



GAMES AROUND THE GLOBE

An intercultural journey through games

Also available in the languages:

Arabic

English

Farsi

French

Kurdish

Polish

Romanian

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FOREWORD

Dear readers,

Playing games has a central role in the development of children. Children can play wherever they are: on the street, in school or in kindergarten. Often they need nothing more than a rope or a ball to start a game.

Every game is shaped by the culture of the country where it is played and provides an insight into it. There are some games that are typical of a specific country and are usually only played in that country. Other games are played all over the world and are familiar to us. This shows that children all over the world enjoy games of a similar sort.

This brochure brings together games from all the continents to offer children a way to learn about the world in kindergarten while having fun.

Games are introduced that will take them, figuratively speaking, on a voyage of discovery around the world and that can be played with very little effort at home or outdoors.

The intercultural collection of games offers support and can ease the strain in the kindergarten or in day-to-day family life.



AFGHANISTAN

BERI BERI (BRIDE BRIDE)

Age 6 and up

Materials: Wood, textiles or waste materials

Description of the game:

Beri Beri is a game in which children make puppets or marionettes and then stage a wedding ceremony with them.

A lot of creative work goes into the preparations for the game.

Girls make bride and groom puppets, often with the help of their older sisters, mothers or other female relatives. They use wood, textile and other materials (buttons for the eyes, for example).

Boys help to set up houses for the bride and groom that are not far apart and collect stones to make miniature houses.

They also make a horse out of wood for the bride's journey to the groom's house.



Shared by Mohammad Jabarkhail from Afghanistan



AFGHANISTAN

DANDA CLID

Age 5 and up

Materials: sticks

Description of the game:

Dandaclid is a game for two people. It is played with two sticks. A larger stick (danda) is used to hit the smaller stick (clid). Both ends of the smaller stick are tapered so that it comes away easily when it is upright in the ground. One of the raised ends is hit with the larger stick to make it fly up into the air, then it is hit again to make it fly as far as possible. Typically the game is played in two circles – an inner circle (base) and an outer one.

The first player stands in the inner circle and tries to hit the smaller stick as far as possible – well beyond the two circles. The other person (the fielder) picks up the small stick and tried to throw it into the outer circle. If they succeed, they win. If they fail, the first player gets a point and can hit the stick again from where it lands – which makes it harder for the fielder to throw the small stick back into the circle. The players decide on the number of points they need to win the game.



Shared by Mohammad Jabarkhail from Afghanistan



AFGHANISTAN

TUSHLA BAAZI

Age 4 and up

Materials: small stones

Description of the game:

Tushla baazi is one of those games for which there are many variations.

One popular variation of the game is played as follows:

A small circle is drawn on the ground with a straight line through the middle.

The two players put the same number of marbles along the line. Each player attempts to knock the marbles of the other player off by hitting them with their marbles.

If they succeed, they collect the marbles of the other player.

The player with the most marbles wins the game.



Shared by Mohammad Jabarkhail from Afghanistan



ARGENTINA

PAN Y QUESO (BREAD AND CHEESE)

Age 4 and up

Materials: none required

Description of the game:

In the game “Bread and Cheese”, two children who are facing one another a certain distance apart alternately say the words

PAN - QUESO
BREAD - CHEESE

and move closer to one another along a painted or imaginary line by putting one foot in front of another.

When the first child says PAN, they move one foot forward; the other child does the same when they say QUESO.

The person who steps on the other’s foot first wins the game.



Shared by Corinne Acea from Argentina



ARGENTINA

EL JUEGO DEL PAQUETE (PASS THE PARCEL)

Age 6 and up

Materials: a box, wrapping paper

Description of the game:

Children sit around in a circle and pass a parcel wrapped up in multiple layers of wrapping paper from one to the other while music is playing. Each layer includes a note with a task written on it.

When the music stops, the child who is holding the parcel removes one layer and completes the task on the note.

This process is repeated several times.

The game ends when someone opens the last layer and finds a gift.



Shared by Corinne Acea from Argentina



ARGENTINA

PIÑATA – A TYPICAL BIRTHDAY GAME

Age 4 and up

Materials: balloons, sweets, other items

Description of the game:

In Argentina, Piñatas are usually made from a large rubber balloon (blown up to about 50 centimetres in size), which has a wide opening through which it is filled with the objects (sweets and little gifts) that are to be shared around.

The Piñata is then held at a height that the birthday boy or girl and their guests can reach and punctured with a sharp object.

The balloon bursts, the objects fall out and the children collect them.



