

SUPER FARMER



POLAND

Players 2-4
Place Indoors
Kind of a game Board game, logical

Description:
 In Super Farmer, each player takes a role of the owner of the animal farm. The main goal is to breed, exchange and gather different animals (rabbit, sheep, pig, cow, horse and two kinds of dogs) and the winner is a person who can gather at least one of each kind (except of the dogs). But be careful there are foxes around trying to snatch your rabbits and wolf which can eat almost all you animals (that is why you need a dogs to protect your herd).

The game was designed, and originally named "Hodowla zwierząt" ("Animal husbandry") in the occupied Poland during World War Two by famous Polish mathematician Karol Borsuk and his wife. In this hard times the game became very popular and there were many home made copies sold by the Borsuks family. Sadly during the Warsaw rebellion at the end of war all copies were destroyed save one that was in other city. After the war it was returned to the Borsuk's family. Now one of the Polish publishers decided to release the game again.

The turn of each player consist of two actions: first you have a possibility to exchange your animals according to the special table (e.g for six rabbits you get one sheep, three pigs for a cow) and then you roll two special 12-sided dices with the pictures of animals on the sides. You count the number of pairs of the animals on rolled dices (together with the ones on the dices) and this is how many new animals you get. The trick is that there is a fox on one dice and the wolf which are eating your animals.

The game is mostly based on the luck factor (dices). But there is a little strategy to it. Do you go for more "expensive" animals (which have less probability of creating offspring) or you stay with fast breeding but "cheap" rabbits. Do you exchange your animals for an "insurance" (dogs) from the foxes and wolves or risk in order to catch up with others farmers? Game was intended for children but surprisingly it is also fun for adults.



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ROPE JUMP



POLAND

Players 2-4
Place Indoors
Kind of a game Sporty



Description:
 Two persons stands opposite each other and extends the rubber band. One player jumps and stands on one side of the rubber band, carrying the two sides together. Then she jumps again and made the two sides separate. Then she jumps again into the middle of the rubber-band and after that she jumps outside it. If we finish these steps without any mistakes, we start the next level. As the game continued, the level of jumping got higher and higher. There are four jumping levels: ankle high, knee high, waist high, and under the shoulder. The game teaches pupils competition and cooperation. This game can help you to practice your jumping skills, develop coordination, and also meet lots of friends.



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ZOSKA



POLAND

Players 2-4
Place Outdoors
Kind of a game Sport



Description:
 Boys play with the "ball" called "zoska" which is either a sack full of barley or sand, or it has a small rock on one site and a piece of wool on the other. Each boy stands inside one circle 1 m radius. Boys throw the ball by use of every part of the body except hands out of the circle - the most used parts are usually feet and knees.

The fault is if:
 - the ball touch the pavement inside your circle - you need to manouver so that you would either throw the ball out or hold it on the top of your shoe for instance.
 - you would cross your circle playing with the ball
 - you would should the ball so that it would not reach the circle of the other boy



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THE KING



SLOVAKIA

Players 2-4
Place Indoors
Kind of a game Game expressive, perceptive



Description:
 One child pretends to be the king. Wearing a blindfold trying to protect his Kingdom from the strangers. One from the children staying round is coming quietly closer to the King. The King tries to recognize the direction the child is coming from. As soon as the child is close enough to touch King's shoulder and the King hasn't noticed it the King is losing his Kingdom and must be changed.



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TACTILE DISCS



SLOVAKIA

Players 2-6
Place Indoors
Kind of a game Logical, perceptive



Description:
 The idea is that large discs with various surface textures are laid on the floor. Then a child wearing a blindfold will pick a small disk from the bag. They have to find a large disc which should be felt with their feet that corresponds with the small one.



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CULTURAL INTERACTION AND CHILDHOOD GAMES



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EV ALMA (MANGALA)



TURKEY

Players 2
Place Indoor / Outdoor
Kind of a game Board game, logical



Description:

This is a traditional game. The game has always been with Turks everywhere since Turkish History. This game lost, but nowadays it became popular again. Furthermore, Turkish Education of Ministry accepted the game as Free Class Activities. This game is played between two persons, and it is played by putting 48 small round stones into small well/hole in 4.

The hole or well must be six. The first gamer must start right side by taking the 4 stones in his/her own well, the other gamer must start the left side. The most important detail/rule in this game is the last one stone left in the gamer's hand. If the last stone becomes 4 stones in the well, the gamer takes the stones. This means the gamer had one home, the other gamer lost one home. If the last stone becomes only one in the well during putting into the well by the gamer, the gamer can't have any home. This means the other gamer will start the game. The number of won homes say to us who won the game.

Materials: 48 small round stones and small six across small wells on a board. This game is played between two persons. There must be a game board, it is played on every field, and six across small wells. Furthermore, forty eight small round stones are necessary to be distributed 4 by 4 in the each well.



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DOKUZ TAS



TURKEY

Players 2
Place Indoor
Kind of a game Logical



Description:

Dokuz Tas is a kind of board games. On the board below, it is played by two persons with nine stones. Each player's stones has different colors. The players put their stones on the board and move them from intersection to intersection.

Whoever manages to get three stones in the same line picks up the stones. In this game three stones must be on the same line. When the stones' moving directions are blocked, the other player's Stones doesn't move anywhere. This means that the player lost the game.

Materials:

9 small - round Stones / three intersection squares



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YAKAN TOP



TURKEY

Players 6-12
Place Outdoor
Kind of a game Sport



Description:

The players divide into two equal teams, which stand facing each other a certain distance apart. The area where the teams are is called the kale (fortress). The teams each send two people, called "ambassadors", to the opposite team.

One of the teams throws a ball into the air towards the opposite team. As soon as they do, one of the "ambassadors" on the opposite team runs quickly towards the team that threw the ball. One player on the opposite team then catches the ball and throws it at the fleeing "ambassador." If he hits him, the ambassador "dies" and is out of the game. Then the second team throws the ball and the other team throws it at their ambassador. The game continues with new ambassadors. The team that loses all its ambassadors loses the game.

Materials:

A ball and a smooth play field.



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TAILS GAME



ITALY

Players Undefined
Place Indoor / outdoor
Kind of a game Sporty, all against all



Goal:

to catch the other tails and to defend the property.

End of game: the player finishes his game when he remains without his/her tail.

Who win:

the winner is who's able to keep his/her tail and has the greatest number of tails.



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CAMPANA O PETA



ITALY

Players 2-4
Place Indoors, outdoors
Kind of a game logical, mathematical and sporty



Goal:

jumping on one leg in the numbered squares.

Rules:

You cannot step on the lines, and you can't put your foot on the ground during the game. It is played using a stone, which is thrown in the numbered squares consecutively. The player loses his turn if he misses.



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SCIANCO



ITALY

Players 2 teams, 4 players each
Place Outdoors
Kind of a game Team game, sporty



Description:

The "scianco" is a little tapered piece of wood that is thrown by a small mallet. Goal of attack: hit and throw the "scianco" as far as possible.

Goal of defense: eliminate the opponent by taking the flight to "scianco" or hitting with the "scianco" the "mare" base.

The distance of the s-cianco (a piece of wood) from the base "mare" establishes the score. You have to use a small mallet "manego". The mallet is also used as unit of measure of the distance.



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