

4HRCL90

GAMES AROUND THE WORLD



ACKNOWLEDGMENTS

The following games are contained in Games and Sports the World Around, 3rd edition, by Sarah Ethridge Hunt, Copyright 1964 by the Ronald Press Company, and reprinted with permission from John Wiley & Sons, Inc. Where appropriate, changes have been made to indicate that these games are to be played by both boys and girls.

Alpine Tag	Barley Break	Baste the Bear	Berlinda	Big Lantern Game
Big Snake	Bimbo	Blarney Stone	Blind Cow	Blinzlis
Boat Race	Brazen Fly	Carpenteros, Carboneros, and Cardinales	Cencio Mollo	Chase and Catch
Chinese Chicken	Chocolonga	Circle Thread the Needle	Colorinas	Contraband
Crab Race	Define, Define, What Is It?	Duck on a Rock	Exchange	Exchange Race
Fielding Race	Flower Garden	Foot Game	Fuul Ei	Ghosts
Going to Jerusalem	Grandma Is Blind	Guesser	Hail, O King	Hallihallo
Hana, Hana, Hana, Kuchi	Hopscotch	How Many	Jumping Forward Race	La Cachanga
Ladder Jump	Little Parrot	Loop Touch	Luta de Galo	My Lady's Toilet
My Little Bird	Nose and Ear	One-Legged Race	Oyster Shell	Painting Sand-Pictures
Pebble Chase	The Priest's Hat	Pumpkin-Planter	Riding the Bicycle	Select Fruit
Smuggling the Geg	Spanish Fly	Spoon Ball Carry Relay	Tandem Tag	Tap the Line
Ting-A-Ling	Tock, Tock, Tockeeya	Torero	Warship Race	Weaving Relay
What Is My Bride Like?	Whirling Circles	Windmill	Who Is It?	Zum Zum

The following games are contained in Turkish Games for Health and Recreation, by Barbara K. Walker and Warren S. Walker, 1983, Archive of Turkish Oral Narrative, Texas Tech University, Lubbock, Texas, and reprinted with permission from Barbara W. Walker.

The Coin Game	Double-Circle Tag	Ebe, Come to Us
The Immigrant Game	Run, Rabbit! Run!	Snatch a Corner

The following games are contained in Hawaiian Games for Today by Donald Mitchell.

No'a	Puhenehene
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INTRODUCTION

Children's games provide a creative and fun way to view other cultures. Quite often, traditions and traits of peoples are reflected through the games their children play.

The purpose of this manual is to encourage global understanding and trust. It is hoped that 4-H members learn more than a few new games. Through these activities, 4-H'ers will have the opportunity to achieve a deeper understanding and appreciation of other cultures.

The organization of this manual is by continent, and then by country. Before teaching a game, a leader should consider talking about the game within its cultural context. Where is the country located? How might play be influenced by the climate? A resourceful leader, for instance, might include an interesting discussion of a specific game by:

- Examining the game in the light of the country's geographic location (i.e., "Oyster Shell" in Greece, "Warship" in Japan, "Contraband" in Portugal, and "Smuggling the Geg" in Scotland)
- Pointing out that a game reflects an animal that is common in a particular country (i.e., "Luta de Galo" or "Fight of Roosters" in Brazil, "Chinese Chicken" in China, "Baste the Bear" in Denmark, "Big Snake" in Ghana, and "Crab Race" in Japan)
- Showing the similarities among games in the United States (i.e., "Hopscotch" in France, "Run, Rabbit! Run" in Turkey, "Going to Jerusalem" in Germany vs. "Musical Chairs" in the U.S., and "Bimbo" in Italy vs. "Cops and Robbers" in the U.S.)

Many cultures enjoy games that typically are noncompetitive. Children in Japan, China, and Turkey, for instance, play games that emphasize a communal spirit, shared fun and healthy exercise. Satisfaction comes through playing, not winning. Other cultures incorporate a more competitive spirit into their games. By the end of an exciting activity, a specific team or individual enjoys recognition as the winner.

Games from other countries should be viewed with respect and appreciation. Much can be learned from other cultures, and 4-H members should be encouraged to accept, and perhaps adopt, these new ideas. The intent of this manual is to enable 4-H'ers to learn and have fun -- like other youth the world around!

GHANA**AFRICA**

Big Snake	
Ages: 9-12	Supplies: none
Players: 20 or more; group-and-one; informal	Activity: hunting; chasing; running
Place: out-of-doors	Appeal: dramatization; problem-solving

One player is chosen to be the snake and goes to its home, which is a space about ten feet square. The object of the game is for the snake to catch the other players. When a player is caught, he or she must join hands with the snake and the two continue the chase. As players are caught the snake gradually grows longer. Only the players on either end of the snake may tag a runner. The player first chosen to be the snake makes decisions as to which players should be at the end and who should be chased next.

Should the snake break because the players let go of their hands, the runners may tag the snake and thus force it to return to the home. The runners may spank the snake lightly as it runs for home. Once back home the snake rejoins and begins the chase anew. The game is over when all players are caught.

When the snake becomes long enough it may add excitement to the game by trying to encircle the players. However, the runners who are encircled may break the snake, thus causing it to return home and consequently give the runners a chance to scatter.

NIGERIA**AFRICA**

Boat Race	
Ages: intermediate	Supplies: long poles
Players: 18 or more; two-group; file	Activity: relay; balance; running
Place: gymnasium; out-of-doors	Appeal: competition; dramatization; skill

The players are divided into teams of nine players each. The playing area, the river, is space between the starting and the finish line. The course of the river is winding and is marked by rocks, or sticks in the ground. Eight members of each crew stand, single file all facing backward, at the starting line, and holding a pole between their legs. The ninth player of each group is the **cox**, or **steersman**, who faces forward.

Upon signal, all crews run backward down the river, guided by the steersmen, who control the crews by means of their poles. The object of the game is to see which crew reaches the finish line first. Nigerian players use bamboo poles about 12 feet long. A broomstick may be substituted.

TANZANIA**AFRICA**

How Many?	
Ages: 9-12	Supplies: beads, corn, or pebbles
Players: 3 or more; individual; informal	Activity: pasttime; guessing
Place: home; schoolroom	Appeal: chance; suspense

Any small object can be used as counters, such as pebbles or beads, but African children prefer to use something profitable, for example, roasted grains of maize. Each player has the same number of counters, from 15 to 20, which are held in one hand. With the free hand a player secretly takes any number of objects from none to four and extends the closed fist with the question "How many?" If the one guessing gets the number correctly, he or she gets all the grains. If a player guesses wrong, he or she must pay according to the table below:

If Holding	Gets If He Is Right	Gives If He Is Wrong
4	4	1
3	3	1
2	2	1
1	1	1
0	2	2

The players take turns guessing. The game is won when one player has all the grains; the loser is named **PA-ka** (Cat) or perhaps **KI-BO-ko M-JIN-ga** (silly hippo).

My Little Bird	
Ages: 9-12	Supplies: none
Players: 20 or more; group-and-one; line coordination	Activity: pasttime; listening
Place: home; schoolroom	Appeal: alertness

One player stands before the group and says, "My little bird is lively, is lively." Then the player quickly calls out the name of anything he wishes, "Goats ... fly!" If the thing named can fly, the players raise their arms in a flying motion. If the thing named cannot fly, the players remain still. Should a player's arms move at the wrong call, that player is out of the game. A game known as "Birds Fly" is played in the same manner by children of North America.

BURMA**ASIA**

Zum Zum	
Ages: 9-12	Supplies: none
Players: 4; couple; line	Activity: hunting; chasing; dodging; holding breath; running
Place: gymnasium; out-of-doors	Appeal: competition; repetition; rhythm; skill

The players are arranged so that there are two on each side of a drawn line. One player advances across the line saying zee-e-e-e-e, etc., or dee-e-e-e-e, etc. That player continues as long as he or she can on one breath and at the same time tries to tag an opponent. When the player gets out of breath, opponents may tag him or her before he or she crosses the line. The winning side is determined by whichever succeeds in tagging. If both fail to tag, then the opponent crosses the line with the same sound. The sides alternate until someone is tagged. The two winners mount the opponent's backs like men on horses. The riders roll a handkerchief into a ball and throw to one another. If the handkerchief should fall to the ground, the rider or horse who first picks it up starts the new game. The Thai game, "Theeeeeeeeeeee," meaning "hit" of "tag", is similar to this one.

CHINA**ASIA**

Chinese Chicken	
Ages: 9-12	Supplies: shoes, wooden blocks, or beanbags
Players: 10-20; two-group; line	Activity: pastime; balancing; hopping; kicking; stooping
Place: gymnasium; out-of-doors	Appeal: competition; skill

Shoes are placed in straight rows of five to fifteen each with a space of 10 inches between. The players may divide into groups of four to ten as for a relay, each group facing a row of shoes.

The game may be competitive between groups but was originally for one large group. The first player is a lame chicken and hops over each shoe until the end of the row of shoes is reached. He or she takes his or her lame (lifted) foot and kicks the last shoe away, then picks it up and carries it back over the same route. The play continues, the lame chicken hopping on the opposite foot, until he or she fails. If he or she touches any shoe except the last one, he or she must give his or her place to another. The player with the most shoes at the close of the game is the winner.

Small blocks of wood, sticks, or beanbags are often used instead of shoes. The boys and girls of the United States would make a competitive activity of this game, most likely playing it as an organized relay.

CHINA**ASIA**

Riding the Bicycle	
Ages: 9-12	Supplies: none
Players: any number; groups of three; line	Activity: stunt; walking
Place: gymnasium; out-of-doors	Appeal: competition; skill

Two players stand side by side, joining the inside hands, while the third player stands astride the joined hands of the first two. The groups form a line. At signal, all groups start walking toward a designated goal line. The group that crosses the line first is the winner.

Note: A first attempt at this stunt might be tried with the third player sitting on the joined hands of the first two. Confidence grows as coordination and balance progress.

