



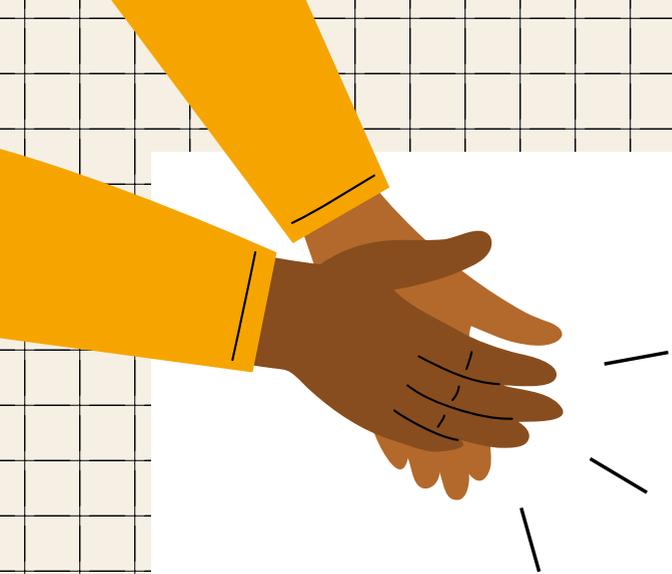
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PLAY WITH US

We dream of a world in which cultural diversity is celebrated and seen as an opportunity to grow together







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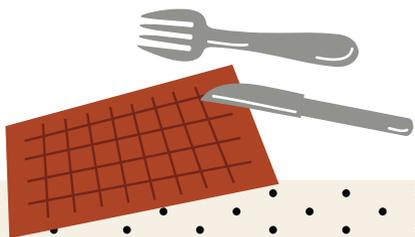
Have you ever tried to eat chocolate tightly wrapped in paper with a knife and fork? Even if so, you certainly weren't wearing a winter hat and gloves! With our set of games and activities you will never get bored. Learn a traditional caps game from Mauritius, find out why children in Argentina dress a wolf, and those in Italy feed the bear with fruits. We invite you on a journey through kindergartens, community centers and backyards of various countries of our continent (and not only), to have fun together and to learn about the traditions and culture of different countries.

All the games presented in the book have been collected and described by volunteers from the European Solidarity Corps* program hosted by the Foundation of Social Integration Prom ** from Wrocław in 2020-2022. The games were not invented by the volunteers, most of them are well known in their countries or regions, and some of them are remembered by the volunteers from their own childhood. Using our book in a kindergarten, primary school or community center not only guarantees good fun, but also has educational advantages - children learn words in foreign languages, discover how to collaborate with a group, learn about traditions of other nations, and develop their curiosity about the world.

The presented games are intended for larger groups of children, but they can also be adapted to a smaller number of participants - e.g. in a family. We have chosen games that do not require a lot of materials or props, nor big amount of additional work. Most of the necessary materials can be easily found at home or at your educational institution. We also tried to describe the procedures of the games step by step in the most understandable way.

We wish you a lot of fun!

Karolina Bobińska and Anna Iwanowska



* ESC - stands for European Solidarity Corps, a European Commission program that enables young people (18-30 years old) to get involved in local initiatives or volunteer projects abroad that benefit communities across Europe. The themes for action range from aid to victims, through health and environmental activities, to humanitarian aid across the EU and beyond. The program gives young people the opportunity to get involved and gain invaluable experience and develop new skills. The program promotes social inclusion and diversity, contributes to digital transformation, and promotes the involvement of young people in democratic processes.

The European Solidarity Corps in 2021-2027 supports the following activities: volunteering, solidarity projects, humanitarian aid. More information:

https://europa.eu/youth/go-abroad/volunteering_en

https://europa.eu/youth/volunteering/organisations_en

** The Foundation for Social Integration Prom was established in 2004 in Wrocław and since then it has been continuously carrying out activities aimed at the integration of groups and people at risk of exclusion and various educational projects. Since 2009, we have been hosting foreign volunteers within various programs of the European Commission. So far, at our invitation, about 190 young people from various countries in Europe and Asia have come to Wrocław to work as volunteers in educational (public and private schools and kindergartens, day-care centers) and cultural institutions (Brave Kids Festival).

The volunteering team at Prom Foundation is very experienced, we take part in national conventions and international training every year. We have a network of contacts all over Europe, our foreign partners have been cooperating with us for years. We build partnership with educational institutions hosting volunteers in Wrocław and support them at every stage of joint implementation of activities. In response to their needs, we invite young people from various countries, spatially and culturally distant from Poland, to diversify and enrich the volunteering program - Anna Iwanowska, volunteer coordinator at the Prom Foundation

The process of collecting games for the book was fascinating to me. On the one hand, it showed me how different and thus how rich as cultures and nations we are. On the other hand, it turned out that we have a lot in common, also in terms of favorite children's games: practically every volunteer knew his national version of „fireball”, „hide and seek” and other famous Polish games - Karolina Bobińska, volunteer coordinator at the Prom Foundation

Valeriya Telitsina (Валерия Телицина)

Russia, Nizhnevartovsk (Россия, Нижневартовск)

I grew up in a small city in Western Siberia and I often played this game in the summertime. It dates back to the time of the Russian Empire, right before the Russian Revolution in 1917. Cossacks are a multi-ethnic group of people with their own traditions. In the time of the Russian Empire, Cossacks protected the land from bandits and this is how the game got its name. I hope you and other participants will enjoy it as much as we did!

Cossacks vs Bandits

Казакi-разбойники (Kazaki-razboyniki)

Number of players: 6 or more (the more, the better)
Age: 6-14
Duration: 30-40 min.
Materials needed: sand and wooden sticks or chalk
Place: yard, playground

1. Children are divided into two teams: the Cossacks and the Bandits.
2. The Bandits need to think of a word related to a particular topic or a password consisting of no more than 8 digits.
3. The Bandits draw lines either with a stick on sand, or with a piece of chalk on a pavement. The number of lines equals the number of letters in the word or the number of digits in the password they came up with.
4. The Cossacks need to think of a place where they will take the Bandits for interrogation.
5. When both teams are ready, the Bandits show the lines to the Cossacks and give them a hint. Then the Bandits run away and hide. The Cossacks have to wait for 5 minutes, trying to guess the word or the password. When the time is over, they can start catching the Bandits.
6. When a Bandit is caught, a Cossack takes the Bandit to a specific place for interrogation and asks for no more than 1 letter or a digit. The Cossacks can tickle the Bandit to get information they need. One or two Cossacks need to stay and guard the Bandits because they can run away.
7. The game is over when all the Bandits are caught and the word or the digits are guessed.





