



L.I.F.E. (Live!Improve!Feel!Educate!)



"TRADICIONAL GAMES"

LTT CZECH REPUBLIC

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Strateški partnerji:

Czech Republic, <https://www.skolamalehostice.cz/>

Italy, <https://www.nuovadirezionedidatticavasto.edu.it/>

Norway, <http://www.skarungen.barnehageside.no/>

Slovenia, Litija, <http://www.vrtec-litija.si/>

Slovenia, Ljubljana, <https://www.vrtec-pedeniped.si/>

Spain, <https://www.escorialvic.org/>

WE SHARE PRESENTED TRADITIONAL CHILDREN'S GAMES FROM SPAIN, SLOVENIA, ITALY, AND CZECH REPUBLIC FROM LTT ACTIVITY IN THE CZECH REPUBLIC.

WELCOME!





TRADITIONAL ITALIAN GAME

INSTRUCTIONS:

Two teams of equal elements are arranged opposite each other; to each component is given a number that will be equal to the opponent placed in front of him.

When the arbiter with a handkerchief in his hand called loudly and randomly a number, members of the two teams marked with this number will have to run and try to grab the handkerchief; conquer the point who, after taking a handkerchief, will succeed in bring it up to the line of their own team without being touched by the opponent; if it is touched or loses his handkerchief the point is assigned ti the opposing team.





Traditional Czech game

PAPER, ROCK, SCISSORS

Description of rules (possible to play with hula hoops or without)

1. Put down a line of Hula Hoops.
2. Make two teams equal number of members on each side. One child from each end start jumping in each hula hoop at the blow of a whistle when they meet in the middle they stop and play rock, paper, scissors. Whoever wins continues jumping to make it to the other team's side and the opponent has to walk back to their line and get back in line for another shot.
3. As the student is jumping, they can come head to head with another student. These 2 students then play Rock, Paper, Scissors (RPS). The winner of RPS gets to keep jumping. The student that loses then steps out of the hoop and runs back to their team. As soon as a student steps out of a hoop (off the playing board) the next person on their team can begin.
4. The same happens if a student makes it to another team's cone; that student steps out of the hoop (which allows their next teammate to begin) they then can get a token and run it back to their team's bucket.
5. The whole objective is to make it other teams last hula hoop.





» TRADITIONAL GAMES - LITIJA«

FOX, WHAT DO YOU LIKE TO EAT?

Navodila igre:

Eden od otrok je lisica. Začne hoditi pred ostalimi otroki. Ostali otroci mu sledijo in ga sprašujejo – Lisica, kaj rada ješ? Lisica odgovarja z različno hrano (npr. meso, makarone, palačinke ipd.). Ko lisica odgovori »piščance«, se nenadoma obrne in začne loviti ostale otroke. Tisti, ki ga ujame, postane lisica in igra se nadaljuje.

Game instructions:

One of the children is a fox. He starts walking in front of the other children. The other children follow him and ask him - Fox, what do you like to eat? The fox responds with a variety of foods (e.g. meat, macaroni, pancakes, etc.). When the fox answers "chickens", it suddenly turns around and starts hunting the other children. The one who catches it becomes a fox and the game continues.





ROTTEN EGG

Navodila igre:

Otroci čepijo v krogu. Eden od otrok ima v roki nekaj v obliki jajca (zmečkan papir, kamen ipd.), hodi okoli otrok in govori: »Gnilo jajce jaz imam, pa nikomur ga ne dam. Kdor se ozira, ga po buč, kdor pa ne, pa jajce dobi.« Kdor dobi kamenček ali papirček za hrbet, ga mora hitro pobrati in skušati ujeti tistega, ki mu ga je dal in ki teče pred njim po zunanjem delu kroga ter se usede na njegovo mesto. Če ga ne ujame, nosi kamenček on naprej. Če ne ugotovi, da je dobil kamenček, postane gnilo jajce.

Game instructions:

The children squat in a circle. One of the children has something in the shape of an egg in his hand (crumpled paper, stone, etc.), walks around the children and says: "I have a rotten egg, but I don't give it to anyone. Whoever looks around gets on his head, and whoever doesn't, gets an egg." Whoever gets a pebble or a piece of paper behind his back, must quickly pick it up and try to catch the one who gave it to him, who runs in front of him on the outer part of the circle and sits down in his place. If he doesn't catch it, he carries the pebble forward. If he doesn't find out he's got a pebble, he becomes a rotten egg.