Select Fruit	
Ages: 9-12	Supplies: none
Players: 20 or more; two-group; line	Activity: hunting; stooping
Place: gymnasium; out-of-doors	Appeal: problem solving

Two **captains** are selected and the players are divided into two equal teams. Each team stoops in a line 20 feet apart. Each player chooses the name of some kind of fruit. One from a line is blindfolded by the captain and player from the opposite side steals quietly over and touches the blindfolded one and then returns to his or her place.

The blindfolded one is allowed to see and is told to go over and select the fruit (player) that touched him or her. The guilty one may be identified by noting a change in position, by trying to get him or her to smile, or by any means seen fit to bring about a confession. If the player guesses correctly the guilty one comes over to that player's side; otherwise, the blindfolded one must remain with the opponents. Play is continued until all players are on one side.

INDONESIA**ASIA**

Foot Game	
Ages: intermediate	Supplies: stones
Players: 2 or more; individuals; informal	Activity: contest; balance; strength
Place: out-of-doors	Appeal: competition; skill

Each player selects a smooth stone, one around which he or she can curl his or her toes. A starting line is drawn and one by one the players throw the stones from between the toes, as far as possible. The losing player has to carry the winning player piggyback from the starting line to the winning stone.

IRAN**ASIA**

Nose and Ear	
Ages: 9-12	Supplies: none
Players: 10-20; single-group; circle	Activity: pastime; self-control
Place: home; schoolroom	Appeal: competition

The players are seated in circle formation. One, the **chief**, starts the play by lightly pulling the nose, ear, or hair of the player on his or her right. The player then repeats the action on his or her neighbor on the right. The action continues until it returns to the chief who may start another action around the circle. The action may be a funny face or a light poke in the ribs. Players who laugh, giggle, or make a noise of any kind during the play are out of the game. The winner is the one who shows most control.

ISRAEL**ASIA**

Blind Cow	
Ages: 9-12	Supplies: blindfolds
Players: 12 or more; 4-and-one; line	Activity: hunting; alertness; marching
Place: gymnasium; out-of-doors	Appeal: competition

One player is chosen to be the instructor. The others are blindfolded and stand as organized groups in a line in front of the instructor. Play starts by the instructor calling out drill commands or marching instructions that must be executed immediately and until the instructor blows a whistle or gives the command, "Halt!" The players must stop where they are and the group judged to have the best formation is the winner. Points for each win may be given and the team that accumulates the greatest number of points at the end of play is the winner.

ISRAEL**ASIA**

Hail, O King	
Ages: 9-12	Supplies: none
Players: 20 or more; group-and-one; informal	Activity: pastime; guessing; pantomime
Place: gymnasium; out-of-doors	Appeal: dramatization

One player, chosen to be the king (or queen), sits on the throne. The other players, the subjects, together decide on a story to present in pantomime. Each subject is assigned a part and all go to the king, saying "Hail, O King." The king replies, "Hail! Where have you been?" The answer is "Far away in the forest." The king then asks, "And what have you been doing?" The group replies in pantomime and the king tries to guess the title of the story. If the guess is correct, he or she remains king or queen, otherwise the player chooses a subject to take his or her place. This is similar to "Little White House on the Hill" and "Lemonade, what's your trade?" played by children in the United States of America. The American versions include running when the pantomime is guessed.

Tock, Tock, Tockeeya (Tok, tok, to-KEE-ya)	
Ages: 9-12	Supplies: cap
Players: 20 or more; group-and-one; circle	Activity: hunting; chasing; dodging; running
Place: gymnasium; out-of-doors	Appeal: problem solving; skill

The word "tockeeya" means cap and the "tock" is simply the first syllable of the word "cap" repeated.

All players except one sit in a circle. The one is **It** and is outside the circle holding a cap. As It walks around the circle he or she chants, "Tock, tock, tockeeya," and is answered by the circle players with, "Rin, rin, ya jaras (rin, rin, ya JA-ras) which means "Ring, ring, oh, bell." The chants continue alternately until It drops the cap behind a seated player. It then runs, trying to make it around the circle without the cap being discovered by the player behind whom it is dropped. If It succeeds he or she gets to hit the player on the head with the cap and to continue as It. If the player behind whom the cap is dropped discovers it, he or she chases It around the circle and hits It with the cap when It is caught. It, when caught, joins the circle players, and the next player becomes It.

ISRAEL**ASIA**

What Is My Bride Like?	
Ages: 9-12	Supplies: object in room
Players: 10-30; group-and-one; informal	Activity: pasttime; alertness; ovservation
Place: home; schoolroom	Appeal: problem solving

One player, the groom, is asked to leave the room. The other players then choose an object in the room. The groom returns and asks one player, "What is my bride like?" The player answers by giving one characteristic of the object chosen, for example, if the object is a vase, the answer may be, "Your bride is tall" or "Your bride sits on a table" and so on. The groom goes from one player to another repeating the questioning until he successfully guesses the object that was chosen.

This game is similar to the bride-theme pattern of play from Lebanon. The game there is "My bride Is Lost, What Is She?"

JAPAN**ASIA**

Big Lantern Game	
Ages: 9-12	Supplies: none
Players: 20 or more; single-circle	Activity: pasttime; moving arms quickly
Place: home; schoolroom	Appeal: rhythm; skill

The players sit on the floor in circle formation. The game is started by one player putting hands close together and saying "Big Lantern." The next player says, "Little lantern," and puts hands far apart, and so on the game continues. It is very amusing when quickly played. Interest in the game may be increased by having players drop out of the game when they fail to follow the leader, the winner being the last player to move his or her hands incorrectly.

Crab Race	
Ages: 9-12	Supplies: none
Players: 10-30; single-group or file; 4-6 in a file	Activity: relay; walking on hands and feet
Place: gymnasium; out-of-doors	Appeal: competition; skill

If there are many players the race may be run in relays. If not, the winner will be the individual first reaching a marked goal or the individual who laughs least. The players race by propping themselves upon their feet and hands with their backs to the ground and walking in this position backward like crabs.

JAPAN**ASIA**

Hana, Hana, Hana, Kuchi	
Ages: 9-12	Supplies: none
Players: 10-20; group-and-one; circle	Activity: pastime; follow the leader
Place: home; schoolroom	Appeal: repetition; rhythm; skill

The players sit in a circle and imitate the leader, who taps his or her nose three times and mouth once, while saying "hana, hana, hana, kuchi," meaning, "nose, nose, nose, mouth." The leader continues to repeat the phrase but may touch any features in any order, regardless of the words being said. The players must do what the leader says and not what the leader does. A player failing to do this must become the leader or allow his or her cheek to be daubed with flour and water. The names of the features are: me-eye; mimi-ear; hana-nose; kuchi-mouth.

One-Legged Race	
Ages: 9-12	Supplies: rope
Players: 10-30; 4-6 in a file; file	Activity: relay; jumping; running
Place: gymnasium; out-of-doors	Appeal: competition; skill

The first player of each team is given a colored band. At a signal this player carries the band to a flag set about 45 feet directly in front of him or her. When the player reaches the flag he or she ties both ankles with the band and returns by hopping to the starting line. The winner is the team finishing first, all players having run in relay formation.

Spoon Ball Carry Relay	
Ages: teen	Supplies: tennis balls; wooden spoons
Players: 8-24; 4-6 in a file	Activity: relay; balance; running
Place: gymnasium; out-of-doors	Appeal: competition; skill

A large wooden spoon containing an old tennis ball is given to the first member of each team. At a given signal they run with the spoon and ball to a certain point and back and hand the spoon and ball to the next player. The team finishing first wins. If the ball drops from the spoon, it must be scooped up with the spoon and otherwise never touched. This type of relay is often played in the United States, the contestants carrying an egg or a potato in the spoon.

JAPAN**ASIA**

Warship Race	
Ages: 9-12	Supplies: one 6-foot rope per three people
Players: unlimited; 2-3 warships in a file; file	Activity: relay; running
Place: gymnasium; out-of-doors	Appeal: competition; skill

A **warship** consists of three players whose left ankles are tied together so that they are an arm's length apart. The leader carries the flag. The warships stand in single-file relay formation. At a given signal the first warship of each fleet runs to a mark and back to touch the next warship, who have already tied their feet. The winner is the fleet that finishes first.

Weaving Relay	
Ages: teen	Supplies: cloth for each file
Players: 20 or more; 4-6 on each file; file	Activity: relay; passing; running
Place: gymnasium; out-of-doors	Appeal: competition; skill

The players form two lines 10 feet apart, facing each other and with players in each line an arm's distance apart. At the signal the first player with a cloth in hand turns to face his or her team. The player weaves in and out to the end of the line and runs straight back into place. The cloth is passed to the second player in line who begins weaving in and out to the end of the line and runs back to face the first player in line and then weaves around his or her and back to place. The cloth is passed to the next player who weaves to the end of the line. That player runs straight to the first player, and weaves around him or her and the second player back to his or her place. The cloth is passed from one to another until all have woven in and out and back to position. The team finishing first wins.

KOREA**ASIA**

Chase and Catch	
Ages: teen	Supplies: none
Players: 20 or more; two group; file	Activity: relay; chasing; running
Place: gymnasium; out-of-doors	Appeal: competition; skill

The players are divided into two teams numbered A-1, A-2, A-3, and B-1, B-2, and B-3 and so on according to the number of participants on each team. Team members line up behind each other, several feet apart and parallel to the members of the opposing team. It is important that each player know the corresponding number on the opposite team; also the member ahead of player on his or her own team.

A-1 starts to run to the right and toward the end of his or her line. After a count of three, B-1 chases A-1. After a count of three, A-2 chases B-1; B-2 chases A-2; A-3 chases B-2; B-3 chases A-3; and accordingly until all players have had their turn. The object is for each player to run around to the end of his or her own line for safety. If caught, that player is "put in jail." Play continues until all of one team are captured or have returned to their line safely. A catch is good only upon the person numerically ahead of the runner. This is a favorite game of Korean girls.

