

Games played around the WORLD

ΜΑΡΙΛΙΑ ΖΑΜΠΟΥΡΑ Γ4'

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Erasmus+

Hide and seek

Hide-and-seek is a popular children's game in which at least two players conceal themselves in a set environment, to be found by one or more seekers. The game is played by one chosen player (designated as being "it") counting to a predetermined number with eyes closed while the other players hide. After reaching this number, the player who is "it" calls "Ready or not, here I come!" or "Coming, ready or not!" and then attempts to locate all concealed players.

The game can end in one of several ways. The most common way of ending is the player chosen as "it" locates all players; the player found first is the loser and is chosen to be "it" in the next game. The player found last is the winner. Another common variation has the seeker counting at "home base"; the hiders can either remain hidden or they can come out of hiding to race to home base; once they touch it, they are "safe" and cannot be tagged.

The game is an example of an oral tradition, as it is commonly passed by children.



Hopscotch

Hopscotch is a popular playground game in which players toss a small object, called a *lagger*, into numbered triangles or a pattern of rectangles outlined on the ground and then hop or jump through the spaces and retrieve the object. It is a children's game that can be played with several players or alone. Hopscotch is a physical and cognitive workout.



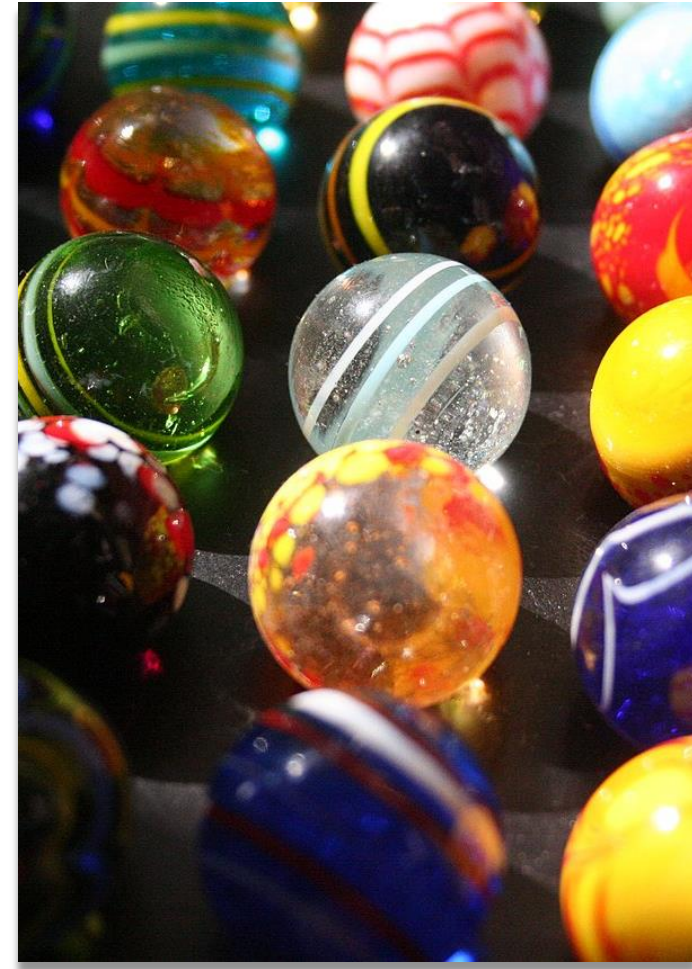
Marbles

Marbles is a game played with small, round glass balls called marbles.

The little glass balls can be attractive, and they are often collected by children.

The game has been played in many countries, but the rules are made up by the players, and there are many variations. One standard idea is to have a target marble. Players flick their marbles with their thumbnail, and try to hit the target. Another version is where players try to hit each other's marbles out of a target zone.

Marbles were found in the ancient civilizations of Mohenjo-daro, Ancient Egypt and Rome.



Seven stones

Seven stones is a traditional game from the Indian subcontinent involving a ball and a pile of flat stones, generally played between two teams in a large outdoor area. It is still played today. A member of one team (the seeker) throws a ball at a pile of stones to knock them over. The seekers then try to restore the pile of stones while staying safe from the opposing team's (the *hitters*') throws. The hitters' objective is to hit the seekers with the ball before they can reconstruct the stone pile. If the ball touches a seeker, that seeker is out and the team which the seeker came from continues, without the seeker. A seeker can always safeguard themselves by touching an opposite team member before the ball hits the seeker.



Statues

Statues is a popular children's game, often played in different countries. There are variations of play throughout different regions of the world. A person starts out as the "curator" and stands at the end of a field. Everyone else playing stands at the far end. The objective of the game is for a "statue" to tag the curator, thereby becoming the curator and resetting the game.

The curator turns their back to the field, and the "statues" attempt to race across and tag the curator.

Whenever the curator turns around, the statues must freeze in position and hold that for as long as the curator looks at them. The curator may even be allowed to walk around the statues, examining them. However, the curator needs to be careful – whenever the curator's back is turned, statues are allowed to move.

If a statue is caught moving, they are sent back to the starting line to begin again or eliminated.



Music chairs

Musical chairs, is a game of elimination involving players, chairs, and music. It is a staple of many parties worldwide. A set of chairs is arranged with one fewer chair than the number of players (for example, seven players would use six chairs). While music plays, the contestants walk around the set of chairs. When the music stops abruptly, all players must find their own individual chair to occupy. The player who fails to sit on a chair is eliminated. A chair is then removed for the next round, and the process repeats until only one player remains and is declared the winner.



Jump rope

Jump rope is a children's game resembling hopscotch and jump rope. The game is typically played by three or more players using a string of rubber bands that has been tied into a circle, usually at least six feet long or an elastic rope. Two of the participants (the holders) face each other several feet apart, and position the string around their ankles so that it is taut. The third player (the jumper) stands between the two sides of the rope and must accomplish a series of increasingly difficult moves without making an error.





Thanks for watching!

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