

Playing Around the World

Music Mystery (Canada)

1. Divide the group into 2 teams. Team #1 is the band. Team #2 is the audience.
2. Team #1 picks a song and beats out the rhythm of the song.
3. Team #2 tries to guess the song and then sings along.
4. The teams switch roles. Team #2 becomes the band.

Kim's Game (England)

1. You need to bring at least 10 small things and a scarf or piece of cloth
2. Put 10 things on a table. Be sure you can cover all of them with the scarf or piece of cloth.
3. Show the players the 10 things for a short time, then cover them.
4. Ask the players what was on the table. See if they can list all 10 things.

Sheep and Hyena (Sudan)

1. Players join hands and form a tight circle.
2. The hyena stays outside the circle. The sheep stays inside the circle. See if you can keep the sheep away from the hungry hyena.
3. The players in the circle have to try to keep the hyena from breaking through the circle to get to the sheep. The game ends when the hyena gets the sheep or gets too tired to go after the sheep anymore.
4. Two other people become the sheep and hyena.

Hawk and Hens (Zimbabwe)

1. One person is the hawk. All the other players are hens.
2. The hawk stands between the safety zones and tries to catch the hens as they run back and forth from one safety zone to the other.
3. When a hen is caught, he/she sits on the side and watches the game.
4. The last hen to be caught by the hawk becomes the next hawk.

Jan-Ken-Pon (Japan)

This is a game for pairs of two.

1. Two players face each other with their hands behind them.
2. Together, they say "jan-ken-pon." On "pon," both bring a hand forward to stand for a stone (a fist), paper (flat hand), or scissors (V-shape with index finger and middle finger).
3. Stone beats scissors because it can break them. Scissors beat paper because they can cut it. Paper beats stone because paper can wrap up the stone.
4. A player gets a point each time her hand beats the other's. The first player who gets seven points wins.

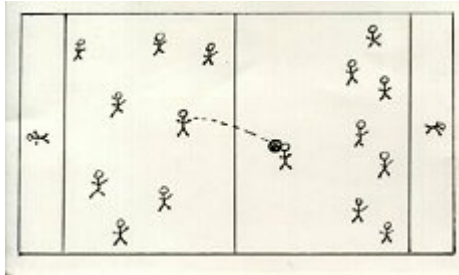
Around the World (Mexico)

1. Make a big circle and hold hands. Always put a small kid, then a big kid, then a small kid until the circle is closed.
2. Leave a couple out of the circle.
3. The couple outside the circle chooses another couple by separating their hands. As soon as this happens, both couples run fast around the circle in opposite directions.
4. The goal is to win the spot that the chosen couple left.

Caught You! (China)

1. In this game, you need to bring a blindfold and a small ball.
2. Sit down side by side in a large circle except for one person who sits outside the circle.
3. The one outside the circle should sit a few feet away from the circle, possibly with his or her eyes blindfolded. He or she shouldn't see who is holding the small ball. This is a key point.
4. The kids declare a start. Pass the small ball one by one around the circle, and the one who sat alone could shout "Stop!" at any time he or she wished.
5. When the kids hear "Stop!", the one who has the ball in his or her hand has to stand up and sing a song or tell a story.

Queimada (Brazil)



1. Form two teams. Each team has a field and there is a place called the cemetery.
2. One person from each team starts in the cemetery, so he's dead. The rest of the team starts in the field.
3. The person who is at the cemetery always starts the game by throwing a ball to the opposite side where his partners are.
4. The "living people" from this team have to catch the ball and throw it against the other team.
5. If someone from the opposite team touches the ball, he is burnt, so he is dead.
6. The "dead ones" go to the cemetery, and the game finishes when every "living person" from one team dies.

Mr. Daruma Fell Down (Japan)

1. The person who is 'it' (the tagger) yells to other children, "Mr. Daruma fell down!" When the tagger yells, the other children run as far away as possible.
2. Then the tagger turns his back to them. Next the tagger calls out again, "Mr. Daruma fell down!" After that, the tagger turns around and looks for the other children because he has to catch them.
3. When a child moves and is caught, he has to go to jail.
4. The other children have to get close to the tagger and hit his back; however, they cannot move when the tagger looks at them. Therefore, they have to run as fast as possible while the tagger's back is turned and he is yelling, "Mr. Daruma fell down!"
5. Whenever a child hits the tagger's back, other children can escape from the jail.
6. When the tagger catches all but one child, the game is almost over. In that part, the tagger is given many chances to catch the child because he can yell quickly.
7. When the tagger has tagged everyone, a new game starts.