TURKEY**ASIA**

The Coin Game	
Ages: 10 and up	Supplies: a coin of any denomination; a large handkerchief or scarf with a big knot in one corner
Players: 10 or more; circle	Activity: kneeling; reaching; running; hitting
Place: gymnasium; out-of-doors	Appeal: competition

All players except the one chosen as **ebe** (pronounced eh-beh) or "It" kneel in a circle facing the center; Ebe stands outside and holds the coin and the knotted handkerchief or scarf. With or without the singing or chanting of a given song, Ebe walks around the outside of the circle several times, feinting now and then as if placing the coin behind a kneeling player, but at one point or another putting the coin behind the player he or she has selected. All of the kneeling players keep feeling behind them for the coin; they are not allowed to look, but may only feel for it.

Meanwhile, Ebe continues around the circle until he or she comes to the player in back of whom he has placed the coin. If that player has not found the coin, Ebe begins to hit the player's back with the knotted part of the handkerchief or scarf. The player then jumps up and runs around the circle to escape from Ebe; he or she is allowed to complete the circle once and return to his or her place, where that player kneels, facing the center, and feels again behind him or her for the coin.

If the player succeeds this time in finding the coin -- he or she must still find it only by feeling -- the player picks it up and begins to chase Ebe, hitting him, until Ebe kneels in the empty place. The player who found the coin becomes the new Ebe, and the game proceeds as described.

If the player fails a second time to find the coin, Ebe initiates the play again, on this round selecting a different player to seek the coin. The end of play is determined by common consent. Usually boys and men rather than girls and women play this version of "Where's the Handkerchief?"

TURKEY**ASIA**

Double-Circle Tag	
Ages: 7 and up	Supplies: none
Players: 20 or more; two circles	Activity: judgement; dexterity; running; immediate response
Place: gymnasium; out-of-doors	Appeal: competition

All of the players except two stand in a widely spaced double circle, in pairs, facing the center of the circle. The two remaining players -- one chosen as Ebe (pronounced eh-beh) or "It" and the other chosen to be chased by Ebe -- stand outside the outer circle.

With Ebe in hot pursuit, the one chosen to be chased by Ebe runs around the outer circle and then suddenly steps in front of one of the players in the inner circle, leaving the outer member of the pair to be chased by Ebe. If caught by Ebe, that player in turn becomes Ebe, and another player is chosen to be chased by Ebe.

A player can deceive those in the outer circle by passing someone in the outer circle and then slipping in front of the inner partner from the "safe" side. Also, a player stepped in front of may, in turn, step in front of the refugee who chose him or her, leaving the original refugee to be chased once more by Ebe. (The original outer-circle member of the pair, who is at that moment being chased by Ebe, is thus freed to return to his or her place in the outer circle.)

The end of play is determined by common consent. No score is kept; there are thus no winners or losers. The skills developed in such a supportive environment can, of course, be applied in competitive sports if the players so chose, but the focus of this game is not on competition with others but on development of one's responses, abilities, and skills in a well-played game.

TURKEY**ASIA**

Ebe, Come To Us	
Ages: 6 and up	Supplies: none
Players: 10 or more; circle	Activity: running; clapping; slapping
Place: gymnasium; out-of-doors	Appeal: competition; skill

All except **Ebe** (pronounced eh-beh) or "It" stand in a circle, at arm's length from one another; Ebe stands in the center of the circle. The following chant is used continuously throughout the game, with the players in the circle clapping as they chant:

Ebe, Ebe, come to us now,
 And hit our hands from a distance somehow.
 If our hands you cannot hit,
 then again you must be It.

Ebe runs from one player to another, trying to slap some player's hand before the player can put them behind his or her back. When Ebe succeeds in slapping someone's hands, that player becomes Ebe, and the first Ebe takes his or her place in the circle. The same procedure is repeated, along with the chant.

The end of play is determined by common consent. There are no "winners" or "losers." Moderation in slapping is practiced both for concern for friendship and for self-protection when someone else becomes Ebe.

TURKEY**ASIA**

The Immigrant Game	
Ages: 8 and up	Supplies: a rope half the length of the radius of the circle; chalk, coal, or some other marking substance for drawing the circle
Players: 20 or more	Activity: gripping; reaching; jumping; mounting; carrying
Place: out-of-doors	Appeal: skill

By the "wet or dry" system*, one team is chosen as the insiders and the other team as the outsiders. The insiders form a shoulder-to-shoulder ring inside the circle drawn on the ground; the outsiders space themselves evenly around the outside of the circle.

One insider grips one end of the rope while another insider grips the other end and, never releasing his or her hold on the rope, goes toward the outsiders and tries to touch one of them with his or her outstretched foot. If the insider is able thus to tag any outsider, the outsiders and the insiders change places.

Meanwhile, as the insider is trying to tag an outsider, another outsider can jump on the insider's back and "ride" him or her; while thus mounted, he or she cannot be tagged by the insider. The insider continues to try to touch an outsider and also to dislodge his or her rider; if he or she is able to throw off his or her rider, he or she can tag the rider, and the outsiders and the insiders thus change places.

The end of play is determined by common consent. No score is kept, and the shift in positions is frequent enough so that there are neither "winners" nor "losers" in the competitive sense. All are winners, actually, because all have demonstrated some degree of strength, skill, agility, and endurance, and communal spirit has been reinforced by team effort.

- * A smooth, flat stone is selected and thoroughly wet on one side with saliva. As the stone is tossed into the air, one leader guesses "wet" as the surface of the stone that will be uppermost when the stone lands on the earth; the other leader guesses "dry." The initial guess does not commit either leader to using that same term on successive throws; the opportunity for guessing is renewed before each throw. If the stone lands with the "wet" side uppermost, the leader who guesses "wet" wins for his or her team the chance to initiate the play; if it lands with the "dry" side uppermost, the leader who guessed "dry" wins that opportunity for his or her own team.

TURKEY**ASIA**

Run, Rabbit! Run!	
Ages: 7 and up	Supplies: none
Players: unlimited	Activity: hopping; running; gripping; pushing
Place: gymnasium; out-of-doors	Appeal: competition

All of the players except two form a circle, with their hands firmly linked. The other two players -- one chosen as the rabbit and the other as the dog -- are stationed in the center of the circle and outside the circle, respectively.

A chant accompanies the play:

- A rabbit was sleeping in that ditch, was sleeping.
Rabbit, look at me. This isn't safe for you!
Hop, rabbit! Hop, rabbit!
- A dog was barking over there, was barking.
- Bow! Wow! Wow! (Turkish: Hav! Hav! Hav!)
- His teeth are sharp, and your teeth are thin.
Run, rabbit! Run, rabbit!

All of the players in the circle chant the first four lines as they move clockwise in the circle with their hands tightly joined. On "Hop, rabbit! Hop, rabbit!" the rabbit hops about inside the circle. The players in the circle chant the last two lines, still moving clockwise. On "Run, rabbit! Run, rabbit!" the chase begins, with the players in the circle trying to keep the rabbit safe from the dog, and the dog, in full pursuit, trying to break through to the rabbit. If the dog gets into the circle, the rabbit runs out, and the players try to keep the dog in. When the rabbit is caught, the game begins again, with a new rabbit and a new dog chosen by the players from among their own number.

The end of play is determined more often by outsiders than by the players themselves, since the game is hugely popular. Players in the circle can leave the game if they wish, but a rabbit or a dog who relinquishes his or her role before the outcome of the chase has been decided becomes the object of ridicule or disgust, largely because he or she has "spoiled the fun."

NOTE: This game is an urban reflection of village games involving a sheep or lamb and a wolf, where the chase has economic as well as playful associations. Wolves pose a genuine threat to livestock in parts of rural Turkey.

TURKEY**ASIA**

Snatch a Corner	
Ages: 6 to 11 and up	Supplies: trees, posts, or other upright objects to serve as "corners" -- one for each player except Ebe
Players: unlimited	Activity: running; dodging
Place: gymnasium; out-of-doors	Appeal: competition

Every player except Ebe (pronounced eh-beh) or "It" stands by a tree or post; Ebe stands in the middle. (Although "corner" suggests a game limited to four, as many can play as can claim a tree or post within the play area.)

All of the players chant the game stanza:

Four players have four trees, (the number given are adjusted to the facts)
 And Ebe stands in the middle.
 Now change places. Run fast!
 Snatch a corner. Ebe's last.

On "last", the players by the trees or posts must change places with one another. While they are changing places, Ebe tries to claim one of the trees or posts before it can be reached by another player. The one left without a "corner" becomes the new Ebe.

The end of play is determined by common consent. Although the speed, agility, and alertness required by playing this game well can be readily applied to games that are more competitive in nature, "Snatch a Corner" is played purely for fun and for release of pentup energy.

BELGIUM**EUROPE**

Tap the Line	
Ages: 9-12	Supplies: pole
Players: 20 or more; transition	Activity: hunting; chasing; dodging; running
Place: gymnasium; out-of-doors	Appeal: competition; skill; problem solving

One player is chosen to be **tapper** and starts the game by chasing all of the other players until the player succeeds in tapping one, who is called **bogey**. As soon as tapper has tagged bogey, they race for the pole that is in the center of the playing area.

If bogey succeeds in touching the pole first, he or she is free and may return to the group. If tapper touches the pole first then bogey is a prisoner and must stay at the pole, touching it with one hand or one foot, while tapper is quite busy now for he or she not only chases the players but also keeps an eye on bogey, for if a player touches bogey this frees bogey and he or she may return to the group. If tapper tags a player before he or she frees bogey, then the player must join one hand with bogey's free hand. In this way the line at the pole becomes longer as the players are tapped.

If at any time one of the free players touches anyone in the line, the line players are then free and the game starts over. The same tapper must continue to serve until he or she has all of the players in the line at the pole.

This is a very popular game with boys and girls in Belgium. The game as it is played today is adapted from the Old Flemish Game of "Verbs."

