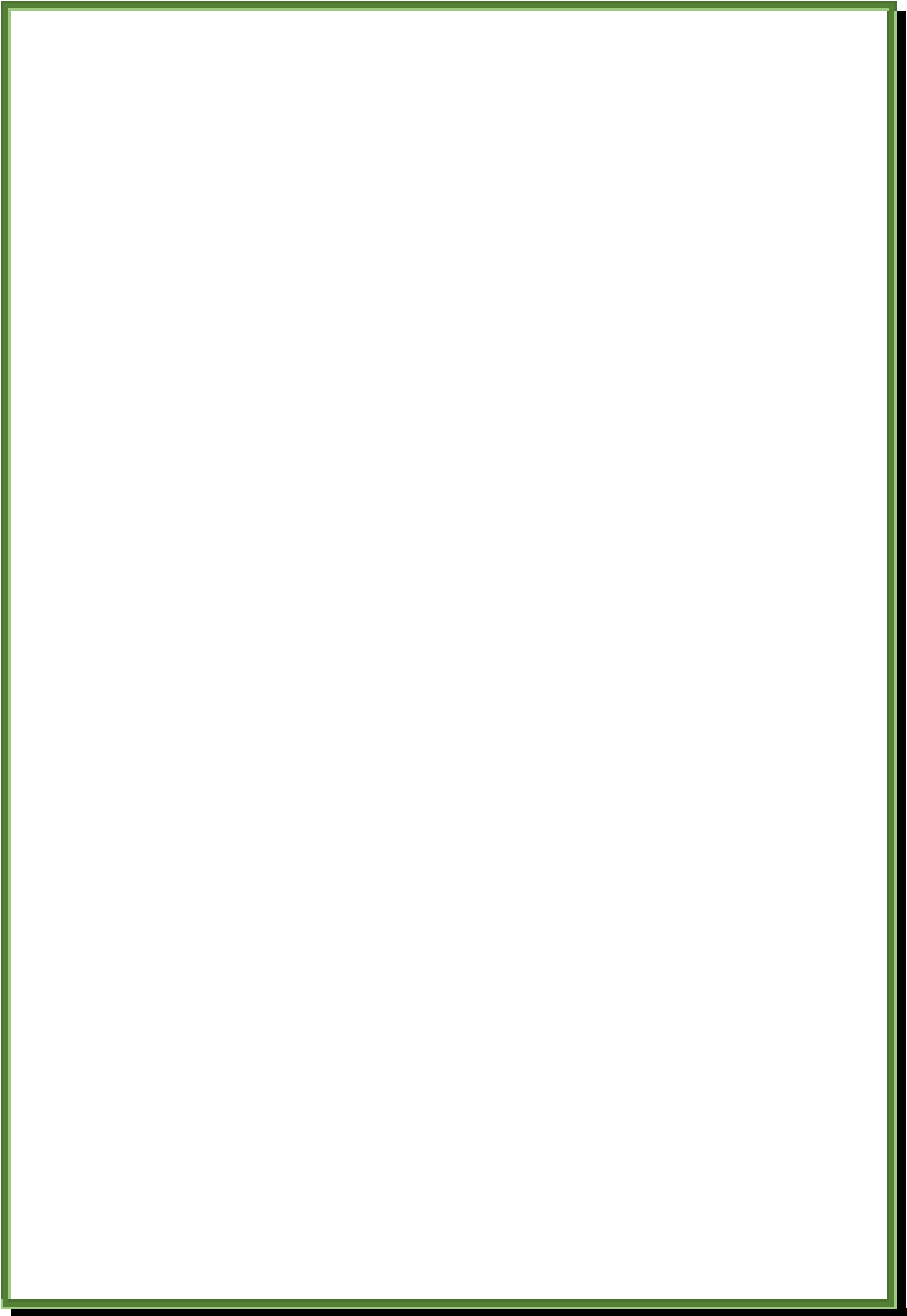




Old European Games

2.4.2014
in Kiviniemi School,
Finland





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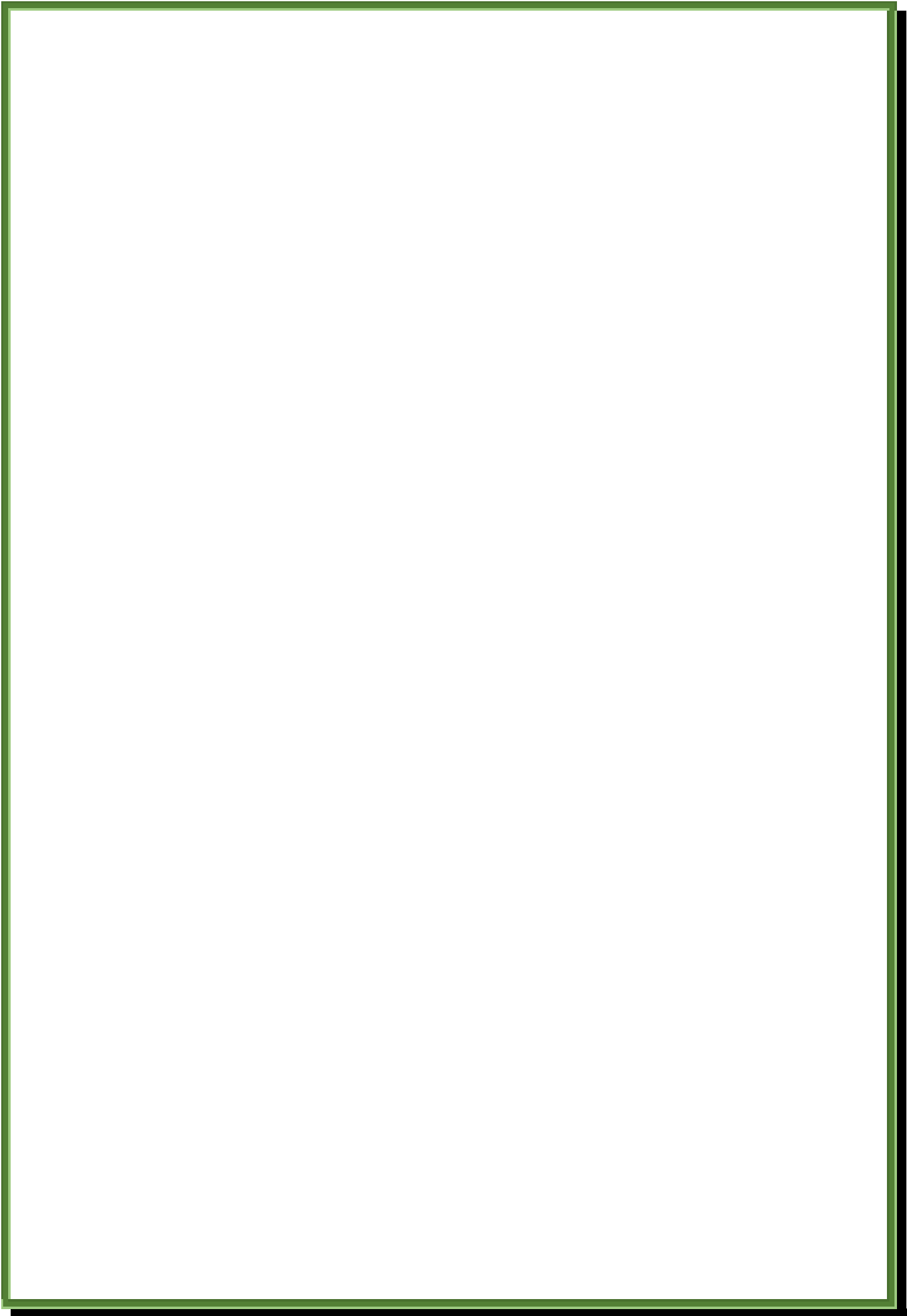
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This booklet of old European games has been put together of games played during the game event in Finland, in April 2014. This game event was part of a Comenius project Forgotten Values. Participant countries were Belgium, England, Finland, France, Germany, Italy, Norway, Spain and Turkey.

In each country children interviewed grandparents, asking them what were their childhood games. Countries selected one game to be taught and played in Finland.

In this booklet there are instructions to all these nine games. Let's play!





Belgium

The Yoyo

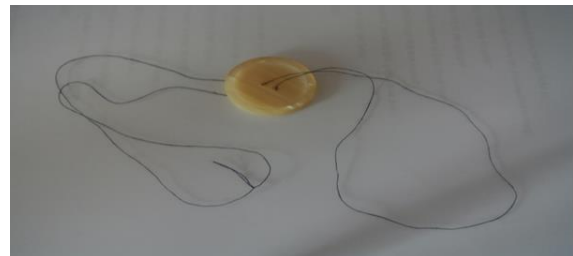
The yoyo is a toy compound of two hemispheres gathered by an axis around of which winds a thread. The game consists in attaching the extremity of the thread to the finger, in throwing the yoyo and in returning it in a continuous in and out movement. This fascinating toy also allows to realize other more complex figures, on the condition of possessing a certain technical virtuosity.



