

# 1 (IS) Run in the gap - game from Iceland

## Run in the gap

**Objective:** exercise physical motion, agility and joy

**Game description:**

All form a circle. One participant is asked to start outside the ring, he runs off clockwise and hits someone in the back. That person is running in the opposite way and try to be ahead into the gap of the ring where he was. The person who is first to run, close the ring by facing outside and turning the back into the ring. The outsider strikes the next one and they runs together to the gap and so on. Those who've run stand back to back in the ring so they will not be knocked back. The game is finish when all participants have run.

**WATCH THE VIDEO :** <http://www.youtube.com/watch?v=f5LgYnKq7J8>

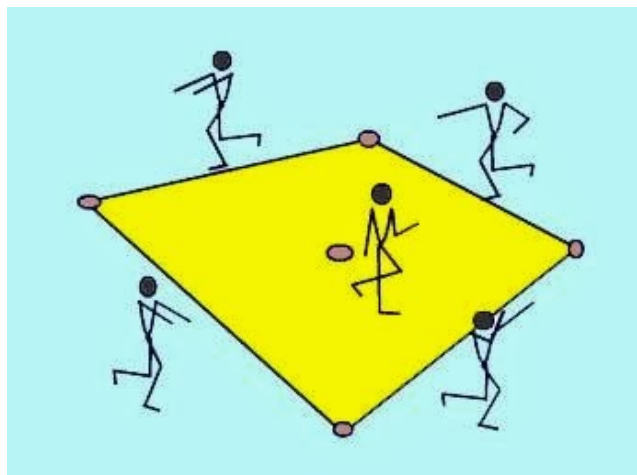
or <http://comenius2015.blogspot.fr/2014/01/run-in-gap-game-from-iceland.html>



## 2 (SP) GAME : LAS CUATRO ESQUINAS

# THE FOUR CORNERS

1. **KIND OF GAME:** Social and motor game
2. **THE OBJECTIVES ARE TO :**
  - a. Develop reaction and coordination speed.
  - b. Stimulate attention
  - c. Favour communication in the group
3. **AGE:** From 3 years forward
4. **NUMBER OF PARTICIPANTS:** Groups of 4 – 6 children
5. **TIME:** Undefined
6. **GAME DEVELOPMENT:**
  - a. Draw four corners on the floor. You also put four objects to delimit the corners.
  - b. All the corners must be occupied by one group. The fifth group must stay in the centre zone.
  - c. The teacher gives a signal and all the children must look for a free corner. The group gets a corner when every children of the group arrive to the corner.
  - d. The group doesn't get a corner stay in the central zone. This group wins a red point.
  - e. The winner is the group with fewer red points.
7. **SPACE:** It's preferably outdoors.
8. **RESOURCES:** Chalks or objects to delimit corners.
9. **OBSERVATIONS AND WARNINGS:** Marks or objects delimiting corners must be well marked and with enough space for children to be able to stay on them without danger.
10. **EVALUATION:** Check if expected objectives have been achieved.
11. **GRAPHIC REPRESENTATION:**



# 3 (FR) Game : "Ar c'hastell krenv"

## THE CASTLE

### NUMBER OF PLAYERS

The whole class

### MATERIAL

2 hoops, blocks, some jersey to indentify the teams, few different objects.

### THE AIM OF THE GAME

... to steal the opponent's treasure.

### PLAYING FIELD

- 2 teams separated by a line.
- 1 treasure per team, including few objects set in a hoop. The castle, around the treasure, is symbolised by blocks.
- 1 jail per team, symbolised by blocks.

### PLAYERS' ROLE

- **treasure's guard** : 2 childs stay near the treasure to protect it.
- **Jail's guard** : 1 child stays near the jail to prevent the escape.
- **Attacker/defender** : the other childs try to steal the opponent's treasure and to protect their own.

### DEVELOPMENT OF THE GAME

Each team has got his own camp and must steal the opponent's treasure and protect their own. The children must try and run to the opponent's camp to steal the objects, one by one, without being touched. In the castle area, around the treasure, the childs can't be caught. They have to bring back the objects, one by one, in their own camp, whitout being touched by the opponents.

If on child have been touched, he's going in jail. He must wait for one person of his team's contact to be freed.

The pupils can form a human chain from the prison. If player at the end of human chain can get touched by a person of own team, the whole chain is then freed.

### End of the game.

Game over when all the objects have been stolen by one team.

# 4 (DE) Game : "CASINO"

## CASINO

The game we chose is called "CASINO".

### Material :

1 big die (1 to 6)

T-shirts, belts or bibs to recognize the 2 - 4 children who catch the other ones

**Place to play :** every where the children can run (gym, outside etc...). You can mark a zone (with 2 benches or with chinks on the floor) for the Casino.

