Are you ready to play with us?

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9th &12th Primary Schools of Kozani Greece

ZŠ Hustopeče, Komenského 2, Czech Republic

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Listen to this book: storyj.mp/abvp7vgc2pqd

GREECE Ist game TZAMI OR KERAMIDAKIA

This game needs at least eight children divided into two teams.

The materials you will need are seven pieces of tiles and a ball.

Place the tiles on top of each other to form a tower.

We set a distance from the tiles, for example 10 steps and draw a line on the ground. The game begins from this line.

The first team tries to throw at least three tiles with the ball. If it succeeds, the game starts, otherwise the other team tries.

When one team throws at least three tiles down, the other team spreads the tiles and takes the ball.

The first team tries to "rebuild" the tower by placing one tile on top of the other, while the players of the second team throw the ball to each other trying to hit the players from the first team with the ball, preventing them from rebuilding the tower.

When a player is hit, he/she is out of the game.

The goal of the game for one team is to rebuild the tiles even if only one player is left. If he succeeds, he calls out the name of the game, for example "TZAMI".

The goal of the other team is to manage to burn their opponents one by one with quick passes between them and without moving away from the tiles.







https://www.youtube.co m/watch? v=B2VBKZgXN0k



Two children stand one opposite the other, at a distance of about 10 to 12 metres.

All the other children are spread all around, in between the two children.

The aim of the game is for the two children to hit with the ball the other children standing in between them. If, however, the children manage to catch the ball, instead of being hit, they win an 'apple', which means an extra life.

Before they actually start 'burning' the players, they are offered three chances to catch the ball and that way, get an apple. In those three first shots the ball must be thrown up high giving them a chance to catch it.

The person who manages, at any time during the game, to catch the ball, can keep the extra life to himself, or put in another player, who is already out of the game, in the game again.

Players 'get burnt' when hit with the ball and get out of the game.

The last player who remains in the middle has to manage in doing ten laps without getting hit by the ball. If he succeeds, then the whole team gets back in the game. If he doesn't, two new players are selected to stand outside and the game starts again.

https://www.youtube.com/watch?v=Z7qPz-zOj_w&ab_channel=%CE%99%CE%A9%CE%91%CE%93%CE%99%CE%A9%CE%A4%CE%91





All children sit on the ground and form a circle with their hands behind their backs. One of the children is chosen to be the "Mother" and starts the game. "Mother" walks around the circle holding a handkerchief and singing: "Fine salt, coarse salt,

I have lost my mother and I am going to find her.

She didn't buy me shoes to go to the dance.

And if she doesn't buy me new shoes, I will be very sad. Fine salt, coarse salt!"
While singing and walking around the circle, Mother has to let the handkerchief behind someone's back.

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Αλάτι ψιλό

When the child realizes that the handkerchief is behind his/her back, he/she has to stand up and to chase Mother, while Mother has to run fast trying to sit in the other child's place.

If Mother manages to sit in the other child's place without being caught, the other child becomes the new Mother and starts singing.

But if the child catches Mother he/she has to remain Mother.







The game Little Statues is played by at least three children.

One child is chosen to be the "guard".

The guard closes his eyes with his back turned to the other children who stand in a line at a distance of about 10 metres away from the guard.

The guard keeps his eyes closed and says the phrase: "Little statues motionless, speechless, without smiling, day or night?"

While he says the phrase and keeps his eyes closed, the other children move towards him trying to pose like a statue.

They call out "night" when they are not ready to pose and "day" when they take a certain pose.

When they say "day" the child guarding them opens his eyes and turns his head and everyone must stay still.

If any child moves at that moment, he / she loses and has to take the role of

the guard.



https://www.yout ube.com/watch? v=VZQ2RpKMzgk



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To play the game "Lice" we need at least four children, a ball and an open space.

One of the kids throws the ball up high, calling out the name of one of his
teammates.

Whoever hears his name should run and catch the ball before it hits the ground.

If he succeeds, he says a name of another teammate and throws the ball.

But if he doesn't succeed, the children start running to get away from him.

To stop them, he must shout "1,2,3 stop!".

When they stop, he has to throw the ball at a child, usually the closest one, to hit him and give him a "louse".



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If he can't hit one of the players he himself gets a "louse".

At five lice, the player is "burnt" and out of the game, or stays in the game, but his teammates give him a nickname.

He should be called by this nickname throughout the rest of the game.

The winner is the one left with the fewest lice at the end!





https://www.youtube.com/watch?
v=amyMH9YnrU0







Aşık Oyunu (the oldest game of Türkiye)

The game played with these bones is called the game played with four different rectangular surfaces, which are taken from the rear left or right ankles of animals such as a small head, namely ram, goat, sheep. (WE will use the bones like marbles) it was played in rural areas. You can be more than two people for this game. All players put their own bones in a circle and they throw their own bones one by one. The main aim of the game is to win the bones of the opponent players.

The players are to remove the inside of the circle by throwing the anklebones inside, provided that they are from the outside of the circle. The removed bones are won by the player who successfully shot.