Cécile Martinet

France, Voreppe

Take a big breath and have fun all together!

Chicken, fox, viper

Poule, renard, vipère

Numbers of players:	3 teams of at least 4 people each (or more)
Age:	7+
Duration:	20-60 min.
Materials needed:	things to build 3 bases for the teams; scarves or make-up of 3 colours to identify the teams (usually green, orange and white)
Place:	outdoor with lots of space

1. Children are divided into 3 teams: the Chickens, the Foxes and the Vipers. Each team have a base (it can be a tree, a wall, a hoop, etc.)
2. The Chickens are trying to „eat” (capture) the Vipers by touching them while escaping from the Foxes.
3. The Vipers are trying to „poison” (capture) the Foxes by touching them while escaping from Chickens.
4. The Foxes are trying to „eat” (capture) the Chickens by touching them while escaping from Vipers.
5. When a child is captured, it must be kept in its predators’s base. His team can free him by touching him.
6. The goal is to capture all members of the prey-team while avoiding being captured by the predator team.

Tips:

If the game lasts for too long, a time limit can be set and the team with the most prisoners wins. Another suggestion is that the teams build alliances.

Rafael Furlan

Brasil, São Paulo

Make your entire childhood a life-long memory!

Cat, meow!

Gato, mia!

Number of players:	minimum 5 (the more, the better)
Age:	5+
Duration:	around 5 minutes per round, for as many rounds as one wants
Materials needed:	a piece of cloth to blindfold
Place:	preferably outdoor, in the garden

1. The group has to choose one child to start and be blindfolded.
2. The chosen blindfolded child stays in the middle of a circle formed by the other participants.
3. The children, in order to confuse the one in the middle, have to circle around the child.
4. Then the blindfolded child has to walk and grab by the hand the first child that it touches.
5. The blindfolded child orders „Cat, meow!“.
6. The child that was taken by the hand has to respond with a meow, imitating a cat.
7. The blindfolded child has to try to guess the name of the child it took by the hand, based on the sound of the meow.
8. If the blindfolded child guesses it right, the two children switch places and the child taken by the hand has to stand in the middle, blindfolded. If the blindfolded child guesses it wrong, it has to return to the center of the circle and the game goes on until it gets one guess right.



Beatrice Vetrucchi

Italia, Piacenza

Being with children makes you happy and playing with them is a way to spend time together. With this book and these games I hope you can have a good time with the children having fun!

Closed boxes – open boxes

Scatoline chiuse – scatoline aperte

Number of players: unlimited
Age: 3-6 (also older)
Duration: 15 min.+
Materials needed: none
Place: empty space – lawn, floor, a carpet

1. One person (a teacher or a chosen child) becomes a leader.
2. The leader tells children to become „closed boxes” which means that they crouch like a frightened hedgehog, with their forehead touching the ground.
3. Suddenly the leader says loud: „now the boxes are opening and becoming...” (and says a name of animals, like elephants, kangaroos etc., and optionally also an adjective).
4. Magically, the closed boxes open up imitating with their bodies (and possibly also with voices) the creature evoked by the leader.
5. After a few seconds of the open boxes the leader says „The boxes are closing” and the children become closed boxes waiting to turn into another animal (it can be also a character or something else to imitate). After few rounds, the leader is changed.

Tips:

The leader can alternate strange and invented creatures with common animals otherwise children tend to go crazy and begin to make an elephant with a stomachache even if it should be a hen. Generally, going out of the box is a lot of fun.

The leader can give rhythm to the game, letting not many seconds pass between one box and another, otherwise children will get tired and bored.





Doroteja Mazej
Slovenia, Mozirje

Indians

Number of players: any, suitable for many players
Age: 5+
Duration: 5-10 min.
Materials needed: none
Place: big empty space

1. During the game, all children play Indians and follow oral and manual instructions given by a teacher. The teacher is their guide who „observes“ what the imaginary Cowboys do and warns the Indians so they react in a specific way.
2. The teacher says the commands:

STOP (with raised open hand) – Indians should lay on the ground so they cannot be seen by Cowboys who are searching for them.

WATCH OUT (waving up and down with a hand) – Indians should crawl carefully.

RUN (waving with a hand) – Cowboys are far ahead, and the Indians should run to catch them.

JUMP (hopping) – the Indians are chasing the Cowboys through water, and they have to jump from one stone to another.
3. The teacher can repeat and combine different commands, as well as invent new ones.