DENMARK**EUROPE**

Baste the Bear	
Ages: 9-12	Supplies: rope; stool
Players: 10 or more; group-and-two; circle	Activity: hunting; dodging; striking
Place: gymnasium; out-of-doors	Appeal: problem solving; repetition; skill

The **bear** sits on a stool in the center of the circle and holds one end of a two-foot rope knotted at each end. His or her **keeper** holds the other end of the rope in the circle. The players may only try to tag the bear or the bear's keeper when the keeper calls, "My bear is free!" If they tag at any other time that player becomes the bear; the former bear is the keeper; and the keeper joins the circle. The players try to tag the keeper who tries to protect the bear by dodging around him or her or the bear without being tagged themselves by either. Should a player be tagged the player becomes the keeper and the keeper joins the circle.

If a rope is not available, the bear and keeper must remain, or the keeper may be allowed to go two steps and no more away from the bear.

ENGLAND**EUROPE**

Circle Thread the Needle	
Ages: 9-12	Supplies: none
Players: 6-12 in a circle; circle	Activity: stunt; running; turning
Place: gymnasium; out-of-doors	Appeal: competition; rhythm; skill

One player is chosen to be the **master**. The other players are divided into two or more groups. Each group consists of an equal number of players (6 to 12) who join hands and form a circle. Each player is given a number, and the master calls out two consecutive numbers, such as 5 and 6. The players having these numbers drop inside hands, continue to hold the hands of their neighbors, and run through the arch made by the two players across from them and finally, the players forming the arch turn under their own arms and players 5 and 6 rejoin hands. The group to get in circle formation first wins. The players may be requested to finish sitting, kneeling, standing, or in some other position.

Exchange Race	
Ages: 9-12	Supplies: 2 beanbags or balls for each team
Players: 16 or more; file	Activity: relay; passing; running
Place: gymnasium; out-of-doors	Appeal: competition; skill

Each team consists of eight or more players who are divided into two groups. The players of each group stand in files facing each other and about 30 feet apart. The leader of each group toes the starting line and holds a ball or beanbag.

At a given signal, the leaders of each file run forward to a center line, exchange balls or bags, run around each other, run back to their own half of the team, give the bag to the next player, and run to the end of their file. This continues until the original leaders hold the bags again. The leaders then run forward, join hands, and raise them above the head level. This last procedure proclaims the winning team.

ENGLAND**EUROPE**

Fielding Race	
Ages: 9-12	Supplies: a ball for each team
Players: 10 or more; file	Activity: relay; bowling; running
Place: gymnasium; out-of-doors	Appeal: competition; skill

The players of each team stand in a file with their leader toeing a starting line. At a signal, the first player in each file bowls his ball forward with enough force to make it cross the goal line several feet away. As soon as each player releases the ball, he or she runs after it, picks it up beyond the goal line, turns and runs back to his or her file, gives the ball to the next player, and goes to the end of the file. The play continues until the leader, receiving the ball from the last runner, holds the ball high above his or her head.

Ladder Jump	
Ages: 9-12	Supplies: none
Players: 24; 4 in a file; file	Activity: relay; jumping
Place: gymnasium; out-of-doors	Appeal: competition; skill

The players are divided into teams consisting of three or four members who are numbered 1, 2, 3, and 4. Each team stands in a file with No. 1 toeing the starting line. No. 1 jumps as far forward as possible keeping his or her feet together. No. 2 then jumps, his or her starting point is the heel marks of No. 1, and the race continues until all in the file have jumped. The team that covers the greatest distance wins.

If a player loses balance and falls back in landing, the most backward mark is the starting point for the next player.

Loop Touch	
Ages: teens	Supplies: none
Players: any number; couples; line	Activity: relay; running; turning
Place: gymnasium; out-of-doors	Appeal: competition; skill

The players are in twos, partners facing, but standing 30 or more feet apart with the toes behind a starting line. A line known as the center line is drawn midway between the starting line of the two groups. At the signal, partners run forward to the center line, grasp right hands, and turn (run, skip, hop, etc.) in a complete circle on the spot. They then run back and touch their starting line and finish at the center line, partners facing each other, with right or left hands joined and raised high above the head. The couple finishing the whole procedure first wins.

At a finish, each couple must join hands before raising them above the head.

ENGLAND**EUROPE**

My Lady's Toilet	
Ages: 9-12	Supplies: chairs
Players: 20 or more; group-and-circle	Activity: pastime; running; turning
Place: gymnasium; home	Appeal: dramatization; repetition; skill

In England, personal grooming activities such as bathing, hair brushing, and dressing are called "toilet" activities.

One player is chosen to be the lady's maid and stands in the center of a ring formed by the others who are seated in chairs. Each player chooses the name of an article of dress such as handkerchief, hat, jacket, comb, brush, mirror, watch, chain, or shoes. The lady's maid calls out, "My Lady is ready to make her toilet and wants her brush." The one who represents the brush stands and turns round quickly, repeating his or her name. Should the word "toilet" be mentioned all players jump up and whirl around. As they turn, the lady's maid tries to get the chair of one of the players. If he or she is successful, the player who is without a chair becomes the next maid.

The French version of this game and the North American adaptation, known as "Spin the Plate," vary slightly from the above description. The maid crouches in the center and spins a plate or tray while he or she names the articles of toilet that My Lady wants. The player, representing the article named, runs to the center and catches the plate while it is spinning. If successful, he or she becomes the next spinner. If he or she does not succeed that player forfeits and returns to his or her place. Mention may be made of My Lady's preparation for a ball. At that time all players must change places. The spinner tries to secure a chair for herself.

Tandem Tag	
Ages: teen	Supplies: 4 balls or beanbags
Players: 20 or more; group-and-four; informal	Activity: hunting; catching; dodging; running; throwing
Place: gymnasium; out-of-doors	Appeal: competition; problem solving; skill

Four couples are selected and given different colored bands, such as red, green, blue, and yellow. One of each couple holds a beanbag or ball. The couples station themselves anywhere within the playing area. The other players stand singly and scattered about the field. Four bases are designated at one end of the playing area, one for each couple.

The couples run anywhere about the field, passing the ball between themselves. The object is to tag a single player with the ball. When a single player is tagged, that player goes to the base belonging to the player who tagged him or her. The couple who tagged the greatest number of players wins the game.

Variations: One couple may wear colored bands. When a single player is tagged, that player wears a band and joins the couple in trying to tag the other players. The play continues until only one player is free; he or she is declared the winner. Bases are not necessary when played this way. No player may hold the ball longer than 3 seconds or run with it in his or her hands.

FRANCE**EUROPE**

Exchange	
Ages: 9-12	Supplies: large handkerchief; chairs
Players: 10 or more; group-and-one; circle	Activity: hunting; chasing; dodging; running
Place: gymnasium; out-of-doors	Appeal: competition; problem solving; skill

The players, numbered from one to the highest number playing, are seated in chairs in a circle around a center blindfolded player. The blindfolded player calls two numbers. The persons whose numbers are called must exchange places while the blindfolded player tries to catch one or secure either of their chairs. The player caught must exchange places with the center player. No player may go outside the circle.

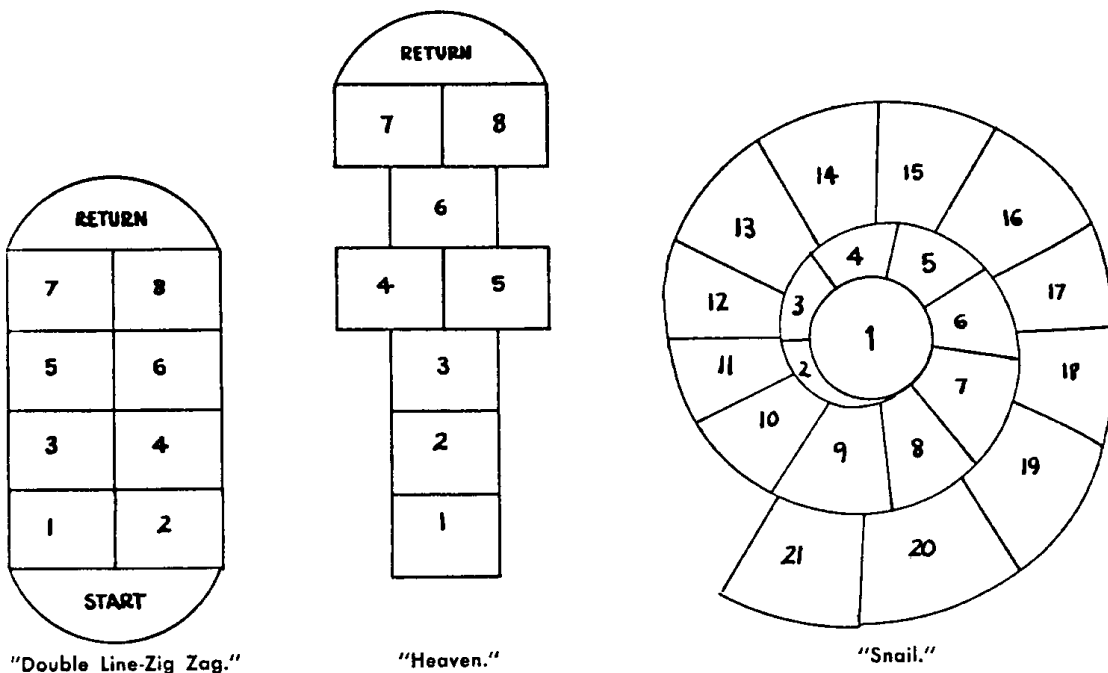
FRANCE

EUROPE

Hopscotch	
Ages: 9-12	Supplies: flat stone; diagram
Players: 2 or more; individual; see diagrams	Activity: pastime; hopping; tossing
Place: out-of-doors	Appeal: competition; skill

There are many varieties of hopscotch enjoyed by children in France, the United States of America, and other parts of the world. Two favorites of the French children are "Double Line-Zig Zag" and "Heaven." Another is a circular one often called "Snail" by children in the United States.