### Rules :

1. Choose 2 - 4 children as police (catchers): they wear T-shirts so that the other children can recognize them
2. Choose 1 Mister or Misses Casino, then roll the die. The number shown will be the "luck-number". Mr or Mrs. Casino takes the die and goes to the Casino.
3. The other children are the gangsters. They run every where and visit places among the world. The 2 - 4 catchers try to catch them. Once they're caught, they have to go to the casino and line up sitting on the bench. In order to get out, they roll the die, given to them by Mr. or Mrs Casino in turns and try to get the "lucky-number". For example if the "lucky-number" is a "4", the child who rolled the 4, is allowed to leave the casino and take with him three more children ( $1+3=4!$ )
4. If all the gangsters are sitting in the casino, the game is over. It can be quite a while, depending on the number of policemen. If it takes too long, it can be stopped by the teacher.

Class 2c playing "Casino":



*Helene is our Mrs Casino and Frederik is going to roll the die*

# 5 (PL) GAME: DWA OGNIE

## DWA OGNIE DODGEBALL

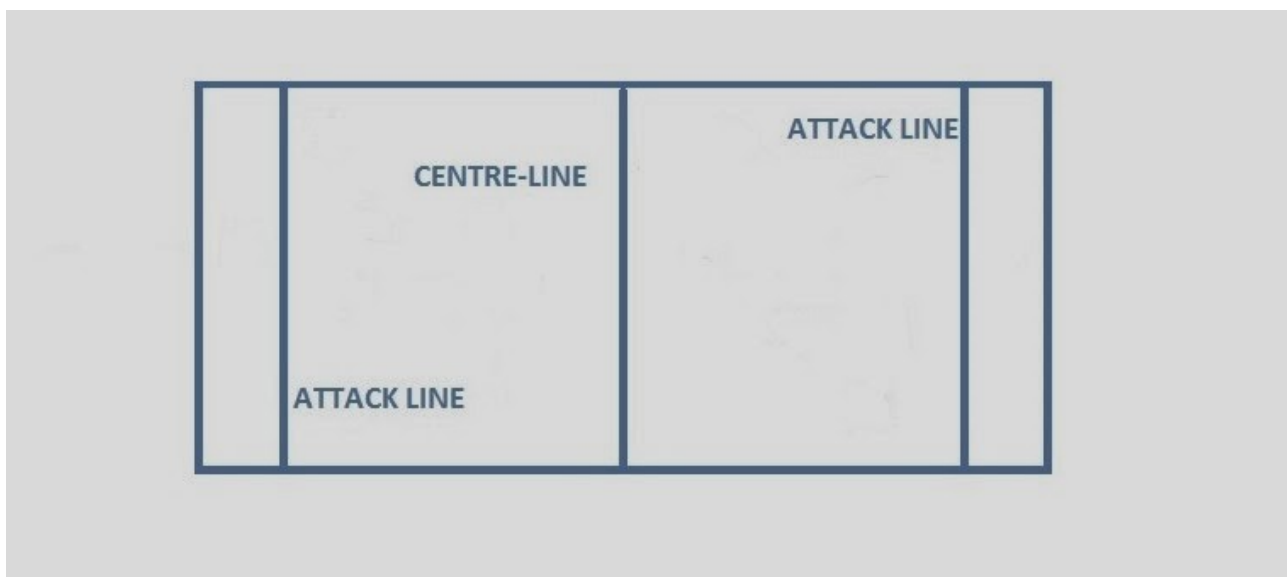
**Type of game:** social

**Equipment:** a soft ball

**Playing field:** a playground, football pitch or a gym, divided into two equal sections by a centre-line and attack-lines which are parallel to the centre-line.