When the children had no yoyo, they made a game "thread-button"

Thread-button

Material: a thread and a button



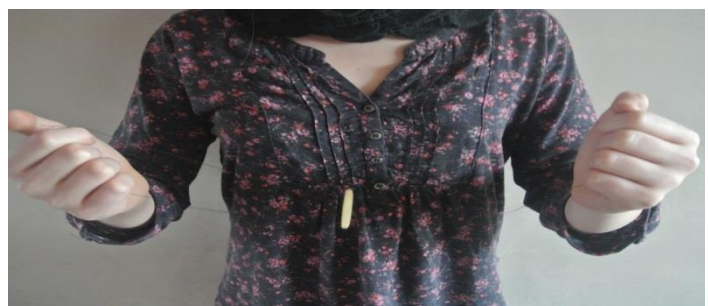
Cross the thread in the holes of the button and make a knot.

Make turn the button until the thread is 'twisted'.

Move closer and spread arms.

We have the impression to have an elastic!

Easy, cheap and funny.





England

Hopscotch

What you need to play Hopscotch: Sidewalk, driveway or any concrete surface to draw the game board. Sidewalk chalk Small stones or rocks for children to use as markers.

Object of the Game: Move from the start square and back again.

To begin: Draw a hopscotch game layout on the concrete with chalk. Number the squares from one to 10. There are many different varieties and you can make up your own. Each player chooses a rock for their marker.

How to Play Hopscotch: The two basic rules to remember are that you can only have 1 foot in each square and remember to hop over the square with the rock in it. First player throws their rock onto the first square. They then hop over that square to the second square on one foot. On double squares you must land with your feet side by side. Turn around and come back the same way only when you get to the square with your rock you must balance on one foot and pick up your rock. If completed with no mistakes then the player goes again and throws their rock to the 2 square and so on. You may not at any time: step on a line, miss a square or lose your balance. If you do any of those three things your turn is over. If while throwing the rock you miss the right square or it lands touching a line then you lose your turn.

Game Variations: Make some squares special by giving special directions for that square. Such as when in that square you have to hop three times or spin around.





Finland

Rump rump rellaa

This is an old Finnish game any number of children can take part in, and no equipment are needed. It can be played outside or inside.

1. Two players are chosen to form a gate. The two players choose code words, for example cat/dog, or apple/orange or train/car.
2. These two players stand opposite one another holding their arms up as to form a gate, holding hands in the air.
3. All other players walk in single line under the gate forming a circle.
4. All players sing a song (words are nonsense, so any short song would do):

Rump rump rellaa reka reka rellaa
seisahdupas sekaarlo.
Mi vastoin käy, mi vastoin käy.
Ahnestippas kallista rööraa,
esikunta arestissa,
röskytä RÖS.



5. On the last syllable the gate lowers, and whoever happens to be under the gate is captured between the gate's arms.
6. The captured player is whispered a question: dog or cat? Whichever word the player answers defines on whose team he is on. He goes behind the player who is 'dog' and holds on to his waist.
7. The game continues until all players have chosen teams.
8. Now starts pulling competition, and the team that manages to pull the other team forward is the winning team.



France

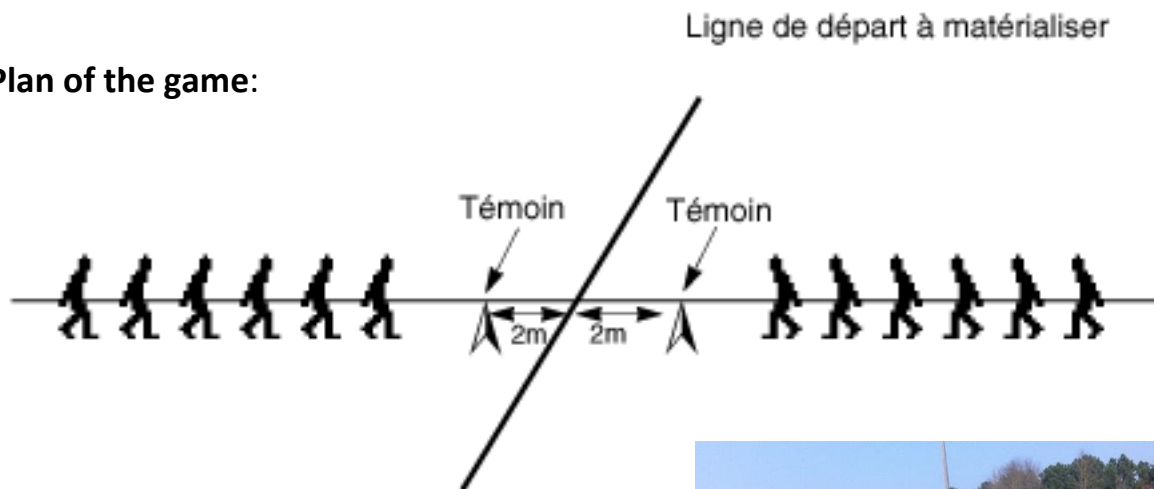
Soka tira (Tug of war)

Rules of the game adapted to the children

Material: 1 rope of 10 m approximately. Lines drawn on the ground. 2 Teams of the same global weight (approximately) with 6 persons.

