

Around Kids' World in Games



Children play all around the world. They play to learn how to live. Under the guidance of a thoughtful adult, games can teach:

- Responsibility. *Hold up your end and don't let down friends.*
- Self-esteem. *Take turns as leader and follower.*
- Sociability. *Remain friendly and polite under pressure.*
- Self-management. *Plan activities and control behavior to meet a goal.*
- Integrity. *To play fair and abide by the rules.*

Games like tag, baseball, softball, and soccer can teach these admirable lessons. Games from other places can also teach them. The following source was used for much of the information in *Around Kids' World in Games: Games of the World: How to Make Them, How to Play Them, How They Came to Be* by Frederic V. Grunfeld. Published by the Swiss Committee for UNICEF in 1982.

Games to Start Games

Use the following procedures to choose the first player, the leader, the first move:

- Flipping a coin. Heads or tails? Correct wins.
- Holding a coin. Which hand is it in? Correct wins.
- How many sticks in hand? Correct wins.
- Sticks in hand match number of players. One stick is short. Short stick wins.
- Roll pair of dice. Highest roll wins. 
- Box of matches emptied on table. Players pick up one at a time. The last player to pick up a match wins.
- Stick, bat, racket – players clasp in turn. Last one to clasp wins.
- Two players face each other, one hand behind each back. Extend other hand with one to five fingers extended. Another player with back to them calls out odd or even. Correct wins.

Global Games

AUSTRALIA Rabbits in the Burrow Players form a circle and count off. The first six players go inside the circle. One and two join hands making a burrow with three, the rabbit, inside. Player four is the dingo, an Australian dog.

 Player five is another rabbit who stays as far away from the dingo as the circle will allow. When everyone is set, player six calls out, “Begin!” The dingo runs after the rabbit out of the burrow. If the dingo gets too close, the rabbit runs into the burrow and the rabbit in the burrow must leave. This continues until the dingo catches a rabbit. That rabbit becomes the dingo. From time to time the game begins again from the beginning. That way everyone gets a turn.

CHINA Chase the Dragon’s Tail *A dragon is a huge ferocious reptilian beast.* All the players get in line, the longer the line the better. The line is the dragon. Each player holds on tight to the shoulders of the player in front. The first player in line, the head, tries to catch the last player, the tail. Everybody tries to keep the head from catching the tail. When the head manages to catch the tail, the head is out and the tail becomes the head. When everybody is out except two players, the game starts all over again.

ENGLAND, UNITED KINGDOM Scotland Yard *Scotland Yard is a famous police station in London, England.* The game is played after dark. A police investigation is conducted. Prepare cards to match the number of players. One card says “SUSPECT.” Another card says “DETECTIVE.” Every other card says, “WITNESS.” The cards are placed face down in a pile. Each player picks a card. The minute the player picks the detective card, that player leaves the room. When the detective is gone and the door closed, the suspect is identified. The detective is called back in and stands at the door. The lights are turned off and the suspect and witnesses move about. The suspect touches a witness. The witness screams and falls. The detective asks three questions of everyone except the poor victim. The suspect may lie. Everyone else must tell the truth. When all the allotted questions are used up, the detective turns to the one suspected and says, “You are the criminal!” The detective is fired if wrong and the game starts from the beginning. If right, the detective is the detective again.

FRANCE Swap by Numbers Players are seated on chairs in a circle. One player remains standing in the center. The standing player picks a seated player

and begins to count off. The players must remember their numbers from that point. The standing player is blindfolded and calls out, “two – six” and those players change seats very quietly. The blindfolded player tries to get one of the seats before it is filled. If the player gets a seat, the number comes with it. The displaced player is blindfolded and the game continues.

GERMANY Golden Bridge Players count off. Players five and six clasp hands and raise them to make a bridge. Secretly they decide that one will be a rod and one will be a spear. The other players secretly decide to be a rod or a spear. They form a line and begin to walk under the bridge singing.

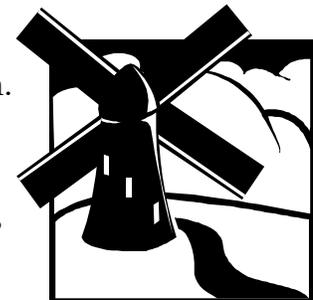
Golden bridge, golden bridge
Golden bridge over the water,
Who broke you?
The goldsmith and his daughter
All march through
With rod and spear held over you.

At the second “you” the player under the bridge is captured. Secretly rod or spear is whispered and the captive is told to stand behind the choice. When all players have been captured, the rod and spears have a tug o’ war.

