

pocket Playground Games from around the World

Volume 1 Africa & Asia

Jenny Mosley

Includes games from:

China

India

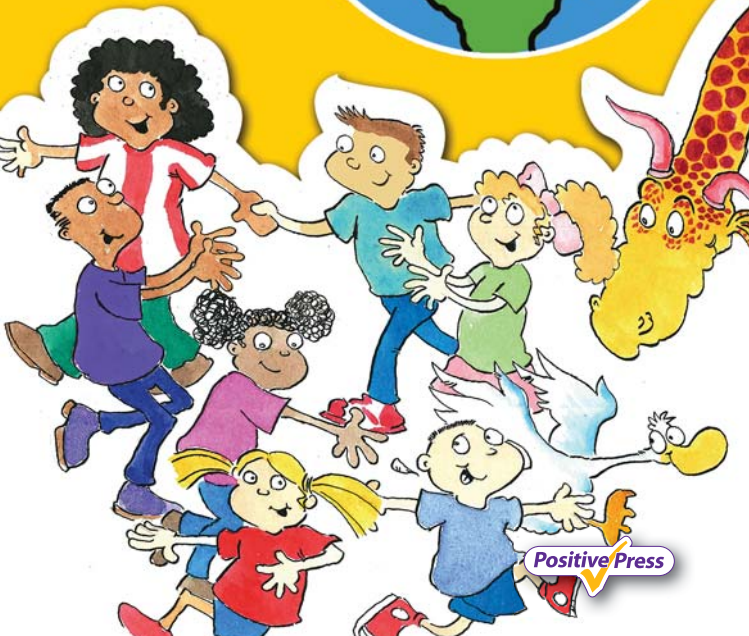
Japan

Kenya

Korea

Somalia

Thailand



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Pocket Playground Games from around the World,
by Jenny Mosley. www.circle-time.co.uk

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Introduction

Pocket Playground Games from Around the World Volume 1 focuses on Africa and Asia, and includes games from China, Korea, Kenya, India and Russia (Russia spans Asia and Europe). Although we have tried to include as many countries as possible in this volume, we have not been able to include every country, but there will be more booklets in the series.

The traditions and traits of different cultures are often reflected through the games that children play. Although many childhood games are very similar, a different culture will often offer an alternative twist which adds to the fun!

The games in these booklets not only encourage energetic exercise, promote valuable social skills and positive relations between the children themselves, they may also encourage children to find out more about the lives of children from other countries, and as schools often have a broad cultural mix themselves, this is an ideal opportunity to engage children in enjoyable activities together. Children with links to these countries often feel very proud that their games are included and you could encourage these children to ask their parents, grandparents and other relatives to teach them more games.

The games are set out in a clear, accessible style with easy-to-follow instructions. Where possible we have included key words, rhymes or chants in the original country's language alongside the English to encourage children to try a different language if they feel like it.

For those children with origins in the country concerned, they can feel a special pride in helping to teach the game to others.

We hope the games in this book will spark off children's cultural interest and curiosity about these countries and encourage them to see how games link us all together as "one world" through a universal language of fun.

China

Shan-Dian-Didi

Background/history: A Chinese tag game in which children practise being focused. “Shan-Dian” means lightning and “Didi” normally means young boy, but in this game it is just a sound.

Number of players: 8 or more.

What you need: Nothing.

How to play:

A player is chosen to be the “ghost”. The remaining players spread out in the available space.

When the ghost approaches a player, the player must clap their hands and say, “**Shan-Dian-Didi**”, before the ghost tags them. If they manage this, they are only frozen and if tagged can be rescued when being touched by another player.

Any player who is tagged by the ghost before clapping and saying, “**Shan-Dian-Didi**”, becomes the new ghost.



Vietnam

Meo Duoi Chuot (Cat Catches Mouse)

Background/history: *Meo Duoi Chuot* (sometimes known as *Meo Duoi Chait*), is, as it sounds, a Vietnamese game of *Cat and Mouse*.

Number of players: 6-12.

You will need: Nothing.

How to play:

One child is chosen to be the “mouse” and one is chosen to be the “cat”.

All the other players stand in a circle holding hands. The children in a circle raise their hands to form arches or “holes” for the cat and mouse to run in and out of.

The children sing a song of their choice and when the song is over, the mouse runs in and out through the holes in an attempt to escape the cat. The cat must run after the mouse, following the same route. The cat wins the game when it catches the mouse. The mouse becomes the cat and a new mouse is chosen.

The challenge for the cat is that it has to follow exactly the same route that the mouse has taken, if he or she goes through a wrong hole, then the mouse becomes the cat and a new mouse is chosen.



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Pocket Playground Games from around the World

Pocket Playground Games from Around the World Volume 1 focuses on Africa and Asia and includes games from China, Korea, Kenya, Thailand, India and Russia (Russia spans both Europe and Asia). The games can spark off children's cultural interest and curiosity about these countries and encourage them to see how games link us all together as "one world" through a universal language of fun!

Jenny Mosley's Pocket books
are perfect for playtimes.



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