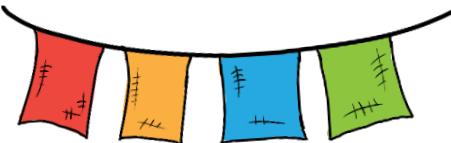


GAMES FROM AROUND THE WORLD!



AUSTRALIA

What's the Time, Mr. Wolf?

What time is it Mr. Wolf? focuses on one player, the "wolf," who stands with his back turned to the other players, about 15 feet away. The other players begin to inquire about the time. When the wolf yells out the time, the other players take the correlating number of steps forward (10 o'clock for 10 steps, 2 o'clock for two steps, and so on). Once the group is close enough, the wolf screams "dinner time" and tries to catch one of the other players. The player who is caught assumes the duties of the wolf.



AFRICA

Kudoda

In Zimbabwe, children play a game called Kudoda. In this game, players sit in a circle and a bowl filled with 20 pebbles or marbles is placed in the center of the circle.

The first player tosses one pebble in the air (be careful not to throw too high!) Next, the player tries to pick up as many pebbles as possible before catching the tossed pebble. After each person takes a turn and all pebbles have been collected, the person with the most is the winner.



SOUTH AMERICA

Trompo

Spinning tops have been popular for hundreds of years. The earliest tops probably occurred when a curious child spun an acorn, but they seem to have arrived in many cultures at about the same time. Traditional tops were carved from wood although later tops were turned on a lathe. Modern tops can be made of metal or plastic, and can also include a ball bearing on the tip to enable them to spin longer. All tops, no matter what they are made from, use the gyroscopic effect to remain stable as they spin.

A level, flat area is needed for this game, such as a tabletop or wooden board.

1. To begin the game, each player spins their top and tries to knock over their opponent's tops.
2. The winner is the player whose top is still spinning at the end.



EUROPE

Conkers

Conkers are horse chestnuts threaded on strings. Two players duel by hitting their opponent's conker with their own, until one conker is destroyed. If conkers are unavailable, substitute sweet chestnuts.



NORTH AMERICA

The Blind Hen

This delightful game from Mexico is an excellent party game for young children. It can be used as an ice-breaker game for the children to learn each other's names. Alternatively, if all the children know each other quite well, it is an opportunity for the children to practise their skills at disguising their voices!

1. To play the game, mark out an area of play with boundaries.
2. Choose a player to be the hen.
3. Blindfold the hen and turn him or her around several times.
4. The remaining players move around the area while the blindfolded player (the hen) tries to catch any one of them. Once a player is caught the hen tries to guess their name.
5. If the guess is correct, the caught player becomes the new hen. If incorrect the hen is blindfolded again for a new round.



ASIA

Whirl Around- Syria

This game requires good hand to eye co-ordination as well as an excellent sense of balance if you want to win. It can be played for a set time (for example, one minute) or you can simply keep count of how many times a player catches the ball before they drop it. After the players have time to recover they can try to improve on their previous score.

1. To play the game each player bounces his ball on the ground and then spins around once before catching it. (Hint: It really helps to spin in the opposite direction after each bounce so that you don't spin in the same direction and get too giddy.)
2. You score a point each time the ball is caught.
3. Players can take turns playing or they can all play at the same time if there are enough balls.
4. The winner is the player with the most catches in a row.

CAUTION: Players may become dizzy and disoriented during this game. Make sure there is nothing in the play area that could cause an injury if a player stumbles or falls over.