The Aşık game is our national game that increases human relations, personal development, intelligence development, personal development of winning and losing.





Çelik Çomak (Türkiye)

This game is played between two groups. Groups consist of at least two people.

There are two sticks in the game, one 30 cm and the other 70 cm. A small pit in the form of a line is dug on a flat place or a short stick is placed on two stones.

Groups select the group that will play first by stepping method.

The group that will be the first midwife hits the short stick with the long stick and takes it away from the goal.

The opposing group tries to hit the stick with their sticks.

He tries to catch up.

If they hit or catch, the measurement is taken from the point where the small stick falls to the goal. This point is given to Group 2.

The Turn of the Game passes to the other group.

The group with more numbers wins the game.

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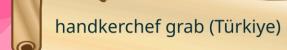


We need more thn 8 players for this game. All players sit in a circle facing inwards. There is one midwife with handkerchief. The midwife starts running behind all the players with a handkerchief. The midwife must sing while running (A special song) He can turn as many turn as he wants and repeat the rhyme. he leaves the handkerchief behind a player. If the child doesn't realize the handkerchief and the midwife turn one time around the circle, he is the new midwife.

If the child realize the handkerchief,he starts to run and touch the midwife.If the midwife sits before the other child touch him the stood child who cant touch will be the new midwife.



https://www.youtube.com/watch?v=R-IlsmeK9mM



We need two groups for this game. There is a person in the middle of two groups and he is holding the handkerchief. When he says start one person runs and comes from each group. The person who grab the handkerchief first starts to run to his own places. The other player tries to touch him by running being him. If he touch him he wins but if he can't touch him other group gets the point.

Then the second person's of each group start to play the same game.

When the child leaves the field without being hit, he wins.

We use handkerchef many times in our traditional games.

https://www.youtube.com/watch?v=xmm_5V1bWkg



We need two groups,tiles and a ball. The group will start the game is determined. A circle is drawn in the middle. 9 tiles are placed on top of each other in the circle.

Whichever group will be the midwife, the other group is given the task of demolishing the tiles and then stacking them on top of each other. Of course, inside the first drawn circle.

For the non-midwife group, a line is drawn about 3 meters ahead of the 9 tiles. And line up behind this line. From here, the tiles are tried to be demolished. When the tiles are destroyed, the midwife of the group that is the midwife tries to hit the people with the ball without laying the tiles, and the opposite group tries to lay the tiles without hitting the midwife. If tiles are laid without hitting the midwife, the game remains in the same midwife group. If the midwife hits everyone in the group without laying the tiles, this time the midwife moves to the other group. The side laying the tiles scores points each time.







https://www.youtube.com/watch?v=yUzi1nnwigM



Spanish game: Racing with a bottle caps

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For this game we will need bottle caps that we can customize with the help of paint, as well as a board or circuit drawn on the ground.



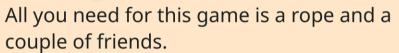
We will establish turns and the game will consist of reaching the finish line before your partners.

We will advance making small pushes to the cap without leaving the rails, since if this happens, we will have to return to the starting square.









Two partners will take the rope by the ends and spin it at the same time while they sing a song.

During this, you will have to jump to avoid the rope stopping.

Afterwards, you will exchange roles.

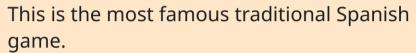








Spanish game: Hide and seek



No material is needed to play.

A player is chosen who "keeps it" and must count to a certain number while the rest of the players hide.

Later, he will go out looking for them and must catch them before they are saved.

Whoever gets caught first will be the next to keep it.







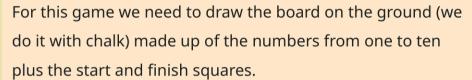




square.

Spanish game: Hopscotch

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Turns are established and an object (ring, stone or whatever is at hand) must be thrown at the number that touches you (in order) and pass the circuit without stepping on that

In case of not throwing the object correctly or making the route, in the next turn you will try again in the same number. Whoever gets past number 10 first wins.









Czech game: Jumping over the rubber band

Two players stretch the rubber around each other's ankles. The third player will jump over the rubber. Follow the given steps. If you manage the given set-up, your teammates will put a rubber band in the middle of their calves (to the knees, to the middle of the thighs, under the butt). If he messes up the lineup, he swaps with the next player. You have mastered this simple assembly, you can come up with your own, more difficult assemblies.









The marble game is played by at least two players. Everyone has the same number of marbles. They make a hole in the dirt with their heel. He tries to poke the ball from the starting line into the hole. If he miss, a teammate plays. The winner is the one who pushes all the marbles into the target. The winner takes the marbles from the teammate.





Just like in Spain, we also paint a picture on the ground. It has ten fields (I can make it more difficult with more fields). I throw a pebble into the first square, jump over it and hop on one foot to the number ten. Then I turn around and jump back into the house. On the way back, I'll take a stone. If I mess up, a teammate plays.





https://youtu.be/DtNtOI-aHso