GHANA Fishermen A line is drawn on the ground in an irregular shape to make a lake. Four players become fishermen and they are given a long piece of rope, which becomes a make-believe net. The other players swim around in the lake. Everyone begins to sing any well-known song. The four fishermen grasp the rope and wade into the lake. They continually move forward as they try to capture as many fish as possible in the lake. The players who are caught leave the game. Fish can get behind the net and avoid capture for a long time. When all the fish are caught, a new game starts with new fishermen.



GREECE Pebbles Players need a base, which can be a tree, wall, or post. They need a pebble, which can be a stone, a marble, or a button. Players stand in line shoulder to shoulder facing IT. IT has the pebble in one hand and moves down the line pretending to place the pebble in each hand. When the pebble actually changes hands, the player with the pebble runs to the base and tries to touch it. If the player makes it to base, the player then becomes IT and the game starts all over again.



NETHERLANDS Windmill *Windmills are everywhere in the Netherlands, or Holland. Storks perch on them.* To start the game,

the children elect a Berger. The Berger draws a big square on the ground. The box is the “canal” and is the base. The lines are for the children. The Berger picks two children to be storks. The storks choose sides and each draws a line away from the box. The lines are parallel. Each team lines up behind its line. The storks stand closest to the box. The storks begin to flap their arms like wings and to stand on one foot and to weave from side to side like windmills. Team members should imitate the storks. The Berger watches to see that the teams follow their leaders. Every time the Berger looks away the teams go wild and try to trick the Berger. When a player is caught in a mistake, the Berger calls out, “Windmill!” Then the Berger tries to tag the player. The player tries to reach the canal and safety. If safety is reached, the player rejoins the game and ‘follow the stork’ begins again. If the player is caught, the canal becomes a jail. A new games starts when all the players are in jail.

INDIA Cheetahs and Cheetals *The cheetah is a spotted cat and a cheetal is a spotted deer.* To begin the game three parallel lines are drawn on the ground about twenty feet apart. A leader is chosen and the other players divide into two teams, the cheetahs and the cheetals. The two teams stand back to back along the center line. The leader calls out loudly, “Chee-ee-ee” and then suddenly ends with “tals” or “tahs.” If the word is cheetahs, the cheetahs run to the line they are facing with the cheetals in hot pursuit. If the word is cheetals, they are pursued. Those tagged are out. The game is over and can begin again when all but one have been tagged.

UNITED STATES, NATIVE AMERICANS Stop the Dancers A player sits in the center of a circle with a drum and a drumstick. All the other players stand around the drummer. The drummer begins to beat the drum and the players begin to dance. The minute the drummer stops, the dancers freeze. They may be in awkward positions, but they must not move an inch after the drumming stops. If the dancers do move, they must leave the group. The drummer beats slowly as each game starts and gets faster and faster. When the players are all out but one, that final dancer becomes the drummer and the game begins again.



IRELAND Blarney Stone *The Blarney Stone is a famous stone in a castle in Ireland that people kiss for luck.* Players begin by choosing an object to be the Blarney Stone, a tree, a rock or a box. Then they choose a leader and two teams. All the children then line up facing each other with the Blarney Stone in the middle. Players close their eyes and clasp their hands behind their backs. The leader calls “Go!” and the players walk slowly toward the Blarney Stone. The

leader calls “Stop!” and the players run to the Blarney Stone. The first player to touch the stone, stays, holding tightly to the stone with one hand and reaching toward the other players with the other hand. Then the leader calls “Blarney Stone!” and the players run as close to the Blarney Stone as they can without being tagged. When a player is tagged, the player touching the Blarney stone clasps the player’s hand with the unattached hand and the game starts again. Soon there will be a chain of players. When all the players are in the chain but one, the player holding the Blarney Stone calls out “Blarney, Bum, Run—Run—Run!” Everybody starts after the last free player. When caught, that player touches the Blarney Stone and the game begins again.

ISRAEL Shemot, Names A group of players gather in a circle. One player holds a ball. The player with the ball throws it high in the air and calls out the name of one of the players. The player who is named, runs to catch the ball. That player throws the ball high in the air and calls another name. That continues, throwing, calling, and catching. When the game is over, the players know each other a lot better.

JAPAN, Crab Race  Two teams line up facing a goal line. The first player in each line gets into the upside down crab position. Faces look up, tummies are up, and feet and hands support bodies. At the starting signal, the crabs crawl head first to the goal line. Then they turn around and crawl back to where the next crab waits, already in position. When all the crabs in one row have crawled to the goal line and back, they win.