Shared by Corinne Acea from Argentina



ARGENTINA

CHANCHO VA (PASS THE PIG)

Age 6 and up

Materials: cards of various colours

Description of the game:

This game is played with special cards.

If, for example, four children are playing, there are four cards with the numbers one to four on them in a specific colour. Each child is given four cards. In each round, one card is passed on.

The aim of the game is to get a combination of four cards of the same number or the same colour as quickly as possible.

When you have four cards of the same sort, you shout “Chancho” (pig) and put one hand in the middle of the table.

Everyone else does the same. The last child to do so loses and has to complete a task.



Shared by Corinne Acea from Argentina



CHINA

CARRY THE SEDAN

Age 3 and up

Materials: sedans

Description of the game:

The aim of the game is to strengthen children's arms and improve their limb coordination.

Groups of three are formed. Two people in the group carry the sedan chair on which the third person sits.

The two children who are carrying the sedan each put their left hand on the other's right wrist and their right hands on the left wrist, creating a "#" shape.

The children in the sedan put their feet through the ring formed by the hands of the carriers and sit on the "#" made by the palms of their hands.

Each group jumps sideways, the fastest wins.



Shared by the Yang family from China



GERMANY

DODGE BALL

Age 4 and up

Materials: a soft ball

Description of the game:

Dodge ball is a popular game among children in Germany.

It is played with a soft ball.

The game is played on two courts of the same size, divided by a centre line. One person per team is in heaven (the area behind the base line of the opponent's court).

Each team tries to hit members of the opposing team with the soft ball from their court.

Anyone who is hit must stand behind the opponent's court (in heaven) and can also try to hit children on the other team with the ball from there. If you catch the ball, you keep your life.

The first team to lose all its players from the court loses.



Shared by Luciano Muranyi from Germany



GERMANY

READING THE PAPER

Age 5 and up

Materials: newspapers

Description of the game:

Reading the Paper is a children's game that requires a lot of free space to play. It is therefore best played outdoors. One child is selected and is given a newspaper. The other children spread out in a semi-circle at a distance of 15 or 20 metres away from the "newspaper reader".

The game starts when the newspaper reader begins reading the paper. The newspaper must cover the entire field of vision of the reader, so that they cannot see the other players. The children then try to creep up on the reader step by step. When the reader lowers the newspaper, all the other players have to stop where they are immediately and are not allowed to move. Anyone who does move has to go back to their starting point.

The newspaper reader is also allowed to go up to the other children and try to make them laugh by pulling faces or asking questions, so that they will move and have to go back to the start. The child who touches the newspaper first is the winner and becomes the next newspaper reader.



Shared by Leonie M. from Germany



GERMANY

FIRE, EARTH, WATER, AIR

Age 5 and up

Materials: none required

Description of the game:

Fire, Earth, Water, Air is a game for a large number of children and is best played where there is plenty of space, in a sports hall for example.

The game organizer first sets out what the children have to do when they hear the words fire, water, earth or air (run to a bench, for example, hop on one leg, or anything else along those lines).

At the start, all the children run around in the hall and have to react as quickly as possible when they hear one of the words.

The last to react is out. The last person standing wins the game and becomes the next game organizer.



Shared by Simone M. from Germany



IRAQ

CHAAB

Age 5 and up

Materials: stones, sticks

Description of the game:

Each player has a pile of stones that they have picked up from the street. The stones are painted for the game. Each player chooses a stick, referred to as the Beat. The stick must be heavy and strong.

The game Chaab involves various methods and types of play, and each method has its own characteristics and names and its own conditions and underlying principles. One of these methods is referred to as Manash, Khizi, Douqi or Siri. The number of players is flexible.

One group draws a circle on the ground and each player puts an agreed number of Chaabs in the centre of the circle and draws a straight line outside the circle, about three metres away, where the shooter will stand. The first player throws their stick in the circle with the aim of knocking the Chaabs out of the circle. They continue to play until they miss, then another player has a turn, until all the Chaabs that were inside the circle are outside it. The winner is the player with the most Chaabs.



Shared by Usama J. Ahmed Al Shukata from Iraq



IRAQ – AUTONOMOUS REGION OF KURDISTAN

HALMATEN

Age 4 and up

Materials: 5 small stones

Description of the game:

The game of Halmaten is one of the oldest Kurdish games.

The first step is to roll all five stones along the ground. One child picks up a stone and throws it up. Before the stone comes down, the child has to pick up another stone from the ground as quickly as possible and then immediately catch the stone that is in the air. If the child succeeds, the stones they have collected are thrown back with the other three stones.

