

# Multicultural Game Day

Saigling Multicultural Game Day May 29

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## Proposed Games for K—2

Plant Beans, Reap Beans p. 104 –Hong Kong

Students are divided into 4(3, 2) teams. Each team has five checkers (“beans”). A starting line is drawn. About 20 feet from the line, five small circles for each team are drawn.

The first player must run to the circles, place a checker in a circle (“plant a bean”), run back, pick up another checker and repeat. Once all five checkers are planted, the next player must run out and harvest them, one at a time. The 3<sup>rd</sup> player plants them again, etc.

Chinese Wall p. 102—China

Four parallel lines are marked. The two end lines are about 40 feet apart. Two other lines about 8 feet apart are placed in the center, forming the “Chinese Wall”. One player is chosen to be the Wall Guard. All the other players line up behind the far line. When the guard yells “Go”, the players must run through the wall to the other side. If a player is tagged by the guard inside the wall, he becomes another wall guard. Play continues until all players have become part of the guard.

Poison p.14—Zimbabwe

Players are divided into 2 teams and line up opposite each other, about 10 feet apart. Each player on a team is given a number (1, 2, 3...). A knotted cloth is used as the poison.

The leader calls out a number. The two players with that number go to the middle and attempt to grab the cloth and run back to their side. If a player can take the poison back to his team without being tagged by the other player, that team scores a point. Repeat until all players have had a turn.

#### The Cat and the Mouse p.69—Puerto Rico

The adult leader names one player as the mouse and one player as the cat. The remainder of the players forms a circle holding hands. The mouse begins inside the circle and the cat begins outside. On the signal to begin, the cat runs around the outside of the circle and tries to break the held hands or stoop under the held hands to get inside the circle. When the cat gets inside the circle, the mouse immediately tries to get outside. The members of the circle help the mouse avoid capture. When the cat does catch the mouse, whether inside or outside the circle, the leader choose a new cat and mouse, and the game begins again. Play until everyone has had a turn being a cat or a mouse or until time is over.

#### Stealing Sticks p.88—North American Choctaw Indian

Divide the group in two teams. Mark a 30 by 60 foot field .

Place several sticks in each of the end line circles. Each circle is four feet in diameter. The circles on either end of the midline are the mush pots, one for each team. Make the mush pot circles large enough for an entire team's players to sit inside. A circle 10 to 12 feet across would work well. On the signal to begin, teams try to steal sticks from each other without getting tagged. The players place captured sticks in their team's end circle. They may be tagged only on the opponent's half of the field. Tagged runners must go to their team's mush pot and remain there until everyone has been captured. The winner is the team with the

most sticks in their circle when a team has all been captured or at the end of the allowed time.

Total equipment needed:

18 sticks, balls,

20 checkers

1 old cloth

Chalk for marking lines on grass

10 to 12 18 inch sticks

Material for marking field

Whistle

## Proposed games for 3—5

### Fielding Race p.122—Australia

Players are divided into 4(3, 2) teams. Two parallel lines are marked, about 25 feet apart. The first player on each team must throw a ball past the second line, then immediately run after it. He runs the ball back to the starting line, and the second player takes over.

If a player fails to throw the ball past the goal line, he must return to the start and throw again. If he throws it too far, he will have to run a long distance to retrieve the ball.

### Ball in the air p.54—Argentina

The players are divided into 2 teams. A box is marked on the ground, barely large enough to hold 12 students. Team A gathers in the box. Team B forms a circle a short distance away, with each student facing the one in front of him/her.

On the leader's command, Team B begins passing a ball backwards overhead, counting as they go. The ball must be passed, not thrown. Meanwhile, team A runs around the circle one time and returns to the box. Once all of team A has returned, they yell "stop". The two teams then switch places and repeat. The team who has passed the ball the most wins that round.

For successive rounds, change the method of passing the ball (under the legs, behind the back, etc.)

### Sticks p.116—Pakistan

Mark a circle approximately 2 feet across, Place the six round sticks randomly in the circle. Mark a throwing line 10 to 15 feet from the circle. Each player takes a turn tossing the balls at the circle, one ball at a time, attempting to knock the sticks completely out of the circle. Award five points for each stick a player knocks out of the circle. Before the next player toss the balls, replace all the sticks in the circle. Play to a preset number of points.

Hands and Bones p.86—North American Blackfoot Indian

Divide the group into two teams. Teams sit, facing each other. One bone (stick) has a black ring painted on it, the other is plain. A person from one team holds one stick in each hand, concealing the ring. He changes the bones from hand to hand, trying to confuse the other team. The other team tries to guess which hand has the bone with the ring. The player immediately across from the one holding the bones guesses. Award 1 point for each correct guess. Team take turns holding the bones, and each round a different player holds the bones so everyone has a turn. Play to a preset number of points.

Hands and Bones was originally played using the long bones of an animal's lower leg. The black ring was painted around one of the bones with natural dyes.

Steal the Bacon p.94—United States

Divide the players into two teams. The teams line up facing each other, 20 to 30 feet apart. Number the players on both teams so the players with the same numbers are at a diagonal from each other. Place the bowling pin in the center of the open area. The area calls out a number. The two players with that number run to the pin. Each player tries to grab the pin and run with it back to his team's line without getting tagged by the player from the other team. If the runner makes it back to his line, he scores a point. If his opponent tags him, he does not score. Following each number called out, the leader replaces the pin and calls a new number. Occasionally, the players in the center are reluctant to grab the pin or

spend time circling the pin. In this case, the leader may decide to call another number to come to the center to stimulate play. If after a reasonable period of time no one grabs the pin, the leader should instruct the players to return to their lines and call a new number. The leader must be the only one calling numbers. Play the game for a designated period of time or to a preset score.

## Equipment needed:

4 softballs

Banner

Playground

Ball

Chalk for marking lines on grass

6 1- foot sticks

2 small soft balls

2 6-inch sticks

Black paint

Indian club or plastic bowling pin