Traditional games SPAIN

“Tearing onions” (Arrencar cebes)

Number of players: from four to as many as they want

Material: no material needed

Goal: Tear all the onions from the floor

Game development:

All the players but one are “onions” while the other is the farmer, and he or she must tear all the onions.

The players sit on the floor; the first one must be leaning against the wall or a tree. All the others sit on in front of the other with their legs open and gripped tightly around the waist.



The player who acts as a farmer pulls the first onion by the arms until he or she pulls the onion away from the others who try to hold he or she tightly.

The ripped onion helps the farmer to tear the next onion; the game continues until there aren't any onions left.

In this game companionship is worked and also the children develop strategies to be more resistant (the order on how they sit).



“The handkerchief” (El mocador)

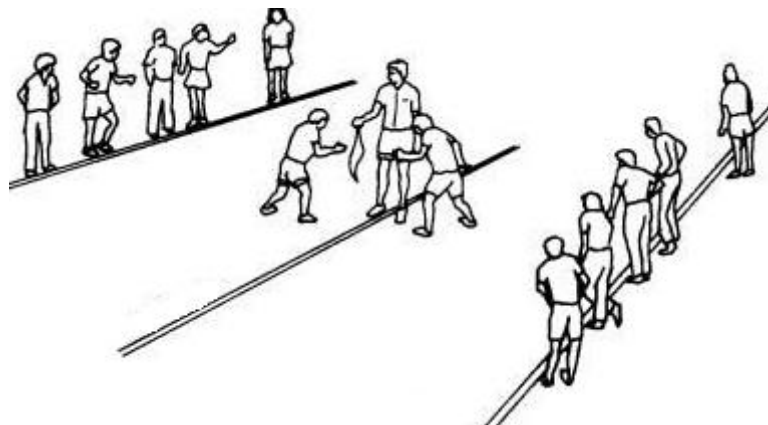
Number of players: from 10

Material: a handkerchief

Goal: eliminate all the members of the opposing team

Game development:

Two teams are made, and each team is placed on a different side and they are lined up facing the other team. Each member of the team must have a number, but the other team can not know it.



The teacher or one student stands between the two groups (at the same distance, 10-15 metres) holding a handkerchief. The teacher says one number out loud and the member of each team responsible of this number have to run and grab the handkerchief. Whoever holds or catches it first will run to his side trying to reach his or her team without being caught by his opponent (the player who has not grab the handkerchief has to run after his or her opponent trying to catch him or her).

If the player with the handkerchief is caught, he or she is eliminated, but if he reaches his or her team without being caught, the other player is the one eliminated. When one of the teammates is eliminated his or her number must be distributed among the rest of the team.

The eliminated players stay next to the teacher. The teacher takes the handkerchief and calls for another number. The player that grabs the handkerchief first can touch the hand of his or her eliminated teammate and save him or her.

The game ends when one of the teams is completely eliminated.



It is a very dynamic game in which both motor and psychological points are worked on as well as companionship.

The moment the teacher says a number the memory is worked out, because it is a matter of remembering the number or number that has been distributed to you.

When the two participants have already left and are in front of the handkerchief it is a matter of trying to trick the partner so that they can escape from him with the handkerchief or if one of them accidentally crosses the line and the handkerchief has not been taken he or she would be eliminated, so at this time it is important to use strategies.

Motor skills are constantly being used, as the players run either to fetch the handkerchief or catch other players.



TRADICIONAL GAME SLOVENIA (LJUBLJANA)

DAY-NIGHT

Kindergarten Pedenjped picked for presentation in Czech Republic a game which is very often played in Slovenia. It is called DAY-NIGHT and it is one of the games which has a long tradition and it is still played among kids. Maybe because it is very simple, you don't need any accessories and it can be played from 2 players up. It is perfect to play outside or inside.

INSTRUCTION TO PLAY:

As I mentioned earlier we need at least 2 players, one who is leading the game and every others who are playing. Leader is standing opposite from others and he keeps repeating words DAY-it means that player is standing and NIGHT-player goes down. The goal of the leader is to confuse player-that he makes an error and must leave the game. The winner of the game is a player who is standing till the end of the game.



Picture 1: Kids playing a Slovenian traditional game DAY-NIGHT



Picture 2: In the game