Margherita Nosotti

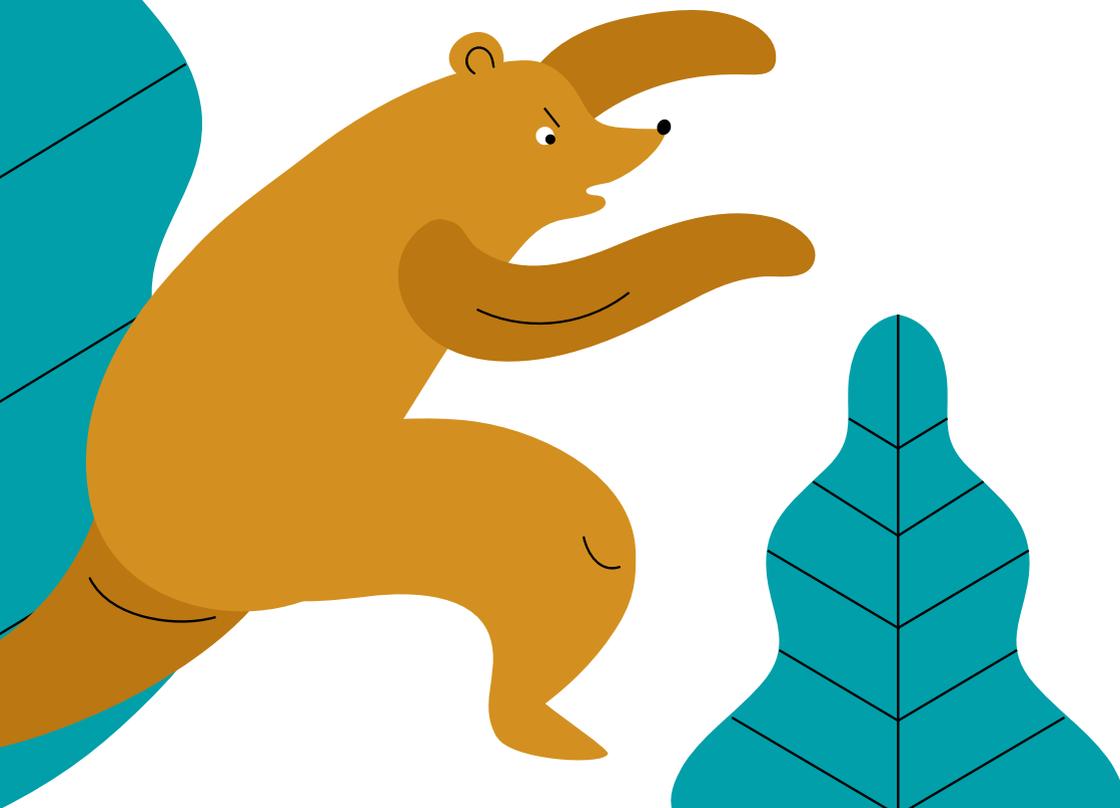
Italy, Formigine

Sometimes during my work as a volunteer in a kindergarten, I wasn't able to translate all games into Polish, so I used to adapt them, mixing English, Italian and Polish. Unexpectedly, the results were positive, and both the children and I learned something new. Games were the best way to get to know each other and to overcome the linguistic barrier. The game that I choose here is a reinterpretation of a game that I used to play when I was a child.

Bear

Orso

Number of players: minimum 3
Age: 3-4 to 11
Duration: at least 10 min.
Materials needed: none
Place: playground or a spacious room



1. One player is selected to be the Bear and goes to the opposite corner from the others.
2. The other players decide which fruit they are. For each fruit there can be maximum 2 players.
3. When everyone has decided, they form a line and call the Bear.
4. The Bear stands in front of the other players and says „I'm a bear and I like fruits! I really like...” and starts to guess which fruits the others are, for example „I'm a bear and I like fruits! I really like apples!”. If someone chose to be an apple, s/he has to run and try to come back in the line without being caught by the Bear. If nobody was an apple, the Bear tries with another fruit.
5. If the Bear catches the player that was running, the one that was caught becomes the new Bear and a new round starts so the others can decide if they want to change a fruit or to keep the same one.
6. If the runner has been faster than the Bear, the Bear tries again to guess other fruits.

Tips:

A good idea is to change the fruits with colours, animals, food etc. to make the game more interactive and less boring especially with older kids.

Another suggestion is to say the names of fruits in English or the game leader's/ teacher's mother tongue if the aim of the game is to teach children new words. Also children's mother tongue can be used so that the leader/teacher learns new words.



Tatiana Bucca

Argentina, Bahía Blanca

Wolf, are you there?

Lobo, ¿estás ahí?

Number of players: preferably more than 5
Age: 4-8
Duration: 10-15 min.
Materials needed: none
Place: big space to run and hide

1. In this game, there is the Wolf and many sheep that try to escape.
2. All children except one make a circle and hold their hands. They are the sheep.
3. One child, the Wolf, hides nearby where s/he can hear them.
4. The sheep move in a circle and sing: „Let's play in the forest while the wolf is not here. Wolf, are you here?”.
5. The Wolf answers: „No, I am getting dressed. I am putting on my trousers”.
6. The children continue moving in a circle and repeat the dialogue several times until the Wolf is ready.
7. When the Wolf is ready, it starts to run chasing the sheep. The first one that gets caught is the next Wolf.



Maria José Da Costa

Spain, Tenerife

Born in Cabudare, Venezuela

I'm Maria from Venezuela. When I was a child, I used to like this game very much because it entertained me and I found it super fun to play with my friends.

Thread and needle

Number of players: 5–15
Age: 5+
Duration: 10–15 min.
Materials needed: none
Place: any, outdoor or indoor

1. Children stand in a line and hold hands.
2. A child at the end of the line, followed by all other children holding their hands, has to pass under the arm of the first child in the line, so the first one has to turn around and make a knot with his/her arms.
3. Then again the last child with others following has to pass under the arms of the second child in the line, and so on.
4. When everyone's arms are crossed, the child at the end of the line will have 10 seconds to untie all knots created by crossed arms. In order to do it, the child has to pull apart hands of all children standing next to each other.
5. If the child fails to untie all knots in 10 seconds, s/he has to take the first position in the line, and everything starts over!



Noelia Soto Iglesias

Spain, Santiago de Compostela

My name is Noelia and I'm a kindergarten teacher who loves playing and having fun with children. During my childhood, I used to love playing games with the skipping rope, including „The Clock”. It is a nice chance to cooperate with other participants especially if you want to achieve the goal of spinning the rope until 24.

The Clock

El Reloj

Number of players: the whole group (around 25 kids)
Age: 3+
Duration: 10 min.
Materials needed: a skipping rope
Place: a large space indoors or outdoors

1. All children make a big circle.
2. One person is placed in the middle of the circle and spins the skipping rope.
3. All other participants must jump over the rope when it passes by their side, without stepping on it.
4. The participant placed in the centre must spin the rope 24 times, counting each spin loudly (one, two, three, four... twenty four) as the clock has 24 hours.
5. If any child during jumping stumbles with the rope, s/he must switch with the person in the centre, and the game restarts.



Andrei Kolesnikov (Андрей Колесников)

Russia, Krasnodar (Россия, Краснодар)

Earth, water, fire, air

Number of players: 5-15
Age: 4-7
Duration: 15-30 min.
Materials needed: a ball
Place: room, playground

1. Children stand in a circle. One child is in the center and leads the game with a ball.
2. The child throws the ball to one of the players and says one of the three words: „earth”, „water” or „air”.
3. The player must catch the ball and throw it back, saying a name of an animal connected with the given element: a land animal with the word „earth”, a fish with the word „water” and a bird with the word „air”.
4. If the player does not say any name, s/he returns the ball to the leader, saying „fire” and it is the leader who has now to say the desired name.
5. If the leader also cannot say any name, s/he takes the place of the „burnt” player who then becomes the leader.

Tip:

The names of animals, fish and birds should not be repeated.