In the next step, the same child again throws a stone in the air. Before the stone comes down, the child has to pick up another two stones from the ground and then catch the stone in the air.

The game continues until four stones are picked up from the ground while one is in the air. When the child finally has all five stones in their hand, they must throw them all up together and then catch them all again. If no stones fall to the ground, the child has won.

As soon as a stone falls to the ground, the next child has a go.



Shared by Rahim Niyan from the
Autonomous Region of Kurdistan



CAMEROON

BATON RELAY

Age 5 and up

Materials: 2 batons or 2 small objects such as soft balls

Description of the game:

The children get into two teams of equal size, preferably each containing four children or more. Both teams stand behind a mark on the ground and line up with a gap of one arm's length between them. The person at the back is given the relay baton.

All the other participants stand facing forwards and put a hand behind them to receive the baton.

On "go", the children pass the baton from one to another as quickly as possible. When the person at the head of the line receives the baton, they must quickly lift it above their head to indicate that the team has finished.

The first team to complete the round wins it.

Rule: The recipient has to keep looking forward. The hand receiving the baton is kept still. The baton is placed firmly into the recipient's hand. The children alternate hands during the pass.

Tip: When the baton reaches the front, everyone turns round and faces in the opposite direction. The baton is now at the back of the line and the game can be repeated.



Shared by Josephine Forghab from Cameroon



KAZAKHSTAN

HULI, HULI DAMOY

Age 3 and up

Materials: none required

Description of the game:

This chasing game involves the players trying to escape a catcher and get to a safe area.

The actual “chase” is preceded by the following dialogue.

One child (the catcher) stands to the side and calls out to the group of other players:

“Huli, huli domoy” (Little goose, little goose, come home)

“Boyiumsya” — “Kowo?” (We are afraid. — Of whom?)

“Wolk sa goroy” (The wolf from beyond the mountain.)

“Tschto on dyelayet?” (What does he do?)

“Gusyku skupyot” (He catches a goose.)

“Kakuyu?” (Which one?)

“Seru, belu, wolutchatu” (Grey, white.)

“Skorey, dyetki w chatu” (Quickly children, in the house.)

Once they have been told this, all the children playing the geese run towards the person who has shouted out these words.

The catcher then has to catch one of the geese.



Shared by Elena Rollmann from Kazakhstan



KAZAKHSTAN

MR BEAR, HOW MUCH LONGER ARE YOU GOING TO SLEEP?

Age 4 and up

Materials: none required

Description of the game:

The children stand in a circle. One child (the bear) sits in the middle of the circle and “sleeps”.

The children hold hands and walk round in a circle, asking the bear: “Mr Bear, how much longer are you going to sleep?” The bear says nothing.

The children ask again: “Mr Bear, how much longer are you going to sleep?” The bear growls unhappily.

The children ask the same question for a third time. This time, the bear answers with a number no higher than ten; he might say “five”, for example. Then the children start counting up to five. When they reach “five”, the bear stands up, all the children run away to avoid being caught by the bear.

Anyone caught by the bear becomes the bear themselves and the game begins again.



Shared by Elena Rollmann from Kazakhstan



MOROCCO

STONE CATCHING GAME

Age 4 and up

Materials: small stones (e.g. gravel), optional: marbles

Description of the game:

The stone catching game is a game that is played specifically in Morocco, but also throughout Africa. The game is very simple and can be played with just a few materials. All you need for the game is some small (round) stones.

Six to eleven stones are first placed in the palms of the player's hands and then thrown up in the air. While they are in the air, the player turns their hands over so that the backs of the hands are facing upwards, and the stones are caught on them. This is repeated twice. On the last go, the little stones are thrown into the air and are not caught.

Among other things, the game has the following "levels":

1. The opponent points to one stone which must be the last one to be caught. One stone is taken and thrown in the air with one hand. Well that stone is in the air, the stones on the ground must be picked up with as few moves as possible.
2. The opponent points to one stone which cannot be touched or moved. They make a "goal" with their hands. The player must now throw one stone in the air and in the meantime get the stones lying on the ground into the goal but without moving or hitting the stone which must not be touched.



Shared by Hanane Ouamar from Morocco



MOROCCO

SCHRITTA

Age 3 and up

Materials: small stones

Description of the game:

A rectangle is drawn on the ground and divided into four identical squares. Each square is given a number from one to four. The stone must then be moved from square one to square four.

