



Calendar 2026

JANUARY



The **long donkey** is a children's game that was played by boys. The game was played by two teams. The members of one team formed a line crouching, with one team's back turned to the other. The children of the other team took turns jumping over the children of the first team until they were all on the back of the "donkey". If they managed to do it without being knocked down by the children of the other team, they won. They played it because, it was easy and fun.

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FEBRUARY



The **maypole** is a dance, which is danced mainly during the carnival period. Participants dance around a pole tied with colorful ribbons. Each participant holds one of them in his hand, and so during their rotation the ribbons are wound on the pole.

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MARCH



The game “**Little Helen**” is played by five children or more. “HELEN” sits down and the kids create a circle. Next, the kids sing the song of the game. “Helen” with closed eyes gets up and chooses a child; this child takes her place for another round.

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APRIL



The purpose of the game is to hit and knock your opponents' **marbles** out of the circle using your own shooter marble. Draw a circle on the ground (1–2 meters in diameter). Each player places 1–3 marbles inside the circle as their “stake.” Each player keeps one larger marble, the shooter, for throwing. Players shoot using a flick: they hold the shooter marble with the index finger and flick it using the thumb. The goal of the shot is: To hit an opponent’s marble inside the circle; And to knock it out of the circle. If the player hits and the opponent’s marble goes out of the circle, the shooter wins that marble. If the shooter hits but both marbles stay inside, the player continues their turn from the position where their shooter stopped. If the player misses, the next player takes their turn. The winner is the player who collects the most marbles, or all of them — depending on what the players agreed beforehand.

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MAY



In **hide-and-seek**, one player (the "seeker") counts to a predetermined number with their eyes closed while other players hide. After counting, the seeker shouts, "Ready or not, here I come!" and starts searching for the hiders. The first person found becomes the seeker for the next round.

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JUNE



"Blinds man buff" is a game where a blindfolded person, or "it," tries to catch the other players, who are free to move and hide. The game is also known as blindman's bluff and can be played in a spacious area like a room or outdoors. Once the person who is "it" catches another player, that person becomes the new "it" for the next.

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JULY



Jump rope is a high-impact exercise that stresses the bones in a healthy way to make them stronger. As a person jumps, the body responds to the temporary pressure on the bones caused by the ground reaction forces, building them stronger and denser.

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AUGUST



HOPSCOTCH

Players draw a numbered pattern of squares on the ground. The game is one of skill and balance: players toss a marker (a small stone) into a square and then hop (or jump) through the entire pattern, skipping the square where the marker landed.

On their return, they must retrieve the same way.

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SEPTEMBER



Players split into two teams, each with its own base. At the signal, one player from each team may leave their base and run toward the opponent's side. When a player enters the opponent's territory: If an opponent touches them, the player is "caught" and must freeze in place. Teammates can free a caught player by touching them. If two players come out of their bases: The one who left their base first is allowed to chase the other. Timing and strategy matter a lot. A team wins if: A player reaches the opponent's base, touches it, and shouts "**Ambariza**", or they manage to catch all players of the opposing team so no one remains free to rescue them.

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OCTOBER



The children are divided into two groups and stand facing each other about ten meters apart. In the middle of this distance they draw a circle and place a **handkerchief** in the

center. As soon as the signal is given, a child from each team comes out and tries to grab the handkerchief and return to their team without being touched by opponent. If they touch it, they are captured. The “prisoners” are released (one by one) each time a child on their team takes the handkerchief. The team that manages to capture all the players on the other team wins.

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NOVEMBER



Apples (group game of 3 children or more)

Two children stand facing each other, fifteen to twenty meters away from each other, while, in the middle of this distance, all the other children gather. The two players, standing opposite each other, try to hit one of the children standing in the middle with a ball, which causes the child to "burn" and be eliminated from the game. However, if a child manages to catch the ball without it falling down, they win an "apple" that will allow them to remain in the game if they get hit by the ball (get "burned") by "burning" (the apple) at any point, or if a friend of theirs gets burned, they can give it to them! When only one child remains, the two players with the ball can only make ten attempts to hit it. If it escapes them, it wins and the game starts over.

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DECEMBER



Soldiers, motionless, and unsmiling

The group of children takes them out to see who is guarding them and that one stands at a distance with their face to the wall saying: “Little soldiers silent, speechless and unlaughing” As soon as he turns to the children who are at a distance behind his back and are making various movements, they must remain still.

He will then walk around among them with the aim of making them move or laugh, but without touching them. If someone moves, he takes them out of the game. The something is repeated until the last person remains, who is asked to guard them.

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