Ervena Dordzhieva (Эрвена Дорджиева)

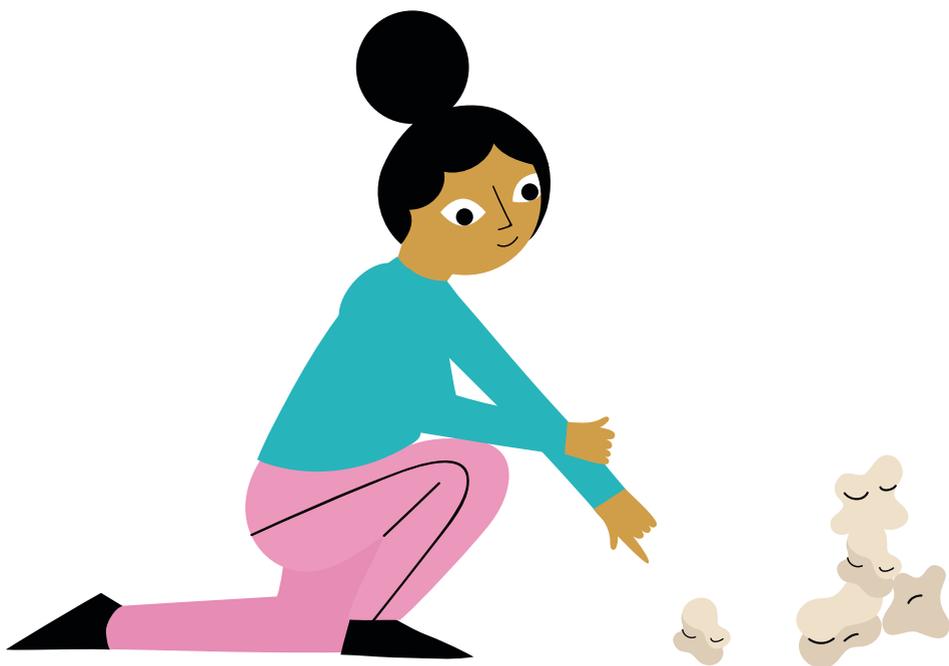
Russia/Kalmykia, Elista (Россия/Калмыкия, Элиста)

This is one of the most popular traditional Kalmyk games that children and also adults used to play in the past. The part with the bones might sound a bit shocking, but since the Kalmyks are a nation that lives in the steppe, it was very common to play with bones.

Shagai, alchik

Шаһа наадлһн (Shaha naadihn)

Number of players: 6–10
Age: 3+
Duration: 10 min.+
Materials needed: traditionally a bone of the knee joint of a sheep or ram, called alchik, is used. Instead of it, also plastic cubes, stones or cans can be used. The items are called alchiks.
Place: indoor and outdoor



1. Each player gets an equal number of alchiks and puts them in a pyramid-shaped form.
2. Player number 1 throw his/her alchik to the pyramid of his/her opponent.
3. S/he can collect all the alchiks that fall on the ground; that's his/her „treasure” now.
4. After that it's the turn of player number 2, number 3 etc. The winner is the one who collects the biggest number of the alchiks.





Tamta Maisuradze (თამთა მაისურაძე)

Georgia, Tbilisi (საქართველო, თბილისი)

Two flags

ორდროშობანა (Ordroshobana)

Number of players: minimum 6
Age: 4+
Duration: 10 min.+
Materials needed: two items symbolizing flags (sticks, scarves, caps etc.)
Place: big space outdoors

1. Children form two groups. Each group chooses their flag. It can be a wooden stick, someone's cap etc.
2. Children divide the yard into two parts and place their flags on opposite sides on the territory. The aim is to take the flag of the other group and place it on one's own territory.
3. Children run and try to take the other team's flag so that the other team members cannot catch them.
4. If the person trying to touch the flag is caught by its defenders, s/he has to freeze and only their own team member can unfreeze them.
5. The winner is the team which takes the flag of the other group and brings it to their territory.

Rabeb Bennani (بإبر:مسأل)

Tunisia, Elnour Kasserine (سنوت:دلبال, ينان:ب:بقللال)

I chose this game for several reasons. One of them is that it is my family heritage, and when I was young I used to play it with my mother, my brothers and all the family members. I also taught it on many occasions to children in my kindergarten in Tunisia and they liked it very much. This game can also be played with friends or children above the kindergarten age.

I, the lion, will hunt you

Number of children: 10+
Age: 3+
Duration: 30 min
Materials needed: a lion mask and a lioness mask
Place: indoor (a classroom) or outdoor (a garden or yard)

1. The teacher chooses a boy and a girl, each of them will either represent the Lion or the Lioness according to their choice.
2. The Lion stands alone and in front of him is the Lioness, and all other children are behind the Lioness, holding each other around the waist.
3. In the beginning, before the child playing the Lion starts catching the rest of the children, the teacher reminds a dialogue that will take place between the Lion and the Lioness which is as follows:

The Lion: I, the lion, will hunt them.

The Lioness: I, the lioness, will protect them.

The Lion: Ah! Give me my little babies!

The Lioness: Ah! No, you will eat my little babies.

The Lion (acting as if he had a leg injury): Ay, ay, let me pass.

The Lioness: No, no, you will hunt my little babies.

4. Then the child makes the lion roar as s/he starts to hunt.
5. Children must hold each other and not leave the „herd”, and they must stay behind their mother, the Lioness, who will protect them from the Lion and whoever goes out, loses and is caught by the Lion.



