

# Schoolyard – Where I Play

## German Game

### Heaven to Earth

To play the game „Heaven to Earth“ there must be at least 3 children. But you can also play it with the whole class, if there is enough space. You play on a play structure. One child stands in the middle and turns around with its eyes shut, counting up to 10. Meanwhile the others have to climb the play structure.

The child that was in the middle feels its way on the play structure with its eyes still shut and tries to catch another child. If the catcher notices that there is a child standing on the ground, it shouts “Heaven to Earth!” In this case the child on the ground has to go into the middle and count. If there is nobody on the ground, all children shout: “It’s nobody’s turn!” The catcher has to go on searching. The child that is caught or on the ground when the catcher shouts “Heaven to Earth!”, has to go into the middle and be the next catcher.

### Rules:

- The catcher must not open the eyes.
- Nobody is allowed to tell the catcher where there is a child!

## French Game

The « color wolf » (play tag variant)



There is a wolf and players.

Wolf said one color.

Players must find and touch an object that is the color mentioned.

If a player does not touch an object of the right color, the wolf can touch him. Then, the touched player becomes the wolf.



The grey color is the chosen one.

The blue color is the chosen one.

The « touch touch wolf » (play tag)



There is a wolf and players.

The rules are: the kid « wolf » touch another kid and he becomes the wolf.

K has caught another kid.

The « touch touch wolf variant»

The rules are the same as version 1 but with is a « cabin » (safe place).

The « cabin » is a place chosen by the players.

It is prohibited to the wolf.

Players who want to relax go in the cabin : they can't be touched in it.



In the cabin, the kids are safe from the wolf.

The « cabin on fire ».

The rules are the same as the version of the « touch touch wolf ».

When players are in the « cabin » (safe place) the wolf can't enter.

The wolf can cast a spell and yell "cabin is on fire" and all players must leave.

A player can break the spell and say "The cabin is magic for ever."

Then players can remain in the « cabin ».



« Iced wolf » (1)

There is a wolf and players.

There is a « cabin » (safe place) chosen by the childrens.

When the wolf touch a kid, he must stand still: he is frozen.

Another player can come deliver by touching him.

Players can rest in the cabin.



Iced wolf (2)

There is a wolf and players.

There is a « cabin » (safe place) chosen by the players.

When the wolf touch a kid, he must stand still: he is frozen.

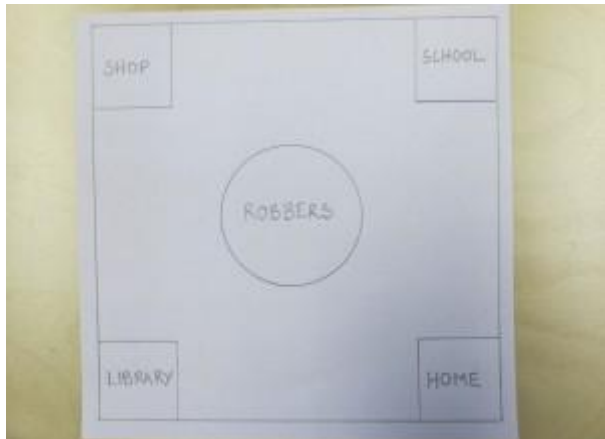
Nobody can come and deliver the touched player.

The last untouched player become the wolf.

# Finnish Games

## VILLAGEROOM

The main rule: Try your best and encourage your friends



First something about the name of the game... In some part of Finland (including our town Nivala) there is an old saying "Villagebroom". It means that kind of person, who visits a lot. So much that he "sweeps" the village roads, because he's always on the road and never at home.

The rules:

- The shape of the playground is square. In each corner there is little squares called home, school, shop and library. These are also the safe places, where robber can't catch the villagebrooms.
- Like this:
- At first the villagebrooms are at home. At first they have to run to the school, then to the shop, then to the library and at least back to home. Every time when they arrive at home (or have travelled around the entire square) they get one point. The main goal is to collect as many points as possible.
- But.. So that the game would be too easy in the middle of the playground stands the robber who tries to catch the villagebrooms. If the villagebroom is caught, he becomes a robber's assistant. At the end of the game they may be more robbers than villagebrooms.



# Czech Game

## Ball Master School

- the game for 2 – 4 players
- There are 10 levels ordered from the easiest to the most difficult

- The activity in the first level is repeated 10x, in the second level 9x .....
- The first player starts with the level 1. If the player finishes level 1, he/she continuous with the level 2 ... Other player takes the turn if the previous player makes a mistakes.
- When the same player should play again he/she continuous with the whole level where he/she finished before.
- The winner is the player, who finishes all the levels

The game

You need a ball. The size of the ball is up to each group of players.

**Level 1 - 10x Throw and catch the ball with both hands.**

**Level 2 – 9x Throw the ball with your right hand and catch with both hands.**

**Level 3 - 8x Throw the ball with your left hand and catch with both hands.**

**Level 4 - 7x Throw the ball with both hands, clap your hands and then catch the ball.**

**Level 5 - 6x Throw the ball with both hands, clap your hands twice and then catch the ball.**

**Level 6 - 5x Throw the ball then roll your forearms around**

**Level 7 - 4x Bounce the ball on the floor with your right hand and catch with the same hand.**

**Level 8 - 3x Bounce the ball on the floor with your left hand and catch with the same hand.**

**Level 9 - 2x Throw the ball with your right hand under your right knee and then catch.**

**Level 10 -1x Throw the ball with your left hand under your left knee and then catch.**



# Cypriot Game

## Ladders



The game rules are very simple .

On the yard 's floor we have paint boxes with numbers from 1-100 . There are also painted ladders .

Each player rolls the dice and depending on the number, he moves across the boxes .

If the square that he stops is the base of the ladder, moves on the top of the ladder nearest to the finish point.

The winner is the kid ,who reaches first on the box with number

100.

# Italian Game

GAME: UNO, DUE, TRE, STELLA!

ONE, TWO, THREE, STAR!

Rules of the game:



1) One child is in front of the wall and the other children stay behind.

2)Who is in front of the wall say:- One, two, three, star!  
While others make some step. When finish to say ...star!... immediatly turn around in front of the other friends.

3) If somebody isn't immobile is eliminated.

The game continue until somebody arrive at the wall before

that the player ends to say one two three star! In that moment the player in front of the wall is eliminated and who arrive take his position. And the game continued.

# Dennish Game

This is a clapping game and you say a rhyme at the same time. You have to learn the rhyme and then do it at the same time as clapping. Try it in



partners first and then you could try more in a circle. Every time you say the word see or sea you have to raise your hand and tap above your eye.

The Rhyme – A Sailor went ot sea sea sea

A sailor went to sea, sea, sea

to see what he could see, see, see

and all that he could see, see, see

was the bottom of the deep blue sea, sea, sea!