The Hunter (Saudi Arabia)

1. Chose one player to be the hunter (to be it).
2. The hunter counts from one to ten with his or her eyes closed, so that everyone can quickly run and hide somewhere. Then the hunter starts searching for the other children.
3. If the hunter found someone from the group, the member would try to escape and the hunter started chasing him or her. Then, the hunter had to catch him or her. The hunter had to find all the members in the group and tag them.
4. If the hunter couldn't catch all of the members, he or she had to say, "Clear, and start over; but if the hunter caught all of them, he or she joined the other children and the first one who was caught became the new hunter.

Sardines (Germany)

1. The person who is 'it' has to hide; then the other children have to seek the person who is 'it'.
2. Whenever a child finds the person who is 'it', he or she has to hide with the person who is 'it'.
3. Soon, only one person is left to seek for the person who is it and all the other children.
4. As soon as the last child, who is the loser, finds the 'it' group, the game is over.
5. The next person who is 'it' is the loser of the first game.

Sam Pal Sun (Korea)

Sam Pal Sun means the line between South Korea and North Korea.

1. There are usually four or five people on each team, and one team is the defense team and blocks the other team to prevent them from going to the area which is marked with a flag. Cooperation among team members is the key to winning.
2. If you are the defending team, each one on your team has responsibility for your own line and own section.
3. If you can't block the other team members by tagging them, your team will lose the game.

Gallinita Ciega - The Blind Hen (Mexico)

1. You need a handkerchief or a cloth and more than three people.
2. The game starts when you choose somebody to be *the hen*. Then you put the handkerchief over *the hen's* eyes and turn the now *blind hen* for a few seconds.
3. After that, everybody runs and *the blind hen* has to catch somebody and guess who that person is and say what his or her name is. If the *blind hen* is right, that person becomes the new *blind hen*. If not, the *hen* is blindfolded again and the game continues.

Down, Down, Down (Australia)

1. You start off with a tennis ball and throw the ball continuously back and forth until somebody drops the ball.
2. When someone drops the ball you say "Down on one knee."
3. If the same person drops it a second time, then you say "Down on two knees."
4. If the same person drops the ball again, you say "Down on one elbow" and again you say "Down on two elbows" and then chin and then you're out.
5. Remember: you have to stay in the position you're in to catch the ball and throw the ball.

Lupo Della Ore – What's the Time Mr. Wolf (Italy)

1. One player is the wolf and he/she will stand with his/her back turned to the others about 5 meters from the others.
2. The others call out, "What's the time Mr. Wolf" and the wolf turns to face the others and shouts out a time, e.g., 10 o'clock.
3. The others would then take 10 steps toward the wolf. The group will take the same amount of steps toward the wolf as the amount of hours in the wolf's time, e.g., 2 o'clock = 2 steps, 6 o'clock = 6 steps etc.
4. The wolf will then turn his back to the group again for them to yell "what's the time...." (He looks at the group only when he shouts the time at the group).
5. When the group gets close to the wolf the next time the group yells "what's the time Mr. Wolf," the wolf will say "DINNER TIME" and run after the group, who are running back to the start line, and hopefully catch one of the group who will then be the wolf.

Stuck in the Mud (Australia)

1. In this version of Tag, one person is still "it", but when he/she touches someone, that person is "frozen" in place. He/she cannot move and must stand with his/her feet apart.
2. The only way he/she can become unfrozen is if a person crawls under his/her legs.
3. Play continues until all the players are frozen.
4. Then the last person to be frozen is "it" for the next game.

Stop (Colombia)

1. You need a ball.
2. To start the game, one child who is selected by the toss of a coin, takes the ball. The rest of the children stand around that child, who has to throw the ball up and say one of the children's names. The rest of the children have to run away as far as possible.
3. The child who is named has to get back to catch the ball.
4. If the named child catches the ball in the air, he can immediately say another name and run away. If he doesn't catch the ball in the air, as soon as he catches the ball, he has to say, "Stop!" Then all the other children have to stop running.
5. The one who said stop looks to see which child is near him and walks 3 long steps, and tries to hit that child with the ball by throwing it at him.
6. If the child who is trying to hit the other child doesn't hit him, he has to start the game again by throwing the ball up and saying another name. However, if he hits the other child with the ball, that child has to start the game.