Ali Dampied

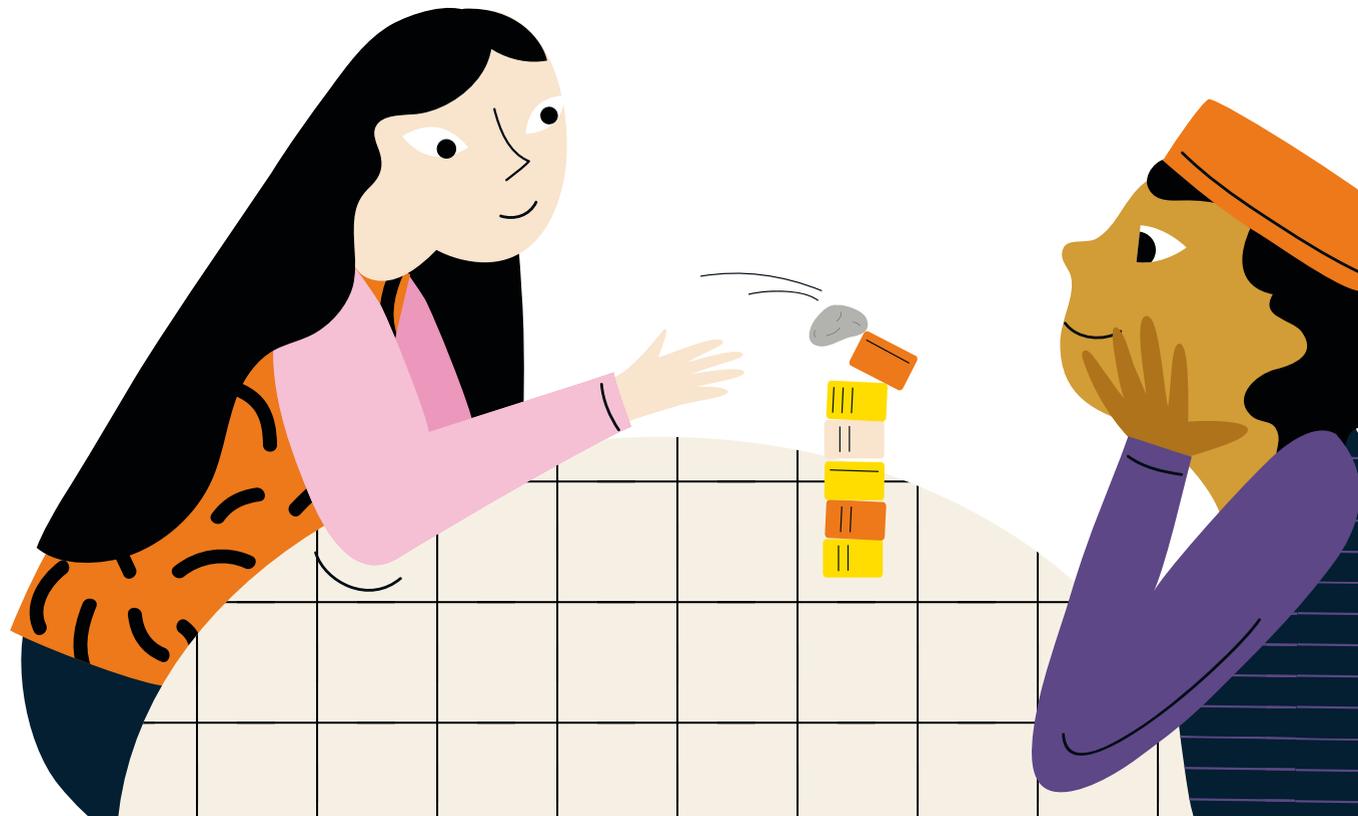
France, Nancy

Origins: Mauritius, Sint-Maarten

Kapsil

Number of children: 2+
Age: 5+
Duration: 5 min.+
Materials needed: an even number of used bottle caps (at least 10)
Place: at a table

1. Kapsil (Mauritian creole for „capsule”) is a Mauritian traditional game.
2. Players put bottle caps in a pile and try to make them fall, one by one, on the opposite side of the table. Each player has one shot attempt per round.
3. Only one cap should fall at a time which requires some skill.
4. Any object can be used as projectile (for example a stone) to put a cap down so choice must be wise.
5. The winner is a player who will make the biggest number of bottled caps fall on the table.



Bojana Sabovic

Montenegro, Herceg Novi

Colorful eggs

Number of players: 10
Age: 4-6
Duration: 15 min.
Materials needed: none
Place to play the game: open space/outdoor (park, playground)

1. A popular children's game in which roles are divided into: 8 children representing eggs, the Seller and the Customer. Children who represent eggs choose their color, not saying out loud which color they have chosen, and sit on one side. The child who comes as the Customer greets them with the words: „knock, knock”.
2. The child who represents the Seller answers with the words: Who is there?
Customer: It's me, the Customer.
Seller: What do you need?
Customer: One egg.
Seller: In which color?
Customer: [Pronounces the desired color]
3. At that moment, if one of the children sitting chose just that color, s/he gets up and runs. The Customer's goal is to catch the child as fast as possible. When the Customer manages to catch the child, they switch the roles.



Safia Padabedava (Сафія Падабедава)

Belarus, Mogilev (Беларусь, Магілёў)

Burning flames

Гарелкі (Garelki)

Number of players: any uneven number bigger than 7 (the more, the merrier!)
Age: 6-12
Duration: 15 min.+
Material needed: none
Location: preferably outdoor

1. Players stand in pairs one after another, forming a column. One child is a leader called the Burning Flame; s/he turns away from other players and stands 2-3 footsteps ahead of the pairs. The Burning Flame can not turn around!
2. Players say:

Let the flames burn brightly,
Keep them always lively!
Bells are ringing, birds are flying,
Look, be careful – run like fire!



il. Safia Padabedava

3. After these words, the last pair splits and runs forward by both sides of the column to the Burning Flame who tries to touch one of them without turning around.
4. If the runners manage to hold their hands before the Burning Flame touches one of them, they stand in front of the column, and the game begins over again.
5. If the Burning Flame touches one of the runners, they become a new pair and take place at the front of the column. The one who is left without a pair becomes the new Burning Flame and everything repeats.
6. The Burning Flame can run after the pair but only when they're already ahead of him/her. The main idea is that couple wins if they can hold their hands. But the Burner is only able to look straight and not to turn back. So he can catch one of the runners only after he can see them without turning back.

Diana Umetbaeva (Диана Уметбаева)

Russia/Bashkortostan, Ufa (Россия/Башкирия, Уфа)