The players each have a flat stone, the **scotch**, which in turns they toss into the numbered "1." After each player tosses his or her scotch into the number "1" spot, that player then hops (on one foot) into the spot and thence into each of the other numbered spots according to their consecutive numbers. When the player reaches the "return" area he or she lands on both feet, jumps, turns about, and lands again on both feet. The player hops back beginning in the area numbered "8," goes back down the numbers consecutively to number "1," picks up the stone, and hops out. If the player successfully followed the routine, without hopping on a line, he or she continues each time tossing the stone into a higher number, beginning with No. "2" and so on. If the player by stepping on a line or failing to toss the stone within the boundary of an area, he or she loses his or her place and another player begins a turn. The winner is the one who first completes the procedure throughout each of the numbers.



France—Hopscotch.

GERMANY

EUROPE

Alpine Tag	
Ages: 9-12	Supplies: playground ball
Players: 21 or more; transition	Activity: hunting; chasing; dodging; grasping; running
Place: gymnasium; out-of-doors	Appeal: competition; dramatization; problem solving; repetition; skill

One player, chosen to be the king or queen, carries an **Alpine stick**, which may be a long paper wand or stick. The other players are divided into four groups with a goat leader for each group. The players form a large, hollow square with each goat at the head of his or her line. A large, soft ball, the **yodel ball**, is placed in the center of the square, very near the king or queen.

The game begins when the king or queen taps three times with his Alpine stick. Then the four goats start leading their lines anywhere they want to go, but not too far from the yodel ball. The king or queen remains still and keeps an eye on the ball. The one to reach it first grabs it and runs. The king or queen, the other three goats, and the line players, all yodeling and shouting, chase him or her.

The goat with the ball may roll it to any player in his or her own line by hitting the ball with his or her hand, but never kicking it. If the chase lasts unusually long, a signal to stop may be given, the player with the ball becomes king or queen, and the former king or queen takes the player's place in the line.

All of the goats and their players try to keep the king or queen from getting the ball. If the king or queen does get the ball and immediately taps with his or her stick the player who last held the ball, all of the players must return to their places in lines and start the game as before. If a player or goat gets the ball from the king or queen, that player and the former king or queen are out of the game. In every case the new king or queen chooses four new goats to lead the lines and the game continues as before.

Barley Break	
Ages: 9-12	Supplies: none
Players: 20 or more; two-group; informal	Activity: hunting; chasing; dodging; running; stamping
Place: gymnasium; out-of-doors	Appeal: competition; problem solving; skill

This lively game is centuries old and was played at harvest time around the stacks in the cornfields.

A strip of ground is divided into three equal squares, each measuring from 10 to 50 feet, the size depending upon the number of players. The center square is called the **barley field** and is occupied by two **guards** who link arms and face in opposite directions. The other players are divided into two teams of **barley breakers** who also form couples but face the barley field. The barley breakers enter singly or in couples with linked arms and tramp the barley, thus taunting the guards who try to catch them. Any barley breaker caught must stand in the barley field until his or her partner is tagged; then the two become guards, and replace the former guards. Any individual barley breakers who have been caught return to their own field and the game goes on as before. The guard must remain within the field.

GERMANY**EUROPE**

Going to Jerusalem	
Ages: 9-12	Supplies: cane; chairs
Players: 20 or more; transition	Activity: pastime; running; walking
Place: gymnasium; home; schoolroom	Appeal: dramatization; problem solving; skill

This game was devised in Germany to meet the scarcity of partners for girls as a result of the great loss of lives in the Thirty Years' War. It is sometimes played in the United States by the same name and as "Musical Chairs." In Germany it is also called Mauer Blumchen or "Wall Flower." It is most enjoyable when played with musical accompaniment.

Chairs are placed in a row in the center of the room so that alternate chairs face in opposite directions. The number of chairs should be one less than the number of players. One player is chosen to be the leader and stands to one side while the others are seated in the chairs. The leader, carrying a cane, starts the game by walking around a row of chairs as the music begins and chants, "I'm going to Jerusalem! I'm going to Jerusalem!" Suddenly the leader stops at the back of a chair and taps his or her cane on the floor. The player sitting in the chair must immediately rise and follow the leader. The leader continues to recruit the players for his or her trip to Jerusalem until all are following the leader in a single file.

When the music stops, or upon some other signal, the players rush for chairs. The player without a chair is out of the game and takes with him one of the chairs. The game continues until there are only two players encircling one chair. The player who secures it wins.

GREECE**EUROPE**

Brazen Fly	
Ages: 9-12	Supplies: large handkerchief
Players: 10-20; group-and-one; circle	Activity: hunting; clapping; dodging; skipping
Place: gymnasium; out-of-doors	Appeal: problem solving; repetition; skill

One player is blindfolded and all other players form a ring round him or her. They skip around the player until he or she claps hands three times. Then they must stop so that the player may point to one who in turn steps into the ring with the blindfolded player. Immediately the blindfolded player tries to catch him or her. If the blindfolded player catches and can name him or her, the two exchange places; if not, the same person must continue to be blindfolded. The one called into the circle will naturally try to escape, but must submit when caught.

Another version of the game is that the blindfolded player chases the others and says, "I'm hunting a brazen fly." Meanwhile the players may strike at him or her with a leather strap and say, "You may hunt but you won't catch."

GREECE**EUROPE**

Duck on a Rock	
Ages: 9-12	Supplies: beanbags or stones
Players: 20 or more; group-and-one; informal	Activity: hunting; chasing; dodging; running; throwing
Place: out-of-doors	Appeal: competition; problem solving; skill

This is a modern version of the age-old game. A number of players, each having a duck (a stone or beanbag) stand on a throwing line; 25 feet away is duck rock or post on which a player called the guard places his or her duck and stands to either side of the duck rock. The object of the one who throws is to knock the guard's duck off the rock if possible and to recover his or her own duck and get to the throwing line before being tagged by the guard. If the guard's duck is knocked off, the guard cannot tag another player until first he or she replaced his or her own duck. If a player goes to secure his or her duck and places one foot on the duck, that player cannot be tagged. But once the player picks up his or duck, the player cannot put it down again. A player may stand on his or her duck as long as necessary. Several players may be within the throwing line at the same time. If a player is tagged, he or she becomes the guard. If a stone falls within a hand span of the duck rock without knocking the duck off, the thrower becomes a guard and the guard goes to the throwing line. If a guard tags a player, he or she must run so that the tagged player cannot tag him or her in return.

The guard may be determined by having the player throw their ducks at the rock. The player whose duck falls nearest the rock is the guard. The modern Greeks play the game by placing the guard's duck on a pile of stones instead of on the one rock or stake. As the players throw and hit the duck, the entire pile is often knocked over and the guard must rebuild them before he or she can chase the players.

A popular form of the game with American boys is "Stake Guard." The chief difference lies in the fact that the guard is confined to a limited territory in "Stake Guard." The game is often called "Duck Stone," "Ducks and Drakes," or "Duck on Davy."

GREECE**EUROPE**

Oyster Shell	
Ages: 9-12	Supplies: oyster shell or cardboard
Players: 30 or more; two-group; line	Activity: hunting; chasing; dodging; running
Place: gymnasium; out-of-doors	Appeal: competition; repetition

The description here is a modern version of an old Greek game said to have originated from the practice of exiling wrangling politicians. The names of the opponents were written on an oyster shell; the shell was tossed into the air and the man whose name fell uppermost was sent from the city. The popular games "Day or Night," "Black or White," and "North or South" are supposed to have arisen from the custom.

Two parallel lines are drawn 10 feet apart and are known as the starting lines. The territory between the lines is the neutral area. At a greater distance beyond each starting line a goal line is drawn for each side. The players divide into two teams. One team is the light and the other the dark as decided. A Player of alternate teams tosses an oyster shell in front of both teams as they stand on the starting lines. If the oyster shell falls dark side up, then the light team runs for its goal as the dark team chases them. If a player is caught, he or she must bring the captor home on his back. A team scores one point for each prisoner. The game may be scored 50, 100, or any number of points. It is advisable to adopt some means for opponents to be of equal size. The game continues with the fate of the oyster shell, whether it falls dark or light the majority of times, influencing the chance of winning.

Pebble Chase	
Ages: 9-12	Supplies: pebble
Players: 20 or more; group-and-one; line	Activity: hunting; chasing; dodging; running
Place: gymnasium; out-of-doors	Appeal: competition; skill

The children are in line formation and all hold out their hands with palms together. The leader has a pebble in his or her hand. As the leader walks down in front of the line he pretends to drop the pebble into the hands of each player. When the leader drops it, the player who has it must run to a designated place (40 to 60 feet away) and back and give the pebble to the leader. All the others chase and try to catch the runner. The player who catches the runner will be the next leader. If the runner is not caught he or she will again be the leader.

Another version of the game is that the player receiving the pebble must let his or her identity be known by the time the leader reaches the last hand. The one having the pebble may even slip away and get a start before being suspected by anyone. He or she may run wherever seen fit.

IRELAND**EUROPE**

Blarney Stone	
Ages: 9-12	Supplies: large stone
Players: 20 or more; transition	Activity: hunting; chasing; dodging; running
Place: gymnasium; out-of-doors	Appeal: dramatization; skill

In the wall of the famous old Blarney castle there is set a great, rugged stone known as the Blarney Stone. Each year thousands of tourists visit the castle and the story follows that if anyone kisses the stone, he or she will be blessed with a most polite and pleasing manner. Since the stone rests high in the wall, whoever kisses it must be held out to reach it and must almost stand on his head to touch the rock.

The game described here is adapted from the Blarney Stone legend that has great appeal to many tourists.

The children stand facing each other in two lines about 15 or 20 feet apart. A stone is placed in the center of the space between the lines. Each child shuts his or her eyes tightly and clasps hands behind his or her back. A leader gives a signal for the game to begin whereupon the players walk forward slowly until the signal "Stop!" is given. They stop quickly, open their eyes, and run as fast as they can for the Blarney Stone. The first child to touch the stone stands still and holds one hand on it. Now that he or she has touched the stone, the player can speak and is the keeper of the stone. The other players go back to their places in the lines, at the same time watching the child at the stone. Suddenly he or she cries:

Blarney--bum!!
Run-run-run!!

