta cuando yo diga tu número
You can't go across the line	No puedes cruzar la línea
You have 5 minutes	Tienes cinco minutos
Frize when the music stops	Congelaos cuando la música pare

English - Spanish

Obstacles	Obstáculos
Open	Abrir
Orange	Naranja
Pink	Rosa
Playing	Jugando
Problem	Problema
Red	Rojo
Repeat	Repetir
Rope	Cuerda
Rules	Reglas
Run	Correr
Seat	Sentarse
Silence	Silencio
Shoulders	Hombros
Sing	Cantar
Slowly	Lentamente
Space	Espacio
Square	Cuadrado
Stand	Ponerse de pie
Stop	Parar
Table	Mesa
Team	Equipo
Teamwork	Trabajo en
Time	equipo
	Tiempo
Triangle	Triángulo
Winner	Ganador
What?	Qué?
When?	Cuándo?
Where?	Dónde?

English - Spanish

Avoid the obstacles

Open the door

Bring the orange notebook

Your hat is pink

We are going to spend the
afternoon playing

Does anyone have a problem

Apples are red

Repeat two times

The rope marks the playing area

Everyone understands the rules?

Run when the game starts

Seat in a circle

Make silence

Hold the shoulders of the person
in front of you

Sing after me

Let's try it slowly first

This is the space for playing

Make a square

Stand when the music stops

The book is in the table

Make two teams

The time for the game is
five minutes

Find the triangle

You are the winner

What are we playing today?

When are you coming back?

Where is the house?

Evita los obstáculos

Abre la puerta

Trae la libreta naranja

Tu sombrero es rosa

Vamos a pasar la tarde
jugando

Alguien tiene algún problema?

Las manzanas son rojas

Repítelo dos veces

La cuerda marca el espacio de juego

Todo el mundo entiende las reglas?

Corre cuando el juego empiece

Nos sentamos en círculo

Guardamos silencio

Sujeta los hombros de la persona
frente a ti

Canta conmigo

Intentémoslo lentamente primero.

Este es el espacio de juego

Haced un cuadrado

Levantáos cuando la música pare

El libro está en la mesa

Haced dos grupos

El tiempo de juego son
cinco minutos

Encuentra el triángulo

Eres el ganador

A qué vamos a jugar hoy?

Cuándo vuelves?

Dónde está la casa?

English - Spanish

Which?	Cuál?
White	Blanco
Who?	Quién?
Whose?	De quién?
Why?	Por qué?
Which color do you prefer?	Cuál color prefieres?
The paper is white	El papel es blanco
Who wants to play?	quién quiere jugar?
Whose boots are these?	De quién son estas botas?
Why don't you want to play?	Por qué no quieres jugar?

Numbers in Spanish

1	Uno
2	Dos
3	Tres
4	Cuatro
5	Cinco
6	Séis
7	Siete
8	Ocho
9	Nueve
10	Diez
11	Once
12	Doce
13	Trece
14	Catorce
15	Quince
16	Dieciséis
17	Diecisiete
18	Dieciocho
19	Diecinueve
20	Veinte
30	Treinta
40	Cuarenta
50	Cincuenta
60	Sesenta
70	Setenta
80	Ochenta
90	Noventa
100	Cien

Thanks to:

As volunteers, we had an important task to accomplish together with the children in Nógrád region. And let's not forget that we have never been alone around here and if we got any success in our work, it is widely because of the support we received. That support was essential and it came from different directions. On this final page we would like to express our gratitude towards the people who made the youth work in Nógrád county possible.

This book wouldn't be possible without the support of Creative Space Non-profit Organization and its representative - the person who gave us the idea to start this project - Madarász Lili. Also our coordinators during the EVS project Balázs Marietta and Manher Tamas, and the current president of the organization and our mentor Győry Krisztina. We would like to use the opportunity to thank also the Creative Space back office staff for their work and support.

Our sincere gratitude goes also to all social workers who cooperated with us during this experience - from the villages of Rimóc, Nagylóc, Edrefalva, Nógrádszakál and Varsány. Special thanks to Oláh Agie and Fábíán Katalin for their dedication to the children, youngsters and us!

This book wouldn't have been possible without the cooperation of the local volunteers. Worthy teenagers and youngsters who used the opportunity to get out of their comfort zone, dedicating part of their summer to the children in the *tanodas*. Last but not the least, the Egyesek EVS volunteers who joined us and shared this experiences with us.


We would like to mention the special contribution of two people who we would never forget and whose support was essential in our life and work in Hollókő - Oláh Agika and Csemer Zoltán. Thank you for making our life much more easy and enjoyable with your friendship and support!



Creative Space



egyesek

A large yellow circle is the central focus, containing white text. The text reads: "Dedicated to all those big children whose purpose is to make other's lives a bit happier. Take position, deep breath... Ready, steady....". Below the text, the word "GO!" is written in a large, white, stylized font. The circle is surrounded by various white line-art icons on a teal background. These icons include: a door with a sun and clouds inside, a pair of scissors, a rotary phone, a dragon, a spiderweb, a crocodile, a coiled snake, a telephone handset, a speech bubble with a question mark, a hand holding a pen, a coiled spring, a dragon's tail, a bat, and a spider. The overall style is whimsical and illustrative.

Dedicated to
all those big children
whose purpose is to make
other's lives a bit happier.
Take position, deep breath...
Ready, steady....

GO!