Wolf and Hares

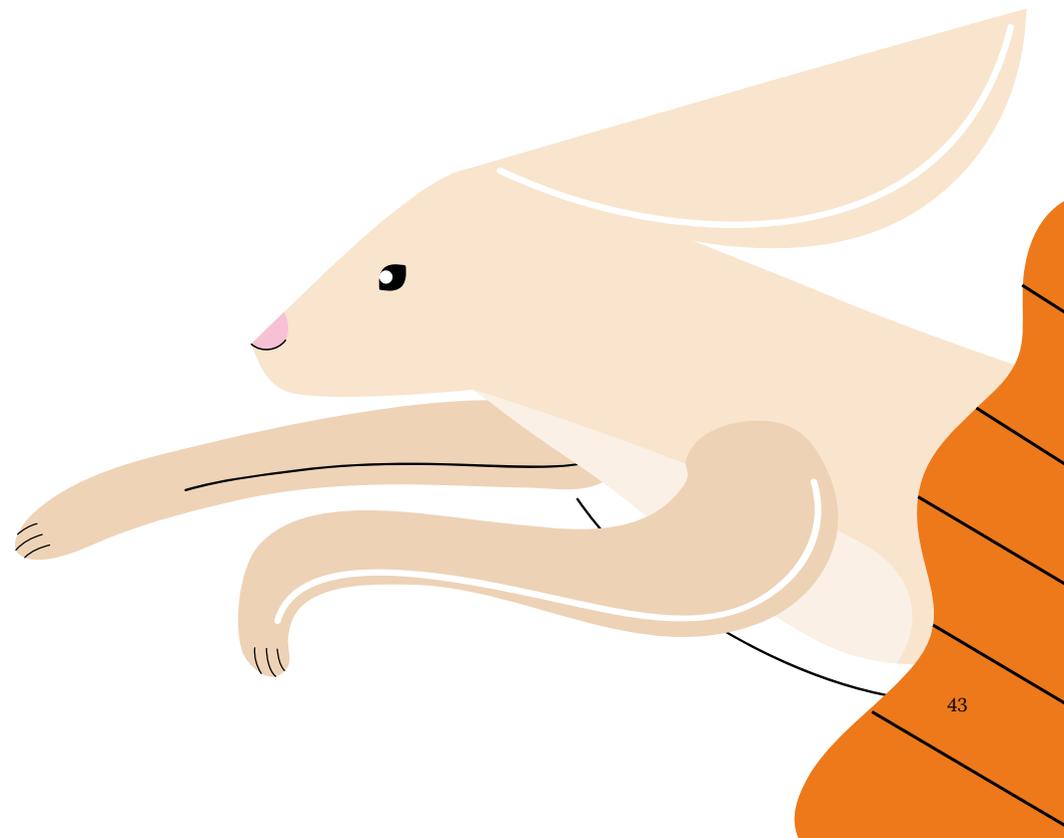
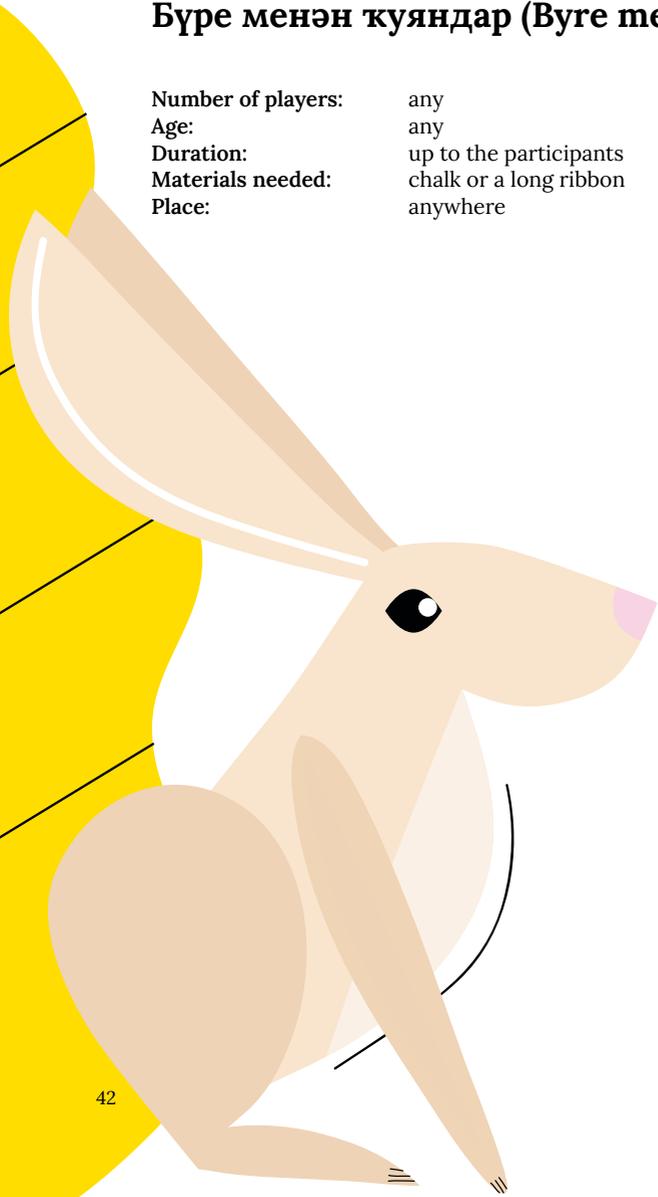
Бүре менән куяндар (Büre menen kuyandar)

Number of players: any
Age: any
Duration: up to the participants
Materials needed: chalk or a long ribbon
Place: anywhere

1. Children select the Wolf among themselves. The rest of the children are Hares.
2. The game leader draws a line or defines the space on the floor with a long ribbon. Thus, the space is divided into a „home” with the Hares and a „forest” with the Wolf.
3. The Wolf hides by sitting in the „forest”. The Hares stay at „home”.
4. When the leader says the words:

White hare, soft hare
Came to our home
His ears are long
His tail is short
the Hares get out of the „house” and jump on their two feet all around the room/ the playground.

5. When the leader says: „Wolf!”, children have to go back „home” immediately by jumping. Meanwhile, the Wolf tries to catch as many children as possible by touching their arms. When a child is caught, s/he drops out of the game.



Abdilkadir Çolaker, Nurseda Yusul

Turkey; Eskişehir, İzmir

9 stones – score

9 TAŞ – dalya

Number of players: maximum 10
Age: 5–15
Duration: 30 min.
Materials needed: a ball and stones
Place: a park or a garden

1. Two groups are created.
2. 9 stones are placed on top of each other. The groups take turns trying to hit the stones with the ball from a distance. Each member has a throw shot.
3. If only 1 or 2 of the stones are knocked down, it is called „Earthquake” and a throw is repeated.
4. If one of the groups knocks down all the stones, its members start to run



away. The other group tries to hit with the ball the members of the group who knocked over the stones.

5. Meanwhile, members of the group who knocked over the stones try to reorder the stones while escaping. If they manage to line up the stones, it is called „dalya” (Score).
6. The task of the other group is to prevent the group that knocked over the stones from reordering them.
7. If a child is hit by other group members before s/he can line up the stones, the right to shoot passes to that group.