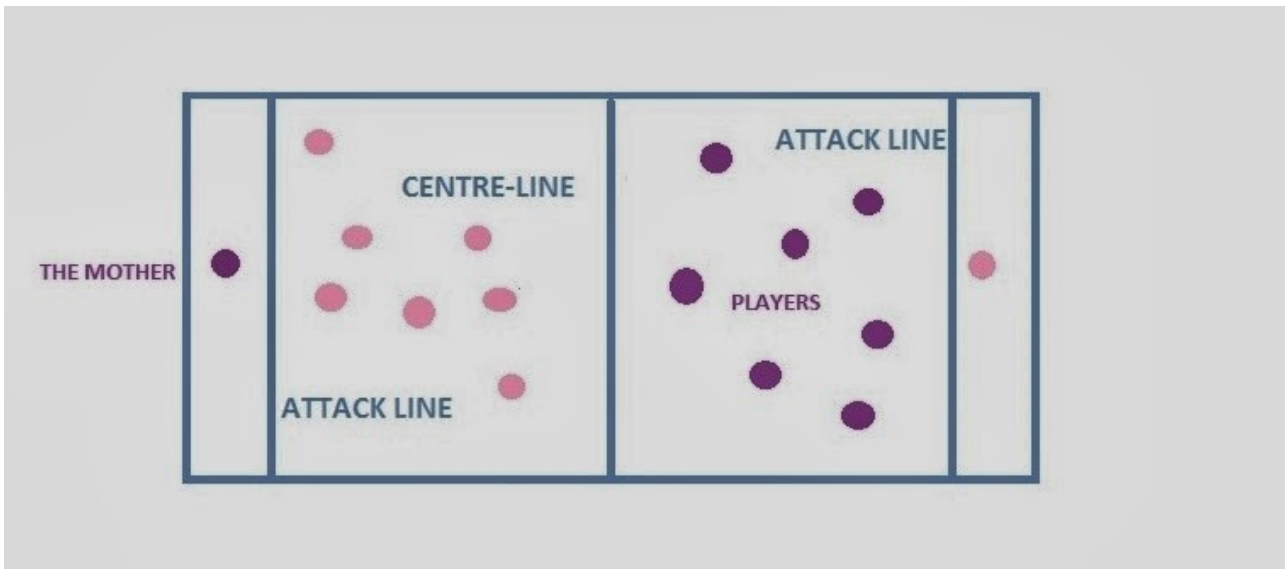
**Objective:** to eliminate all opposing players by getting them "OUT".

**Number of participants:** each team may have from 6-10 players and one that is the captain of the team and is named THE MOTHER.



**Game development:** The players of each team stand between the centre-line and the attack lines on the both parts of the field.

The MOTHERS stand behind the attack lines. It is important that MOTHER straight in front of HER has got her opponents, and her own team is behind the centre-line.



Before starting the game we must decide which team begins, for example by flipping a coin. The team that gets the ball, starts the game. In order to eliminate the enemies, the MOTHER throws the ball to her team trying at the same time to hit the players of the opposing team with the ball.

If the ball hits the player he is out and he must leave the field ( as a rule he stands next to his team's mother helping her to catch the ball).

If the shooting team loses the ball (which means the mother throws and the opposing team's player catches it) they must run away in order to avoid being hit( after interception of the ball the direction of the ball is changed , the player who catches the ball tries as fast as possible to throw it trying to hit the opponent).

In order to get the point the ball must be thrown directly into a player, it must not hit the ground. The players are not allowed to cross the lines of the field during the game. Otherwise, they will be eliminated and the opposite team will get a point. The team that will eliminate the opponents first, wins the game.

The first team to eliminate all opposing players is the winner!

## 6 (RO) Romanian game

**“Pays, pays, il nous faut des soldats!”**

**« Țară, țară, vrem ostași! »**

Explication du jeu : Deux équipes face à face forment chacune une ligne en se tenant les mains. Une équipe appelle une personne adverse et celle-ci se détache de la ligne de son équipe. Elle doit franchir la ligne adverse en prenant de la vitesse et en les forçant à lâcher les mains. Si elle réussit, elle ramène une personne dans son équipe; dans le cas contraire, elle reste dans l'équipe de l'autre. Le jeu continue, un joueur par équipe, l'un après l'autre, jusqu'au moment où une équipe reste avec un seul joueur.

**“People, people,  
we need soldiers!”**

Game procedure: Split up into two teams. Each team lines up on one side of a small soccer field and they hold hands. A team calls out the name of a student in the other team. This child has to run as fast as he can, and try to break up the opponents' line. If he manages to do so, he will take a player to his team; on the contrary, if the child can't break the opponents' line, then he has to join that team. The game continues, a player from each team in turns, until one team remains with only one player.



THE VIDEO :



<http://comenius2015.blogspot.fr/2014/01/ro-romanian-game-nom-du-jeu-pays-pays.html>

# 7 (CY)

The game of Cyprus / mantili

## Mantili

1. The children are divided in to two equal teams.



2. Every child of each team takes a number (for example if there are 6 children in each team, every child takes a number from 1-6 in each team)
3. A child is in the center of the place and he or she is the referee of the game. He or she holds a napkin.



4. The referee says loudly a number. The child who has that number, comes to the center. Then, he/she has to take the napkin and return to their team, without the other child to touch him or her. If a child succeeds that, his or her team wins a grade. If the child of the other team touches him, the other team wins the grade.
5. The winner team is the team with the most grades.

**VIDEO :**

<http://comenius2015.blogspot.fr/2014/01/the-game-of-cyprus-mantili.html>