The stone is thrown into the first square by hand. If you hit the right square, you start hopping on one leg. The stone must land in the square and not on the line or outside the square, otherwise you are out. If the stone has landed in the first square, the child hops into the first square and pushes the stone with their foot into the second square. From the second square, the child pushes the stone into the third square with their foot, and so on until the round is complete. From the fourth square, the stone is pushed outside the court and the child must jump out and land with both feet on it. That is the first round. If a child completes this round, the game continues. The child stands in front of the squares again and must now throw the stone directly into the second square and hop to it. From the second square, the child pushes the stone into the third square with their foot, and the round continues in the same way.

The game ends when one child completes all four rounds.



Shared by Nezha Addi from Morocco



ROMANIA

LAPTE GROS - THICK MILK

Age 5 and up

Materials: none required

Description of the game:

Thick Milk is a team game that can be played with at least five players. If more people want to participate in the game, the total number of participants must always be an odd number.

Positioning: One player is appointed referee and the remaining participants are divided into two equal teams. Once the order of turns has been agreed, one of the teams sits as follows: the first player bends forward and puts their head in the hands of the referee. The next bends over behind the first player and puts their head between their legs. The others all do the same until everyone in the team is sitting in a line behind one another.

The players of the other team must then take it in turns to jump over the sitting team. Every time someone jumps, they shout "Thick Milk!". The players who have jumped most remain in the position in which they land (without moving forward or back).

Once all the members of team two have jumped over team one, they must stay in position and the first jumper must indicate a number from one to five to the referee using their fingers. Team one tries to guess the chosen number.

The teams switch roles and the game ends when:

- the team bending over guesses the chosen number;
- one of the players who has jumped (and is on the back of an opponent) touches the floor with their foot;
- someone forgets to shout “Thick Milk” before jumping;
- there are still some players who have to jump but, because those who have jumped before them are in the wrong position, there is no space to do so.



Shared by Valeriu Drăguț from Romania



ROMANIA

BAMBILICI

Age 5 and up

Materials: balls

Description of the game:

Bambilici is an outdoor game that is played with a ball by four people. The game is a variant of football, but is played in a much smaller area.

Before the game begins, the pitch is marked out as follows: A large square is drawn out and is divided into four smaller squares of equal size numbered one to four.

Once the position of the participants has been decided, the game begins with a serve from the player in box number one.

RULES

- The ball is always played diagonally in the penalty area (one to three, two to four and three to one).
- If a player knocks the ball outside the playing area, it is a fault.
- If the ball touches the ground in a participant's box at least twice before they touch it, it is a foul.
- If a player commits a fault, they swap boxes with the participant in the box with the next lowest number (four swaps with three, three swaps with two, two swaps with one).
- The person in box number one does not have anyone with whom they can swap if they commit a fault, which means that their faults mount up. After three faults, the person has to leave the game.

- If the person in box number one moves forward to box number two, their number of faults is reset to zero.
 - If the ball hits one of the lines that divide the boxes and that box is occupied by one person, the shot is valid. Only if the line that the ball hits is shared by two players does the game stop. It is then restarted by the person who last served.
- The last player standing is the winner.



Shared by Valeriu Drăguț from Romania



ROMANIA

THE MOUSE AND THE CAT

Age 4 and up

Materials: none required

Description of the game:

The children line up in an arc facing inwards and hold hands.

At two points in the circle, the children do not hold hands. These are the points through which the “cat” is able to enter and leave the circle.

There is one child in the centre of the circle, the “mouse”, and one outside the circle, the “cat”.

The game organizer shouts out to start the game and the cat tries to catch the mouse.

The players in the circle make it easier for the mouse to escape and to move in and out of the circle by raising their arms.

The cat is prevented from passing. It can only enter the circle through the two openings.

If the cat catches the mouse, the game organizer chooses other children for these roles.

The same applies if the cat does not succeed in catching the mouse within a certain time.



Shared by Lavinia Boț-Jurca from Romania



ROMANIA

SWALLOW, MOVE YOUR NEST

Age 5 and up

Materials: none required

Description of the game:

All the players get into groups of two and stand facing each other holding hands. There are several pairs like this, who represent the nest. A third child stands in the middle of the pair and plays the role of the swallow (the swallow is in the nest formed by the two other participants).

When someone shouts out “Swallow, move your nest”, everyone who is in a nest must leave it. Players are not allowed to return to the nest that they have just left.

One player (one of the swallows) is left without a nest and moves around the nests until the organizer shouts: “Swallow, move your nest” At this point, all the “swallows” have to leave their nests and find a new one.