Maya Scheler

Germany, Bad Orb

In Germany we love to play this game at children's birthday parties. It is funny, challenging and fast paced! It always makes everyone laugh and moreover it's quite easy to prepare with things that you're likely to already have at home!

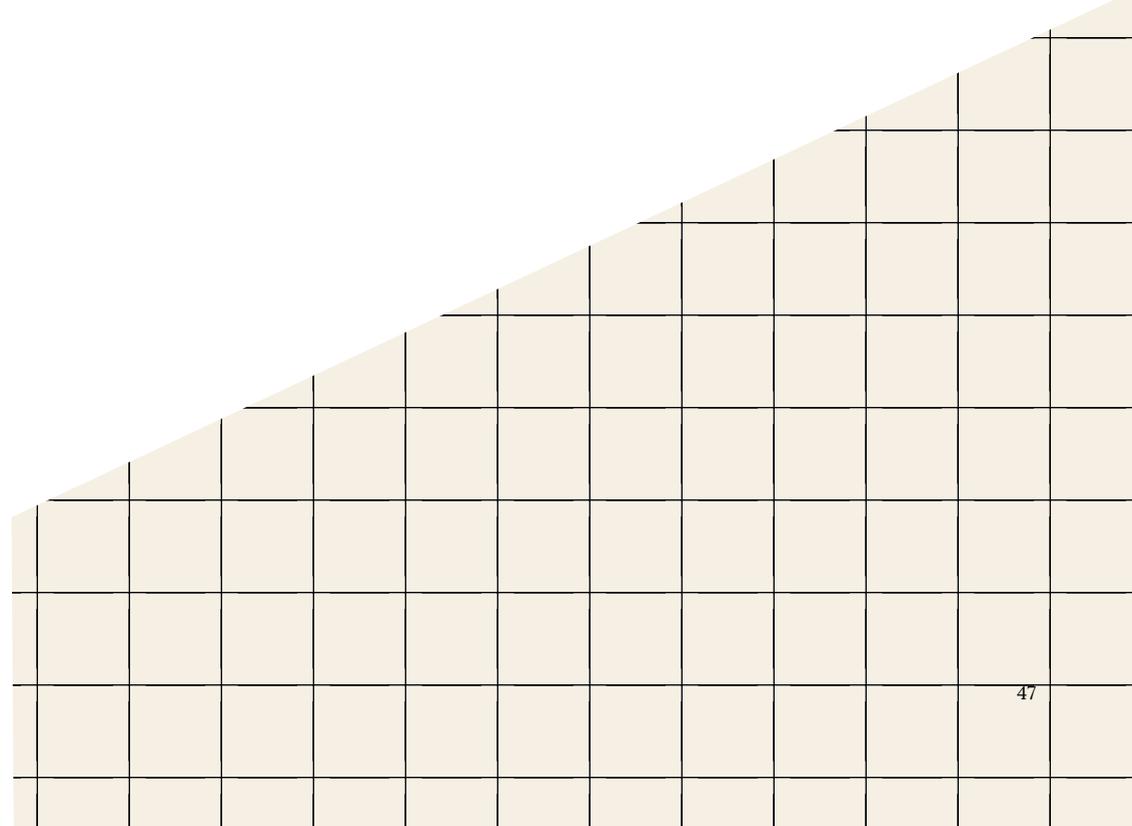
Eating chocolate

Schokoladenessen

Number of players: 5+
Age: 3+
Duration: 15–20 min.
Materials: gloves, a hat, a scarf, a newspaper, dice, a large bar of chocolate (might also be replaced with a banana if sugar is avoided), a fork and a knife for each child seated at a table
Place: seated at a table



1. One person wraps the chocolate in a newspaper (including the packaging!) and seats the children around a table. How tightly the chocolate is wrapped depends on the person, as well as on the age of the children playing.
2. The clothing items and wrapped chocolate should be placed in the middle of the table, and each child should be given a set of fork and knife. The first child gets also the dice. Now the children take turns throwing the dice and whoever throws a 6, gets to try and eat the chocolate!
3. The child with the 6 now has to put the clothes on and use a fork and a knife to open the chocolate. If s/he reaches the chocolate inside the wrapping, s/he can start eating.
4. Meanwhile the other children keep throwing the dice and try to throw a 6 again. Whoever gets the next 6 takes over all the items and gets to try to reach the chocolate themselves while the others are throwing the dice again.
5. The goal of the game is to eat all of the chocolate! The game finishes when there is no more chocolate.



Anastasiia Kostohlot, Marina Kiziun
(Анастасія Костоґлот, Марина Кизиун)

Ukraine; Kiev, Krasyliv (Україна; Київ, Красилів)

Baba Kutsia

Баба Куця

Number of players: any
Age: 3+
Duration: 1 round takes around 5 min. There can be an unlimited number of rounds of the game.
Materials needed: blindfold
Place: courtyard, room of medium or large size

1. The leader must designate the boundaries of the field where the players will move, and make sure that during the game the players do not go beyond the field.
2. It is necessary to choose Baba Kutsia and a leader.
3. The leader should close Baba Kutsia's eyes and check that nothing is visible due to the blindfold.
4. Then the children stand in a circle, and Baba Kutsia is in the center of the circle.
5. The leader starts to spin Baba Kutsia and during this they have a dialogue:

Leader: Baba Kutsia, where are you standing?

Baba Kutsia: On a stone.

Leader: What are you drinking?

Baba Kutsia: Kvass.

Leader: Then catch flies, not us!

6. After these words, all the children run away. They should be silent, but need to move all the time and clap their hands to indicate that they are somewhere nearby. They cannot remain silent and stand still for too long.
7. Baba Kutsia has to grab a runner and find out whom she caught. If she makes a mistake, she lets the child go and the game continues. If she guesses correctly, the caught one becomes Baba Kutsia.





Lucía Parra Serra

Spain, Ibiza

I am 19 years old and I was born in Spain. I always liked to teach games to other kids. I am a basketball coach and the children I coached loved playing this game.