Alto Ahi! Stop There! (Argentina)

1. Initially, one player takes the ball. In that moment the rest start running away from the one who has the ball.
2. When the one who has the ball says: "Stop there, John" (he has to name one of the participants). The one named has to look for the ball, and once he has the ball he says "stop there" and everybody has to stop. The one who has the ball can give three steps to get nearer, to his closest partner, and throw him/her the ball.
3. Two things could happen:
 1. If he touches the person with the ball, that person has a spot, and he is now the one who has to say "stop there" and name one person.
 2. If he doesn't touch the person with the ball, that person is "clean" (has not a "spot"), and the one who threw the ball is called "spot". He has to throw the ball again and say "Stop there" naming someone.
4. Whoever who gets 3 spots has to do something required by the group which is called "prenda" (kind of punishment), it consists of doing something funny or embarrassing, it's not a physical punishment!
5. If he doesn't want to do it, he is punished with 2 more "prendas", if he still doesn't, the game starts again and all players are "clean".
6. If he does what the group requires, the game goes on.
7. The game does not have a time limit, it finishes when most of the players decide it.

Korebe (Turkey)

1. The game is played by about 5 to 10 children.
2. At the beginning of the game, one person is chosen to be 'it', and then the eyes of that kid are covered with a kind of blindfold.
3. When the game starts, the person who is 'it' —the blindfolded person—tries to catch the other kids.
4. If someone is caught, that child becomes the new 'it', and the game starts over.

Sun and Ice (Mexico)

1. To play this traditional game, you form two teams.
2. The players on one team run after you.
3. When one touches you and says *freeze*, you can't move.
4. You stand still until one of the players on your team comes and touches you and says *sun*. Then you are free to run again.

Catch the Chicks (Taiwan)

1. Children playing the game pretend they are an eagle, a hen, and some chicks.
2. All the chicks stand behind the hen in a row, and the hen tries her best to protect her babies.
3. When the game starts, the eagle tries to catch the chicks. If a chick is caught by the eagle, then the eagle wins the game, and the chick who is caught is the eagle in the next game.

Commander (Taiwan)

1. Choose a person to be a commander, who turns his back to everyone.
2. As commander counts *one, two, three*, everyone moves closer to him/her.
3. After finishing counting, the commander turns and looks at everyone.
4. Nobody is allowed to move at that time. If somebody moves, the commander can point to that person and he is out.
5. If someone is able to reach and touch the commander, he wins the game.

Five Session Passing (Taiwan)

1. Children draw lines on the ground forming 5 squares.
2. The children are divided into two teams. Members of team one should stand on the lines which are drawn, and members of team two should stand inside the square.
3. Those who are standing on the lines should try to touch those who are standing inside.
4. If someone who is standing inside is touched by someone who is standing outside, he is out.
5. When the time is up, the team which has more members left wins.

The Knife (Taiwan)

1. The players divide into two groups. Each group selects a base like a wall or a tree.
2. When the game starts, everyone uses his/her hand like a knife to touch the head or the leg of the members of the other group. If someone is touched, he/she is out. However, the people who are out can be saved.
3. When the connection of the hands is cut by any other member who is not out, all the members who are behind the "cut point" are saved.
4. The first person of each group has to touch the base of the enemy, and other members who are out have to hold the hand of the first person in the line of people who are out.
5. When all the members of either group are out, the other group wins.

Tinikling (Phillipines)

1. Tinikling is the national dance of the Phillipines. It is very similar to jump rope, but instead of a spinning rope, two bamboo poles are used.
2. The poles are held by two people, one pole in each hand. They hit the poles on the floor, then raise them, then hit the poles together.
3. The person(s) in the middle hops over and outside the poles before they come together.
4. WARNING: Ensure that very flexible poles are used. Use hollow bamboo, not rattan, which is similar looking, but solid. This game can hurt ankles if done too aggressively or with the wrong equipment! Maybe use pool noodles.

Ampe (Ghana)

1. Usually two people are involved. It could also be two teams of more than two in a team. The players or teams are identified as "Ohyiwa" and "opare".
2. "Ohyiwa" scores a point when a player's left leg meets the right leg or right leg meets the left leg of "opare".
3. "Opare" also scores a point when the left leg meets the left or the right leg meets the right leg of "ohyiwa".
4. The first to get ten points wins the game or contest.
5. The game: Two contestants at a time, one from each team start clapping their hands while singing and jumping. As they land each manipulates the legs and places one leg forward.
6. As explained above, 'ohyiwa' wins by the left leg meeting the right leg or right leg meeting the left leg of "opare".
7. "Opare" scores by the left leg meeting the left leg or right leg meeting the right leg of "ohyiwa".
8. There is no referee but every team counts its scores as the game progresses. The first to get ten points wins. A set of games is played and the higher scorer determines the winner.

Oonch Neech – Up and Down (Pakistan)

1. The game is based on the traditional tag games: one person is it and runs to catch the other players on the field.
2. Rather than having one home base to run to for safety, base is anything that you can climb up on top of.
3. So, for instance, if you are playing this game out in the yard, you can jump up on a chair, a tree branch, the porch, and you will be safe