KOREA Omok Korean Tic-Tac-Toe This game is played on a board covered with a grid that is 19 by 19. This makes 361 intersections. One player has a pile of black counter and the other white. The winner of the last game between the two plays with the white. If this is the first game between the players, a game to start a game can be used to assign the white. The player with the white begins play by placing a stone on one of the intersections. The person with black follows. The players take turns until the winner gets five in a vertical, horizontal, or diagonal row. Then the game is won and can begin again.

LEBANON Stone Toss Each player has four pebbles. Players draw a line on the ground and then walk about eight feet away and stand in a straight row facing the line. Each player digs a small hole on a spot parallel to the drawn line. The hole is the goal for each individual player. The players return to the line and toss the pebbles one by one toward their own individual holes. The winner is the player whose hole has the most pebbles inside, whether thrown by the owner of the hole or somebody else.

MEXICO Jump Rope *Jump rope is an international game.* A short rope can be held by one jumper with one hand holding each end. A long rope can be held at each end by two players with the jumper in the middle. Really good jumpers can jump very, very fast. Along the border of Mexico and Texas, players chant as they jump:

Brown as a coffee-berry, red as a bean,
That's the prettiest color I've ever seen.
Yellow as a daisy, black as ink,
That's the prettiest color I do think.
Orange as a pumpkin, green as grass,
Keep on jumping as long as you last.



PHILIPPINES Cat and Mice The players choose a leader, the cat. The other players, the mice, sit in a semi-circle in front of the seated cat. Piled in front of the cat are treasures, objects such as stones, sticks, balls, leaves, or flowers. The cat guards the treasures while the mice try to divert the cat's attention and steal one or more of the treasures and toss them behind a shoulder before being tagged by the cat. If tagged, the treasure goes back to the cat. When all the treasures are stolen, the game can start again with a new cat.



RUSSIA Steeple Bell *Russia has very cold winters so this game is played in the snow.* The only equipment is a bell, a very small bell. One player is chosen as the leader and another is chosen as a steeple guard. A large square, the building, is tramped into the snow. In the exact center of the large square the players tramp a small square, the steeple. Then diagonal lines are tramped from corner to corner, making an **X** over the big and small squares. The guard enters the steeple. Players line up all along the sides of the building facing the steeple. The guard is blindfolded. The leader hands the bell to a player. The leader goes to a corner of the building and leads the other players along the tramped sides of the building. The player with the bell rings it softly. Players follow the

leader around and around, passing the bell from player to player. Each player in turn softly rings the bell. After the building has been circled a few times, the leader starts toward the steeple along one of the diagonal lines. Players keep moving and the bell keeps ringing. The guard claps and pulls off the blindfold. Players stop and run to the steeple, surrounding the guard. The player who has the bell at the time, drops it in the steeple and runs away from the guard. The guard picks up the bell and runs after the player who dropped it. Neither can leave the square that is the building. Then all the players begin to chase the guard. If the guard catches the player, that player is the next guard and the guard is the next leader. If one of the players grabs the bell from the guard, the guard must chase that player. And so the game goes on.

SCOTLAND Wee Bologna Man Players choose a Wee Bologna Man. They make a circle with the Wee Bologna Man in the middle. The Wee Bologna Man calls, “I’m the Wee Bologna Man! Always do the best you can to follow the Wee Bologna Man!” The Wee Bologna Man pantomimes an action, the sillier the better. A player who fails to follow the Wee Bologna Man is out. As more and more players leave, the Wee Bologna Man gets faster and faster. While there are still a few players in the circle, the Wee Bologna Man chooses the next Wee Bologna Man. The circle is formed again and the game can continue.

TURKEY Kukla, Hit the Can Each player must have a beanbag. The players draw long parallel lines on the ground about fifteen feet apart. One line is the home line and the other is the goal line. A large can is placed in the middle of the goal line. A one-foot circle is drawn around the can. Each player lines up behind the home line holding a beanbag. They take turns tossing their beanbags at the goal line. The one whose beanbag gets closest to the goal line becomes the guard. The guard moves into the circle behind the can. The players reclaim their beanbags and take turns trying to knock the can over, even to knock the can out of the circle. When the can is knocked over, the player runs to get the beanbag back before the guard can set the can straight and tag the successful player. It is a hard job to knock over the can so there are a lot of beanbags around on the ground by the time it’s tumbled. So when the successful player knocks over the can, all the other players have the chance to get their beanbags back. If the beanbags are behind the goal line, they can be tagged and become the guard. So if the guard gets too close to players, they can stand on the goal line or their own beanbags in safety for one whole game. When every player but one has been the guard, the Kukla has a winner.