

Catch the Chicks - Taiwan

Catch the Chicks is a traditional children's game from Taiwan.

How The Game is Played

This game can be played by any number of children who pretend to be an eagle, a hen, and some chicks. First of all someone is chosen to be 'it' and they are the eagle.

All the chicks stand behind the hen in a row and the hen has to try and protect her babies. When the game starts, the eagle runs forward and has to try and catch one of her chicks. The hen has to block his/her path and the chicks have to run away or hide behind the hen. If a chick is caught by the eagle, the eagle wins the game. The chick who is caught becomes the eagle in the next game.





Around the World - Mexico

Around the World is a popular game from Mexico. It is great fun and very popular as both big and small children can all play it together. The rules are very simple.

How The Game is Played

1. First make a big circle and hold hands, placing a small child next to a big child, then another small child and then a big child and so on until the circle is closed.
2. Two children are left out of the circle and they have to choose two of the children holding hands in the circle by separating their hands.
3. As soon as their hands are separated both couples (the ones chosen and the ones who chose them) have to run as fast as they can in opposite directions around the circle.

The goal is to win the the spot that the chosen couple have left.





Queimada - Brazil

Queimada is a famous Brazilian game of tag popular with children of all ages.

How The Game is Played

To play this game, you need two teams. The game area is divided into two. Each team has a “field” and behind it a space called “the cemetery”. One person from each team starts the game in the cemetery directly behind their opponents’ field. They are known as the dead. The rest of the players start the game in their team’s field. They are the living!

The game begins with one of the “dead” throwing a ball to their team mates in the field opposite. The "living" from their team have to try and catch the ball and throw it against the other team (not too hard!). If someone from the opposite team touches the ball, he is “burnt”, and so becomes one of the dead and has to join his team mate(s) in the cemetery. The game ends when every "living person" from one team dies. Brazilian children will spend all afternoon playing this game!





Sam Pal Sun - Korea

Sam Pal Sun is the line which separates South Korea and North Korea. The game is played in a wide open space. You need 5 children on each team. Before start of play you need to decide which team in the attack team and which is the defence team. The aim of the games is for the defence team to defend their area which is identified by a flag or any type of marker you can find lying around. The key to this game is cooperation between team mates. You also need to be able to run fast and follow rules.

The play area is divided into two areas by marking a line down the middle with your heel or a stick. If you are playing on grass you can use jumpers as markers. The rule is that the defending team cannot cross the line. Instead you have to guard the line and try and stop members of the attack team from crossing it and entering your territory. This is done by tagging (touching the opponent). If the defence team fail to tag all of the attack team members they lose and the the attack team win!

The attack team have to work together to distract their opponents to enable their members to cross the line unnoticed. The defence team have to work together to mark their opponents and block any attempts they make to cross the line.

This games is interesting as Korean children created a harmless games based on events that actually happened and,through play, act out the principals of "invasion". The ware between North & South Korea (1950 to 1953) was a result of the physical division of Korea - without consulting the Koreans - by an agreements made between the victorious Allies at conclusion of the Pacific war which occurred towards the end of World War II.



The Hunter - Saudi Arabia

The Hunter is a popular game similar to Hide and Seek played by children in Saudi Arabia.

How The Game is Played

The game is played with five to ten children, First, someone is chosen to be “it” (the hunter). The hunter counts to ten with their eyes closed, so that everyone can quickly run and hide somewhere. Then he or she starts to search for the other children. If the hunter finds someone the player tries to escape by running away. The hunter has to then try and catch them by tagging them (touching them). The aim of the game is to find and tag all of the players.

If the hunter cannot catch all of the members, he or she has to say “clear” and the game starts over. However if the hunter manages to catch everyone the Hunter joins the group and the first child they caught is up and becomes the new hunter.





“Stop!” - Colombia

Stop is a popular game in Colombia. It is very easy to play, and it's lots of fun. The game is better if it is played with lots of children. To play Stop, all you need is a ball.

How the Game is Played

To start one child, who is selected by the toss of a coin, takes the ball (they are the thrower). The rest of the children stand around the thrower who has to throw the ball high up in the air whilst shouting out one of the children's names at random. All of the children, except the one whose name was called, have to run away as far as possible. The child whose name was called has to run forward to try and catch the ball before the thrower catches it or before it hits the ground. If they manage to catch the ball before the thrower then they can shout out another child's name and run away - leaving the ball on the ground - at which point the thrower will retrieve it and shout “Stop!”. If they don't manage to catch the ball and the thrower catches it they still have to try and run away before the thrower shouts “Stop!”. When they hear “Stop!” all of the children have to stop running. The thrower then has to see which child is closest to them. They are allowed to take three large steps towards the nearest child before they lob the ball at them to try and touch them with it. If they manage to touch them with the ball the one hit is up and takes the turn of the thrower and the game starts over. If the thrower doesn't manage to hit them they have to start the game again by throwing the ball up in the air and shouting out another child's name and so on.



Sardines” - Germany

Sardines is a hide and seek game which is popular in Germany. It is also a game much enjoyed by children here in the UK.

How the Game is Played

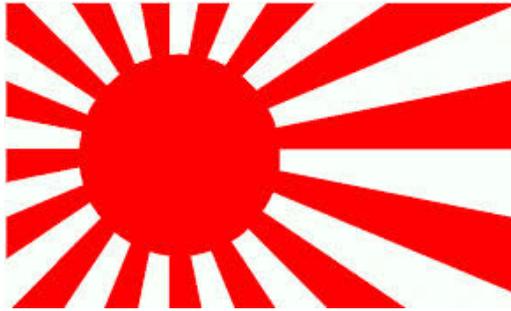
This game needs at least 3 players but is better the more you have and, depending upon the weather, it can be played indoors or outdoors.

First the children decide through a game like “rock, paper, scissors” who is going to be ‘it’ first. The person who is ‘it’ has to hide while all the other children close their eyes and count to 30.

When they have finished counting they have to try and seek (find) the person who is ‘it’. Whenever a child finds the person who is ‘it’, they have to hide in the same space with them. As more and more children find them the space they are hiding in gets more and more cramped - hence the name ‘sardines’ (like sardines in a tin). It also becomes very difficult not to giggle and make noise.

Soon, only one person is left seeking and this person is the loser. However the game cannot end until they find the person who is ‘it’ and all the other players. As soon as they find them the game is over the loser is next up for being ‘it’.





Mr Daruma Fell Down - Japan

“Mr Daruma Fell Down!” is a popular Japanese childrens’ game similar to Grandmother’s Footsteps.

How the Game is Played

One person is chosen to be ‘it’ (the tagger) by playing “rock, paper, scissors”. The tagger turns his back on the other players and yells “Mr Daruma fell down!” At which point all the other children run as far away as possible. When the tagger yells “Mr Daruma fell down!” again, the children freeze and the tagger turns around to look for the children and tries to catch them moving.

A child cannot move when the tagger is looking directly at them but can start running again as soon as the tagger looks away. When a child moves and is caught moving, he has to go to “jail”. To free players from jail the other children have to try and hit the tagger back without being caught. Therefore they have to run as fast as possible while the tagger’s back is turned and he is yelling “Mr Daruma fell down!” Whenever a child hits the tagger back, other children can escape from jail. The tagger yells “Mr Daruma fell down!” as described above throughout the game. When they have caught all of the children the game is over and a new game starts.