The bomb

La bomba

Numbers of players: 10–25
Age: 5–10
Duration: 20 min.+
Materials needed: a plastic ball
Place to play the game: indoor or outdoor

1. In a classroom or another big space participants make a circle.
2. One person is placed in the middle and counts to 20 with their eyes closed.
3. The others pass the ball to each other one by one and in the same direction.
4. When the person in the center has finished counting, says „bomba”.
5. The participant who has the ball at that moment has to sit down on the ground with legs apart.
6. The game restarts – the person in the middle starts counting and again children pass the ball to each other one by one. The person standing next to the sitting person, has to jump over the legs of the person on the ground in order to pass the ball to the person standing after the sitting person.
7. When the counting stops, another child holding the ball sits on the floor, and so on until there's only one person left standing and this one wins.

Diana Girfanova (Диана Гирфанова)

Russia, Nizhnevartovsk (Россия, Нижневартовск)

Edible-inedible

Number of players: 2+
Age: 4-6
Duration: 15 min.
Materials needed: a ball
Place: anywhere

1. The game is played at a fast pace. The participants stand in a line in front of a leader.
2. The leader throws them a ball in turn, saying a name of an object.
3. If the object can be eaten, the participant catches the ball.
4. If the object is inedible, the ball is bounced.
5. The one who makes a mistake becomes the new leader.





Nərgiz Şahsuvarova (Nərgiz Şahsuvarova)
Azerbaijan, Baku (Azərbaycan, Bakı)

Violet

Bənövşə

Number of players: 6+
Age: 4+
Duration: 5 min.+
Materials needed: none
Place: outdoors

1. The leader (a teacher or a child) chooses the main theme of the game: colours, animals, fruits and so on, and divides children in two groups. In each group, each child chooses a thing belonging to the previously chosen main category. The words must be different for each child. If the children in the group do not know each other, the game can start with their names. Afterwards there can be words in different languages or categories related to kindergarten, season, etc.
2. Then children form two lines facing each other in a distance of 25 steps and hold their hands.
3. If the theme is fruits, a participant of the group who starts the game says to the other group for example: „We like fruits, we want to eat an apple”.
4. If any child from the other group has chosen an apple, s/he should leave her/his group and run towards the other group and try to break their line (separate the hands of the children).
5. If s/he will be able to break the line and move to the other side of their line, s/he can take one child from the opponent group to her/his own group. If the child cannot pass, it should stay with the opponent group and join it. The winner is the group that brings and keeps all children from the other group at its side.

Alina Garipova (Алина Гарипова)

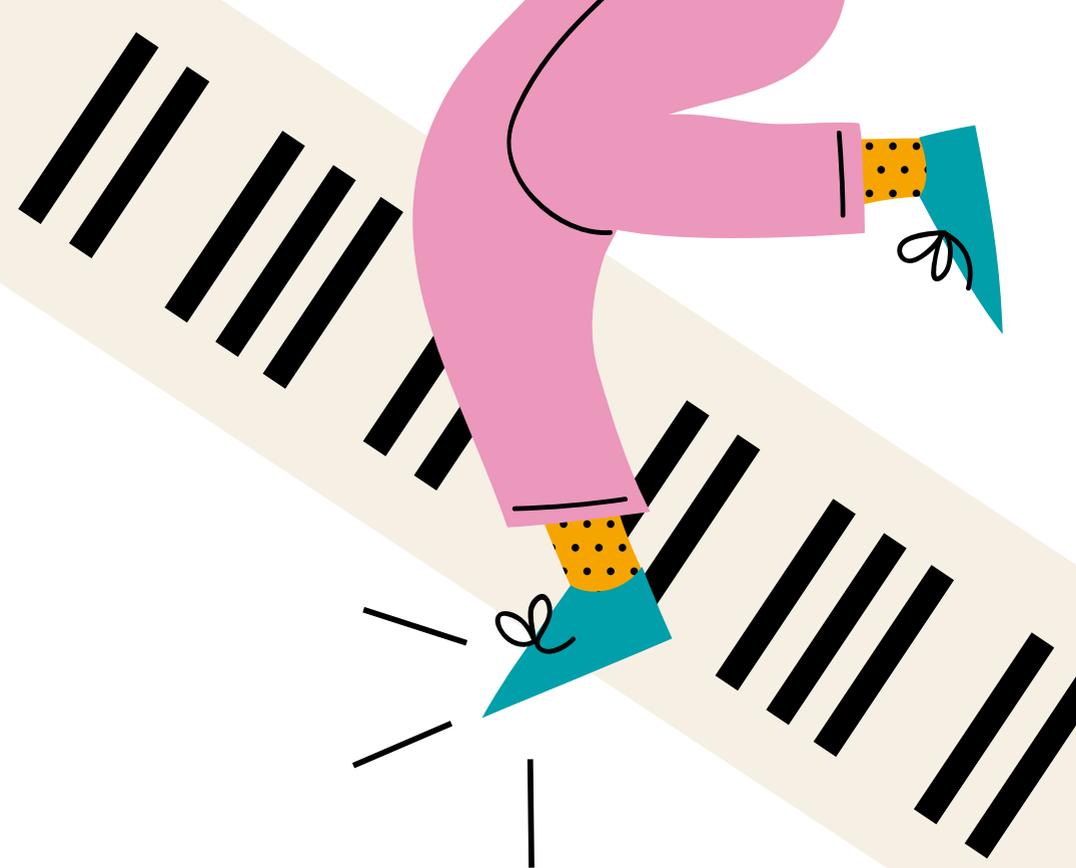
Russia, Kazan (Россия, Казань)

The origin of this game is unknown to me. My fellow volunteer from Portugal showed it to me and then I recalled that we have a similar game in Russia too. We even have a similar during an exam to enter a music school; I did this task to repeat a rhythm when I was a kid myself. So, I guess this is a truly international game that can help arise interest in rhythm, beats and music in many children from all over the world.

DJ Rhythm

Диджей ритма (DJ Ritma)

Number of players: 3+
Age: 3+
Duration: any
Materials needed: none
Place: any



1. The game helps to increase children's attention span and the ability to focus, as well as to develop their sense of rhythm and musicality.
2. A group of children selects one person to be the "DJ" who will show to the group some rhythms using hands and optionally other parts of the body, e.g. shoulders, feet.
3. At the beginning the DJ presents a forbidden rhythm – a sequence of clapping which participants must not repeat.
4. Then the DJ shows different sequences of rhythms, and the players must repeat each of them after the DJ. The players should be careful – if the DJ gives the forbidden rhythm, and they accidentally repeat it, they lose and leave the game.
5. The winner is the one who has been attentive and repeated only the rhythms allowed to be repeated. The winner can become the next DJ and continue the game.





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