The players immediately start to run up and down past the child at the stone, going as close as they dare. The child tries to tag one of them, though he or she must keep one hand on the stone. If he or she touches a player, that player must stand at the stone and take hold of the free hand of the first one. The procedure is repeated until all the players except one are members of the chain at the center. When only one player is free to race past the stone, the child with his or her hand on the stone who first called "Blarney-bum!!" suddenly calls again:

Blarney--bum!!
Run-run-run!!

Then every player in the chain at the center drops hands and all chase the one player who is free. When he or she is tagged, that player becomes the new Blarney Stone keeper and the game starts anew.

ITALY

EUROPE

Bimbo	
Ages: 9-12	Supplies: leaf
Players: 20 or more; two-group-and-one; line	Activity: hunting; chasing; dodging; passing; running
Place: gymnasium; out-of-doors	Appeal: competition; dramatization; skill

One player is chosen to be the **bimbo** or captain and is given two small green leaves. The others stand in two lines facing each other about 15 feet apart. All players hold their hands behind them, palm open. The bimbo walks slowly up and down behind the lines and quietly drops a leaf into one player's hands, then walks on. The player holds the leaf without indicating he or she has it. The bimbo crosses to the other side, walks on, and then suddenly drops the other leaf into the hands of a player in that line. The bimbo walks on and then suddenly calls, "Stop! Thief! Lucky Leaf!" Then the two players who hold the leaves run as fast as possible across to the opposite side. Each of the two players tries to drop his or her leaf into the hand of some other player before the bimbo tags him or her. As the leaf goes to each player he or she passes it on to the next in line, for no player wants the bimbo to catch him or her holding a leaf. When a player is caught with a leaf in his or her hands, that player becomes the new bimbo and the game is started again.

This game is very popular in Italy with both children and young people who play it during their outdoor festivals.

Cencio Mollo (SHEN-shio MOL-ih)	
Ages: 9-12	Supplies: handkerchief
Players: 20 or more; group-and-one; line	Activity: pasttime; self-control
Place: home; schoolroom	Appeal: dramatization

The players form a line, one behind the other. One player, chosen as **It**, holds a handkerchief in hand and goes to the first player in line saying, "The **Cencio Mollo** (wet handkerchief) has come to you."

The player replies, "Let it come. I shall not cry, laugh, or kiss it." It tries to make the player laugh, but It can only touch the player's head and face, and only with the handkerchief. If It fails to make the player laugh, he or she must go to someone else in the line. The player who laughs must pay a penalty. A new It is then chosen.

ITALY**EUROPE**

Painting Sand-Pictures	
Ages: 9-12	Supplies: bags of colored sand
Players: 8 or more; single-group; informal	Activity: pasttime; creating designs
Place: out-of-doors	Appeal: competition; skill

Each player has four bags of colored sand -- red, black, yellow, and blue, and a bag of white. The white sand is scattered upon the ground in the form of a square. Then an outline of a bird, a man, or another animal is made by allowing the black sand to sift through the fingers. Other colors are used to finish the design. There is often competition between the young artists as to who can paint the best picture in a given line.

Pumpkin-Planter	
Ages: 9-12	Supplies: none
Players: 12 or more; group-and-one; circle	Activity: pasttime; alertness; memory
Place: home; schoolroom	Appeal: dramatization

One player is chosen to be the **pumpkin-planter** and the other are pumpkins and sit in a circle. The planter stands in the center and gives a number to each player. He or she starts the game by saying, "There are (for example) four pumpkins in my field." Pumpkin No. 4 asks, "Why four pumpkins?" The planter says, "If not, how many?" and No. 4 says (for example), "Eleven pumpkins." No. 11 replies in the same manner and the game continues faster and faster. If a pumpkin gets confused or fails to answer quickly to his or her number, that player is assigned some silly penalty.

THE NETHERLANDS**EUROPE**

Windmill	
Ages: 9-12	Supplies: none
Players: 20 to 30; transition; line	Activity: hunting; balance; chasing; dodging; running
Place: gymnasium; out-of-doors	Appeal: dramatization; problem solving; skill

Two parallel lines are drawn 15 or more feet apart. The space between the lines is the neutral ground. At one end of the neutral space a square is drawn to represent a **canal**.

One player is chosen to be the **berger**. The others are divided into two sides and stand on the lines, facing the neutral ground. A leader called a **stork** is chosen for each line and stands slightly in front of his or her line in the neutral ground. The storks start the game by imitating the movements of a windmill, or a stork. The players in each line do exactly what their stork leader does. The berger walks up anywhere between the lines and watches closely to see if each player is following his or her leader. As soon as the berger sees a player who is not following his or her stork leader, the berger runs and tags the player, and calls, "Windmill!"

The player runs immediately for the canal. The berger and the children all chase him. If the runner reaches the canal before being caught, he or she is safe and returns to his or her place in line. If the berger tags the runner, the runner must go and stay in the canal. If one of the line players tag the runner, that runner must join the line that tagged him or her.

The game continues with the children in the lines trying to catch the runner before he or she is tagged by the berger. A player in the lines may rescue a prisoner from the canal whenever he or she can slip past the berger and tag the prisoner.

When all the players have been taken into one line or into the canal, the berger calls, "Windmill!" Then every player chases the berger. The player who catches him or her is the berger for the next game and may select the stork leaders for the two lines. This game is based on an old tale of early Dutch days.

POLAND**EUROPE**

Grandma Is Blind	
Ages: 9-12	Supplies: blindfold
Players: 20 or more; group-and-one; circle	Activity: hunting; chasing; dodging; running
Place: gymnasium; out-of-doors	Appeal: dramatization

One player, the **blind grandma**, is blindfolded and turned about. The others, in a circle formation, ask, "Grandma, grandma, where are you?" Grandma replies, "On a barrel." The players then ask, "What does the barrel hold?" "It is full of fish," grandma answers. The players ask, "Grandma, are you as nimble as the fish?" "Indeed, I am," says grandma. "Then, grandma, catch us if you can," the players shout and run about the area as grandma tries to catch them. The first one caught is the next blind grandma.

PORTUGAL**EUROPE**

Belinda	
Ages: teen	Supplies: none
Players: 10 or more; group-and-two; informal	Activity: pastime; guessing
Place: home; schoolroom	Appeal: problem solving

Berlinda is a difficult word to translate. It means "one in the attention of all others."

One player is chosen to be **It** and is told to leave the group. Another player, the **leader**, goes from one player to another gathering a secret from each. The secret should be something funny, the more exaggerated the better, about the person who is It. For example, a player may be "berlinda " because his or her shirt is too short, or because his or her hair is uncombed, or because his or her feet are too big, etc. It is recalled and the leader names over all the things said about the player. It then chooses the description he or she prefers. The person who said that about It has to leave the group and be the next It. The players should agree to take the teasing in the attitude of friendliness or perhaps to give compliments instead of criticisms.

Contraband	
Ages: 9-12	Supplies: coin, rock, or stick
Players: 20 or more; two-group; rectangle	Activity: hunting; chasing; running
Place: out-of-doors (large area)	Appeal: competition; skill

The playing field should be a large one. A chosen site, near the edge of the field, is agreed upon to be the boundary where the **contraband** must be placed. The players are divided equally into **police** and **contrabandistas** or **smugglers** who group themselves along three sides of a large rectangle, leaving one end area open. The rectangle should be in the center of the playing area. The police are on the outside and the smugglers are on the inside of the rectangle. The contraband object, which may be a small coin, stick, or rock, is given to one of the players of the smuggler's team. The smuggler and his or her teammates try to keep the police from knowing who has the object. They also try to break through the police so that they can place the contraband article on or across the boundary line.

The game is finally won by either the smugglers as they are successfully able to get their contraband over to the agreed upon boundary or by the police for not letting them get through or catching them before they are able to reach the boundary.

PORTUGAL**EUROPE**

Ghosts	
Ages: teen	Supplies: none
Players: 10 or more; group-and-one; line	Activity: pasttime; balance; coordination
Place: home; schoolroom	Appeal: dramatization

This game is adaptable to a party or for a particular occasion. All players stand in a row. The leader begins a story about a ghost he or she saw once. The leader says, "He had his right hand on top of his head." All players then place their right hands on top of their heads and the leader continues, "He had his left hand behind his back," and all the players follow instructions. "He had his left leg extended in front," all extend left leg, "and his right knee was bent and he was leaning to the left." When all of the players are in this amusing position, the leader then gives a little push on the first player and all begin to tumble like soldiers in a line. The game is over and the explanation is, "The ghost disappeared about this time!"

SCOTLAND**EUROPE**

Smuggling the Geg	
Ages: 9-12	Supplies: geg or treasure
Players: 10-20; two-groups; informal	Activity: hunting; chasing; dodging; hiding; running; seeking
Place: out-of-doors	Appeal: competition; skill

The players are divided into two equal teams. One is the **outs** or the **smugglers** and the other is the **ins**. A den 4 feet by 6 feet is marked on the ground for a central or safe place for the smugglers. The outs have the geg or treasure and give it to one of their number in such a way that his or her identity is unknown in a group. The outs run to hide but first give the call, "Smugglers." The ins then begin the chase. If the player who has the geg returns to the den before being caught the ins become the outs for the next game. When one of the ins catches an out he or she must take off the out's cap and place the palm of his or her hand on the out's head before claiming the prisoner and demand, "Deliver up the geg." At this point the out must cease to struggle. The player goes free if he or she does not have the geg.