That gives the swallow without a nest the chance to find one. Then another person is left outside without a nest and has the chance to find a new one when the call is made again.



Shared by Lavinia Boț-Jurca from Romania



RUSSIA

FRYING PAN

Age 4 and up

Materials: none required

Description of the game:

The game is played with at least eight to ten children. The more children who join in, the better. The children are first divided into two teams. They all stand in a circle holding hands and say the words “Frying pan, frying pan, come here as fast as you can”.

Then the two teams holding hands stand opposite one another.

The frying pan team begins and shouts out “Whose soul do you want?”

The other team selects a person from the first team and calls out their name. That person has to break the “link” between the hands of any two players on the other team by running through it. If they succeeded, they take one of the two back into their own team, if not, they belong to the other team. The game continues until one team has been broken up completely. The game usually moves extremely quickly and is very lively.



Shared by Natalia Karas from Russia.



RUSSIA

LAPTA

Age 6 and up

Materials: bats, balls

Description of the game:

“Lapta” is a type of Russian ball sport, similar to rounders.

The word “lapta” means “bat”. The bats are flat and wide (about 120 centimetres long and four centimetres wide). The ball is small and light, about the size of a tennis ball.

The game is played by two teams with at least five people on each team. The pitch is rectangular and can be of various sizes. There is a batting line and two bases.

Once the referee has decided who is going to bat first by drawing lots, the players take their positions. The defending team is in the field, while the batter stands at home base. A player from the fielding team throws the ball towards the batter, who has to hit it hard and accurately. As soon as the ball has been hit, the players on the batting team run forwards with the aim of reaching the centre line and getting back to home base while the ball is still in play.

If they succeed, each player wins two points for their team. The fielders can take a run off their opponents by hitting runners with the ball. After hitting an opponent, the player must run behind the baseline or to home base without being hit themselves. Either team can throw the ball at the other as long as there are players outside the base line or home base. If a fielder catches the ball without it bouncing, the team is credited with one run. The aim of Lapta is to get as many points as possible.



Shared by Inna Schmidt from Russia



SERBIA

LITTLE SISTER, HOW MUCH IS THE MILK?

Age 3 and up

Materials: none required

Description of the game:

An unlimited number of children stand in pairs in a circle. One child plays a “shopkeeper”, one child kneels down and plays “ the pot of milk” and one child plays the part of the “customer”. The customer goes looking for the shopkeeper pair to buy milk.

But the shopkeeper changes their mind and no longer wants to sell the milk. So the two children have a race to decide who will get the milk.

The child that catches the pot of milk first now plays the shopkeeper and the loser is the customer.



Shared by Emilja Čitanov from Serbia



SERBIA

EGGS OR COLOUR

Age 4 and up

Materials: none required

Description of the game:

One person plays a shopkeeper, another is the devil and the other children are eggs. The children playing the eggs stand next to each other and the shopkeeper whispers what colour they are to them so that no one else can hear. The devil comes and knocks at the door.

Devil: Knock, knock

Shopkeeper: Who's there?

Devil: The devil.

Shopkeeper: What do you want?

Devil: An egg.

Shopkeeper: What colour?

The devil chooses a colour, the shopkeeper tells him whether they have an egg like that and the egg of that colour runs away.

If the devil catches them, the egg becomes the devil and the devil becomes an egg.

The shopkeeper gives them a new colour.



Shared by Emilja Čitanov from Serbia



SYRIA

MARBLE BOWLING

Age 3 and up

Materials: Lots of colourful marbles/little balls

Description of the game:

The game of “Marble Bowling”, one of the best known children’s games in Syria from before the age of technology, is often played by children.

The person who goes first is chosen by trying to hit a line: a line is drawn on the ground for this. The players shoot for the line from a distance of three metres. The person who gets closest to the line starts. A circle is drawn (usually about 1.5 to 3 metres in diameter) and 13 marbles are placed in it. The marbles should be arranged in a cross and be 7.5 centimetres apart. Participants take turns in shooting from outside the circle in an attempt to knock a marble out of the ring and leave their shooter marble in the ring. If the shooter misses, the turn is over and they pick up the shooter marble. If the shooter hits but the shooter marble rolls out of the ring, the child keeps the marbles that have come out of the ring and their turn is over. If the shooter hits and the shooter marble remains in the ring, the player shoots again from the place where the shooter marble landed. In each new round, one person shoots from anywhere outside the ring. The player with the most marbles wins the game.