PROGRESS: In the signal, pull together by moving (putting) back feet by small steps. Hands are only holding the rope (having the inside track). The team which loses is the one the witness (baton) of which crosses (spends) the central line

Plan of the game:





Germany

Kibbel Kabbel

Kibbel: 10cm long round timber

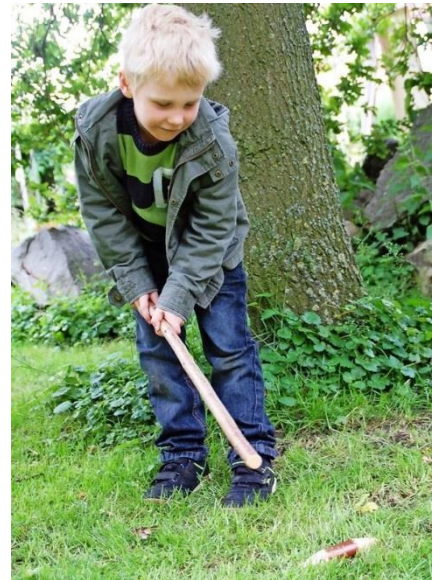
Kabbel: 1m long baton

Kibbel Kabbel is played in two teams.

The starting team decides who is their first bowler.

The Kibbel is put over a hole in the ground or like a bridge over two stones depending on the ground.

The bowler puts the Kabbel under the Kibbel and catapults it in the air. Then he tries to hit the Kibbel again in order to beat it towards the second team (catcher). When the Kibbel is caught by the second team it's their turn, if not the first team can hit the Kibbel one more time.



The team that gets the Kibbel further from the starting point is the winner.

This is a simple version of the game. It can be played more complex like baseball.



Italy

Pugnu cutugnu

All participants are standing in a circle but one that runs around the circle while everyone else sing this refrain:

"Pugnu cutugnu amara a cu ciù dugnu, ciù dugnu a me mughieri ca è figghia do cavaleri".

At the end of the chorus, the runner outside of the circle gives a handful of symbolic challenge to a member of the circle, which begins to run in the opposite direction of the challenger to return to their seats. Which one comes first to the post left vacant by the player touched takes it and stays there while the other continues to run to launch other challenges and so on.





Norway

Rødt lys (Red light)

One person is standing with his back against the others who are about 20 metres away from him. He counts to 3 and then turns quickly around. The persons standing in the back will have to move against the one person who is faced against the wall, but they are not allowed to move if he is looking at them, turned around. The goal is to touch this person in the back without him seeing them. They have to freeze when he turns around, and not move. If they move they will have to go back to start line.





Spain

Pies Quietos (Frozen Feet)

-Popular Spanish Game-

Material: A soft ball.

Participants: Unlimited number of players.

Instructions:

1. Participants form a circle, and one of them stays in the centre with a ball, the student with the ball throws it up, at the same time he says the name of another participant.
2. This named student has to catch the ball and the others have to run away.
3. When the named student catches the ball, he must shout: "Pies quietos!!" and the participants have to stop.
4. The student with the ball has to throw the ball to another participant from the point where he has caught the ball, if the ball touches him, he is eliminated, if not, the game starts again.
5. At the moment of the throw, the victim can dodge the ball with his body, but he can't move his feet.





Turkey

MENDİL KAPMACA (Grab the handkerchief)

What you need to play: Handkerchief or a piece of cloth

Object of the game: Be the first to grab the handkerchief and try to cross the opponent's side

Set up the game: Divide children into 2 equal groups and give each a different number.

How to Play: Teams line up on opposite sides and a handkerchief is placed in someone's hand in the middle. At random the "caller" calls out a number. The players that have been assigned that number both run to the middle and try to be the first one to grab the handkerchief. The player who grabs the handkerchief try to cross another side (opponent's side). If the player can reach opponent's line , he takes points. If opponent can touch the player , he loses..



**We aren't different,
we play the same games!**