SPAIN**EUROPE**

Spanish Fly	
Ages: teen	Supplies: none
Players: 10 or more; group-and-one; informal	Activity: hunting; leaping; running
Place: gymnasium; out-of-doors	Appeal: competition; skill

The game is very similar to leapfrog, as played in the United States. While jumping the leader performs certain feats for the other players to follow. Many different stunts may be introduced. The leader may jump over and touch the back with one hand and wave a cap in the other, or jump without touching, or make a turn while jumping, or do as he or she desires. Any player who fails to follow the leader takes the place of the back to be jumped over. The game "Dima" from Iran is quite similar to "Spanish Fly."

SWITZERLAND**EUROPE**

Blinzlis (Blintz-lis)	
Ages: 9-12	Supplies: none
Players: 30 or more; two-group-and-one; circle	Activity: hunting; alertness; batting the eyes; running
Place: gymnasium; out-of-doors	Appeal: dramatization; strategy

Blinzlis, meaning "batting the eyes," is a game for a large group. The players stand in two circles, an inner and an outer one, with all facing the center of the circles. One player stands in the center and bats eyes at one of the inside circle players. This is the signal for that inside circle player to join the center player. Each player in the outside circle has to be careful that his or her partner does not run away. A partner may be held when trying to run. A player not paying enough attention and letting the partner succeed in running toward the center must stand in the center and bat his or her eyes at some other player, thus trying to regain a partner.

SWITZERLAND

EUROPE

Fuul Ei (Fool-i)	
Ages: 9-12	Supplies: handkerchief
Players: 20 or more; two-group-and-one; circles	Activity: hunting; chasing; dodging; running
Place: gymnasium; out-of-doors	Appeal: dramatization; skill

The players stand in a double circle, except one, the **fuul ei** or **rotten egg**, who is without a partner. This player has a handkerchief and runs around outside of the circles. He or she tries to drop the handkerchief unnoticed behind one of two partners, then proceeds on the course. If the player succeeds in going around the circle until he or she reaches the handkerchief without the person behind whom it was dropped noticing it, that player falls out, "Rotten Egg." The new rotten egg, that is the circle player, has to take the handkerchief and start the game anew. The first rotten egg takes a place in the inner circle, and the partner takes a place in the outer circle. If the partner of the outside player has noticed the dropped handkerchief in time, he or she picks it up quickly and chases the rotten egg. If the rotten egg is caught before reaching his or her place, the rotten egg must try again.

Hallihallo (Hal-li Hah-lo)	
Ages: 9-12	Supplies: ball or beanbag
Players: 10 or more; group-and-one; row	Activity: pasttime; alertness; catching; throwing
Place: home; schoolroom	Appeal: suspense

The players sit in a row and one, the **leader**, stands in front of the group with a ball in his or her hands. The leader says, "It is an animal, starting with B" (buffalo perhaps) and throws the ball to the first player sitting in the row. The player replies by trying to guess the name of the animal starting with "B" and throws the ball back. If the guess is right, he or she then becomes the leader and stands in front of the group. The first leader sits at the end of the row. If the player does not know the answer, he or she throws the ball back to the leader and the play continues to the second player in the row. If at the end of the row no player has guessed the name of the animal, the leader this time has to say the second letter of the animal, as "Bu" and so on. The leader may ask anything such as the name of a town, country, river, mountain, car, etc. A player should not be allowed too long a time to think, but should throw the ball back rather quickly.

U.S.S.R.**EUROPE**

Ting-a-ling	
Ages: 9-12	Supplies: bell; box
Players: 20 or more; group-and-one; square	Activity: hunting; chasing; dodging; listening; running; passing
Place: gymnasium; out-of-doors	Appeal: dramatization; problem solving; rhythm; skill

This game is adapted from a very old Russian legend, a tale of Moscow, often known as the city of bells.

The players stand on the lines of a large square, all facing the center. A small square is in the center of the large one. Straight lines are drawn diagonally from corner to corner through the big square.

One player is chosen to be the **clapper** and takes his or her place in the small square that is called the **steeple**. The clapper holds a small box or basket, one large enough to hold a small bell that has been given to one of the line players. A captain is chosen to lead the lines. At the signal the captain starts walking along the lines of the big square or up and down the diagonal lines. The other must follow the path of the captain. In the meantime the player with the bell rings it softly and passes it to another player as they follow the captain. As they march along each player who receives the bell rings it softly and passes it on. The clapper tries to detect who has the bell by watching closely from the steeple.

The clapper suddenly claps his hands, the children stop quickly, break rank, and encircle the clapper as fast as they can. The player who holds the bell drops it into the clapper's box and runs as fast as possible while the clapper chases him or her. The chase must be confined to the inside of the square. The other children may follow the clapper. If a player gets close enough to the clapper to grab the bell out of the box, he or she may do so. Then the clapper must chase the player who has the bell. The player may escape by passing the bell to any other player and again the clapper chases the player with the bell. The chase continues until a signal to stop is given. The player holding the bell at this time is the clapper for the next game.

CUBA**NORTH AMERICA**

Chocolonga (cho-co-LONG-a)	
Ages: 9-12	Supplies: blindfold
Players: 10 or more; group-and-one; informal	Activity: pastime; balance
Place: home; schoolroom	Appeal: chance

A circle is marked on the blackboard or on a piece of paper attached to the wall. One player is selected to be It and stands at arms length in front of the circle. It is blindfolded and told to touch as near as possible the center of the circle. Before It tries to touch the circle, he or she is turned around three times. Meanwhile another player stands in front of the circle so that the fingers of It are grasped (pinched) by those of the players. Fun may be added by having It guess the name of the player pinching his hands. "Chocolonga" is Cuban for "to put into."

Flower Garden	
Ages: all	Supplies: none
Players: 10-20; group-and-one; circle	Activity: pastime; alertness
Place: home; schoolroom	Appeal: dramatization

One player, It, gives the name of a flower to each of the other players who are seated in a circle. The play begins when It says, "I saw a garden of flowers, but the violet was missing." The violet must reply, "The violet is not missing, because I saw it in the garden." The leader then asks, "What was missing?" The violet answers, "The rose was missing." The rose must respond with, "The rose was there because I saw it. It was the daisy that was missing." The game continues in quick sequence until a flower fails to respond. This player must pay a forfeit or fine. The game is excellent for teaching names of flowers to young children. Variations: the "Zoo," the "Vegetable Garden," or even the "Countries," and similar ideas may be used.

CUBA**NORTH AMERICA**

The Priest's Hat	
Ages: teen	Supplies: none
Players: 10-20; group-and-one; circle	Activity: pastime; self-control
Place: home; schoolroom	Appeal: dramatization

One player, the **leader**, stands in the center of a circle formed by the other players who are seated. The leader says, "The priest has lost his hat, and they tell me that someone in this room found it and hid it." (A clever leader may elaborate on this.) "I do not know who it is, but I think it is _____." Whereupon he or she points to a circle player. The player must not smile or speak, but must deny the charges with vigorous motions of the head and point to someone else, who in turn denies and points to another player. The object of the game is to make a player smile, laugh, or speak. A player who is guilty of any of the offenses must pay a forfeit. After forfeit is paid, the leader may start the game again and finally choose someone to take his or her place. The game is the Cuban version of "The Prince of Paris Lost His Hat."

MEXICO**NORTH AMERICA**

Carpenteros, Carboneros, and Cardinales	
Ages: 9-12	Supplies: none
Players: 20 or more; two-group; line	Activity: hunting; chasing; running
Place: gymnasium; out-of-doors	Appeal: competition; dramatization

One player is chosen as leader. The other players form two parallel lines about 3 feet apart and facing each other. One team is the **carpenteros**, carpenters; the other is the **carboneros**, coal miners.

Play begins as the leader gives the calls. If he or she calls "Carpenteros!" that team turns and runs to a line about 30 feet away. The carboneros try to tag them before they cross the line. The players who are tagged are out of the game. If carboneros is called, they run to a line on their side, trying to reach it before the carpenteros tag them.

If **cardinales** is called, neither team should move. If a player should move even a foot, he or she is eliminated from the game. The leader may add excitement to the game by pausing on the first syllable CAR so that the players do not know what to expect. The team with the most players at the end of playing time wins. Pronunciation: Carpenteros (car-pen-TA-ros) Carboneros (car-bo-NA-ros), Cardinales (car-di-NA-les)

MEXICO**NORTH AMERICA**

Colorinas	
Ages: 9-12	Supplies: small beans
Players: 4-6; individual; informal	Activity: pasttime; catching; tossing
Place: gymnasium; out-of-doors	Appeal: skill

A small hole is dug in the ground if played out-of-doors, or a bowl placed on the floor if played indoors. A line is drawn about 8 feet away from the hole. The players take a handful of little red beans called colorinas and stand on the line. One at a time the players see how many beans they can throw into the hole. The whole handful of beans must be released at one time. If any fall into the hole, the player picks them up and puts them in the palm of one hand. Then with a jerk he or she throws the beans into the air and tries to catch them on the back of the hand; once again he or she throws them and catches them in the palm. The player who has the greatest number of beans in the palm after the last person throws is the winner. The players must each have an equal number of beans to start the game.

Little Parrot	
Ages: 9-12	Supplies: small object
Players: 10-20; single-group; circle	Activity: pasttime; alertness
Place: home; schoolroom	Appeal: dramatization

A leader is chosen and given a small object or little parrot to hold in his or her hands; the leader and the other players sit in a circle. The leader starts the play by turning to the player on the left and asking quite seriously, "Would you like to buy this pretty little parrot?" The player asks just as seriously, "Will it bite?" The leader answers, "Why, no, it will not bite," and then passes the small object or little parrot to the player on his left. This player turns to the player on his or her left (or the third player) and asks, "Would you like to buy this parrot?" The third player asks, "Will it bite?" When the second player is asked the question about the parrot biting, he or she must not reply. He or she must turn to the leader and ask, "Will it bite?" The leader answers, "Why, no, it will not bite," whereupon the second player turns to the third player and repeats, "Why, no, it will not bite," and passes the little parrot to him or her.

The play continues with questioning always going back from player to player until it reaches the leader. The answer, "Why, no, it will not bite," is repeated to the player holding the little parrot. Should a player laugh or forget to pass the little parrot, he or she must pay a penalty.