Shared by Ali Elhaji Hmiedi from Syria



SYRIA

SEVEN STONES

Age 5 and up

Materials: 7 stones, soft balls

Description of the game:

You need a soft ball, seven stones that can be stacked on top of one another and at least two to four players on each team to play this game of stones.

The limits of the playing area are determined and the seven stones are stacked on top of one another in the centre of the area.

The first team begins by trying to knock the stones over with a ball from a certain distance. This team has three attempts to knock over the pile of stones by three different people. If they do not succeed in knocking the pile of stones over in three attempts, the other team has a go.

If the pile of stones is knocked over, the team has to work together to pile it up again before it is hit by the opposing team with the soft ball.

If a person is hit, they have to sit out until the end of the round.

Completed piles are awarded seven points.

If all the players are knocked out before the end of the round, the number of points given to the team corresponds to the number of stacked stones.

As many rounds are played as time allows. The team with the most points wins.



Shared by Ali Elhaji Hmiedi from Syria



TURKEY

ZAMBAK ZUMBAK

Age 3 and up

Materials: cloths

Description of the game:

At least four children sit in a circle. One child picks up a cloth and runs around the circle of seated children behind their backs. As this is happening, they sing the song that goes with the game, until the child drops the cloth behind one of the seated children.

“yağ satarım bal satarım ustam ölmüş ben satarım ustamın kürkü sarıdır satsam on beş liradır zambak zumbak dön arkana iyi bak”

“Oil for sale, Honey for sale, My master has died, I am selling my master’s jacket, It is yellow, worth 15 lira, Zambak zumbak, Turn around, look around”.

As soon as they drop the cloth, they run off and have to go round the circle once. The seated child behind whom the cloth was dropped has to pick it up and try to catch the child who is running away. If the escaping child makes it back to the place at which the child with the cloth was sitting, they have won and can sit down. It’s now the turn of the child with the cloth.



Shared by Simay Furuncu from Turkey



UKRAINE

COLOUR

Age 3 and up

Materials: none required

Description of the game:

A child stands with their back to the players. Suddenly they call out the name of a colour (red, blue, yellow, etc.).

The players quickly look for that colour in their clothing and hold the colour so that the child can see it.

Anyone who does not have the chosen colour on their clothing runs away.

The first child to be caught then has the next turn of choosing a colour.



Shared by Natalia Karas from Ukraine.



UKRAINE

5 names

Age 3 and up

Materials: none required

Description of the game:

The first player hits the ball on the ground with their hand and says: "I know five girls' names: Katya is the first, Tanya is the second, Sveta is the third, Olya is the fourth, Julia is the fifth". The names have to be spoken quickly and in rhythm. You have to tap the ball with your hand for each word.

If the player keeps the rhythm and says the names correctly, they continue with a different category, for example boys' names "I know five boys' names: Vanya is the first, Kolya is the second, Petya is the third, Sasha is the fourth, Misha is the fifth").

The child can then move on to give five names of anything they can think of: names of cities, rivers, animals, trees, birds or car brands, for example. The first person to tap out ten categories correctly and in rhythm wins.

If a player loses the ball, makes a mistake or takes too long to think up a name, the ball is passed on to the second player, who begins again: "I know five girls' names". They are not allowed to repeat the same names.

When the ball gets back to the first player at the end of the round, the child begins with the category in which they lost.



Shared by Natalia Karas from Ukraine.



UKRAINE

MERMAN

Age 4 and up

Materials: none required

Description of the game:

The players choose a merman. They crouch down, close their eyes and hide their face between their knees. The others put their hands on the merman's head and walk round saying the words:

“Merman, merman, why are you sitting under the water? Come out for a minute, a second!”

Once they have finished singing the rhyme, they run off in all directions and the merman stands up and shouts “Stop!”.

The players stop wherever they are when they hear the command and are not allowed to move from that spot. Then the merman, still with their eyes closed, begins catching the children and tries to guess who they have caught. To escape the merman's hands, the others can crouch down, lean in any direction or stand on one leg. When the merman catches someone, they have to try to recognise them by touching them and then say their name.

One of the people caught starts the next game. The merman has their eyes closed and searches for players by any sounds they make. The players therefore try to keep as quiet as possible and not to breathe heavily or laugh.



Shared by Yevhen Oladko from Ukraine.

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Kreis Viersen

Sozialamt – Kommunales Integrationszentrum

Rathausmarkt 3 | 41747 Viersen

www.kreis-viersen.de



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