U.S. - ALASKAN ESKIMO**NORTH AMERICA**

Jumping Forward Race	
Ages: 9-12	Supplies: none
Players: 10-30; single-group; line	Activity: contest; jumping
Place: gymnasium; out-of-doors	Appeal: competition; skill

The players stand with arms folded across the chest and jump forward to a goal line about 15 feet away. The feet are held close together and the knees are rigid. This may be used in relay formation also.

U.S. - AMERICAN INDIAN**NORTH AMERICA**

Whirling Circles	
Ages: 9-12	Supplies: none
Players: any number; groups of four; file	Activity: relay; running; whirling
Place: gymnasium; out-of-doors	Appeal: competition; rhythm; skill

This is a relay in which four players from each side run as one unit. An obstacle is established about 40 feet in front of each team. The players are grouped in fours. Each group forms a circle by holding hands. At a signal, the first four of each team run forward, encircle the obstacle, and run back to the starting point to touch off the next four, always twirling their team's circle as they run. The object is to see which team finishes its whirling circles first.

U.S. - HAWAIIAN ISLANDER**NORTH AMERICA**

No'a	
Ages: 9-12	Supplies: pebble and sand
Players: 5 to 10	Activity: guessing
Place: gymnasium; out-of-doors	Appeal: competition; problem solving

Divide the group into two teams with five to ten players on each side. Sit in two rows. Decide which side will hide the pebble first and select the one who is to hide the no'a. That player takes the no'a in hand, with his or her thumb holding it against his or her palm and fingers. With the back of the hand up and the stone hidden beneath, that player places his or her hand under each pile of kapa or sand. He or she may even return to one or more of the piles, but must not prolong this hiding scheme. Sometime during the process, the stone is released and hidden.

The players on the guessing side watch the muscles and tendons of the hand and arm of the person holding the stone. The guessing team members confer and their spokesperson touches one of the piles. If correct, they score a point. The no'a is retrieved and the guessing side proceeds to hide the stone.

Puhenehene (Hiding a Pebble on a Person)	
Ages: 9-12	Supplies: kapa (blanket or canvas); pebble
Players: 5 to 10	Activity: guessing
Place: gymnasium; out-of-doors	Appeal: competition; problem solving

Divide the group into two teams and sit in two rows facing each other. Keep each group small enough to hide under the kapa, blanket, or canvas secured for this game. If this is not possible, then use the kapa as a curtain, not a cover. Two assistants are selected to manage the kapa and generally referee the game. One of the assistants calls "Puheoheo." If the players are ready, then answer, "Puheoheo." The helpers cover the group which is to hide the no'a with the kapa. While covered, they hide the stone on one of their members. The kapa is removed and all of the members of this group look down so that their opponents may not discover which one bears the stone by a revealing look. The guessing team members confer and make their selection. If correct, they score a point. They continue the game by hiding the stone.

BRAZIL**SOUTH AMERICA**

Luta de Galo (LU-ta de GA-lo)	
Ages: 9-12	Supplies: handkerchiefs
Players: any number; couple; informal	Activity: contest; pushing; reaching
Place: gymnasium; out-of-doors	Appeal: competition; skill

Players pair up, then they tuck handkerchiefs in their belts, place their right arm across their chest and hop around on their right foot. The free left arm is used to reach for the opponent's handkerchief. A player whose left foot touches the ground or whose right arm unbends is disqualified. The player who succeeds in getting the opponent's handkerchief is the winner. Luta de Galo means a "fight of roosters."

CHILE**SOUTH AMERICA**

Who Is It?	
Ages: teen	Supplies: none
Players: 20 or more; group-and-one; line	Activity: pastime; guessing
Place: home; schoolroom	Appeal: dramatization

One player is chosen to be leader and to head a line formed by the other players standing directly behind the leader. The game starts as the leader asks the question, "Have you seen my friend?" The players answer, "No, sir." The leader then asks, "Do you know where my friend is?" The answer is, "Yes, sir."

After this conversation the leader slowly walks forward nine steps. During this time, the players quietly and quickly shift places in the line as they wish. One player moves directly behind the leader. The others call, "Who is it?" The leader may ask three questions of the players before he or she answers. The questions may be, "Is it boy or girl? Is he fair or dark? Is he short or tall?" After asking the three questions the leader must guess who stands behind him or her. Should the leader guess correctly, he or she is leader again; otherwise another player becomes the leader.

COLOMBIA**SOUTH AMERICA**

La Cachanga (La Ca-CHAN-ga)	
Ages: 9-12	Supplies: shoe
Players: 15-30; group-and-one; circle	Activity: hunting; kneeling; passing
Place: gymnasium; out-of-doors	Appeal: rhythm; skill

The term **la cachanga** is Spanish for a sandal made of cotton. The sole of the shoe is flat and the shoe is held on by a strap. The players are in a close circle, kneeling on one knee, the other is at right angles. A shoe is passed quickly under the knee of each player. One player on the outside of the circle moves around the group in the direction in which the shoe is sent and tries to locate the shoe. The circle players say together repeatedly,

Que corra la cachanga The sandal that runs
Que corra la cachanga. The sandal that runs.

If the outside player locates the shoe, he or she taps the shoulder of the player holding it and then exchanges places with that player.

PARAGUAY**SOUTH AMERICA**

Define, Define, What Is It?	
Ages: teen	Supplies: none
Players: 10 or more; group-and-one; informal	Activity: pasttime; alertness; guessing
Place: home; schoolroom	Appeal: dramatization

One player starts the game by presenting the group with a situation or a problem. For example, he says: "What has six legs, four arms, and a woman's head on it and it moves like this.....?" Then he or she moves forward and backward. "It also has many colors, etc." Players may make guesses as the description goes on. The person who guesses correctly starts the next game. (Answer: a chair with a lady in it.) This game is somewhat like the game of charades in which several players present the problem, usually in pantomime.

APPENDIX A

Degree of Activity

Active Games			
Alpine Tag	29	Immigrant Game, The	20
Barley Break	29	Jumping Forward Race	45
Baste the Bear	23	Loop Touch	25
Big Snake	7	Luta de Galo	47
Blarney Stone	33	My Lady's Toilet	26
Blind Cow	11	One-Legged Race	14
Boat Race	7	Oyster Shell	32
Brazen Fly	30	Riding the Bicycle	10
Carpenteros, Carbonerson, and Cardinales	43	Run, Rabbit! Run!	21
Chase and Catch	16	Smuggling the Geg	38
Chocolonga	42	Snatch a Corner	22
Circle Thread the Needle	24	Spanish Fly	39
Coin Game, The	17	Tandem Tag	26
Contraband	37	Ting-a-ling	41
Crab Race	13	Tock, Tock, Tockeeya	12
Double-Circle Tag	18	Warship Race	15
Exchange Race	24	Whirling Circles	45
Fielding Race	25	Zum Zum	9
Grandma is Blind	36		

Moderate Games

Bimbo	34	Going to Jerusalem	30
Blinzlis	39	Hopscotch	28
Chinese Chicken	9	La Cachanga	48
Colorinas	44	Ladder Jump	25
Define, Define, What Is It?	48	My Little Bird	8
Duck on a Rock	31	Pebble Chase	32
Ebe, Come To Us	19	Select Fruit	10
Exchange	27	Spoon Ball Carry Relay	14
Foot Game	11	Tap the Line	23
Fuul Ei	40	Weaving Relay	15
Ghosts	38	Windmill	36

Quiet Games

Berlinda	37	No'a	46
Big Lantern Game	13	Nose and Ear	11
Cencio Mollo	34	Painting Sand-Pictures	35
Flower Garden	42	Priest's Hat, The	43
Hail, O King	12	Puhenehene	46
Hallihallo	40	Pumpkin-Planter	35
Hana, Hana, Hana, Kuchi	14	What Is My Bride Like?	13
How Many?	8	Who Is It?	47
Little Parrot	44		

APPENDIX B**Playing Area**

Games for the Gymnasium			
Alpine Tag	29	La Cachanga	48
Barley Break	29	Ladder Jump	25
Baste the Bear	23	Loop Touch	25
Bimbo	34	Luta de Galo	47
Blarney Stone	33	My Lady's Toilet	26
Blind Cow	11	My Little Bird	8
Blinzlis	39	No'a	46
Brazen Fly	30	One-Legged Race	14
Carpenteros, Carboneros, and Cardinales	43	Oyster Shell	32
Chase and Catch	16	Pebble Chase	32
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Exchange	27	Spoon Ball Carry Relay	14
Exchange Race	24	Tandem Tag	26
Ebe, Come To Us	19	Tap the Line	23
Fielding Race	25	Ting-a-ling	41
Fuul Ei	40	Warship Race	15
Going to Jerusalem	30	Weaving Relay	15
Grandma Is Blind	36	Whirling Circles	45
Hail, O King	12	Windmill	36
Jumping Forward Race	45	Zum Zum	9

Games for Home and Schoolroom

Berlinda	37	How Many?	8
Big Lantern Game	13	Hana, Hana, Hana, Kuchi	14
Blinzlis	39	Little Parrot	44
Cencio Mollo	34	My Little Bird	8
Chocolonga	42	Nose and Ear	11
Colorinas	44	Priest's Hat, The	43
Define, Define, What Is It?	48	Pumpkin-Planter	35
Flower Garden	42	What Is My Bride Like?	13
Ghosts	38	Who Is It?	47
Hallihallo	40		

Games for Out-of-Doors

Big Snake	7	Hopscotch	28
Blind Cow	11	Immigrant Game, The	20
Blinzlis	39	La Cachanga	48
Boat Race	7	Luta de Galo	47
Carpenteros, Carboneros, and Cardinales	43	My Little Bird	8
Chase and Catch	16	No'a	46
Colorinas	44	Painting Sand-Pictures	35
Coin Game, The	17	Puhenehene	46
Double-Circle Tag	18	Run, Rabbit! Run!	21
Duck on a Rock	31	Smuggling the Geg	38
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