Games Around the World

Kim’s Game (England)

Teacher’s introduction to the material:
Children all over the world play games. Here are some for you to try. Girl Scouts and Girl Guides all over the world play this game. You and your friends can have fun playing it, too!

Materials:
- At least 10 small items
- A scarf or piece of cloth

Instructions:
1. Put 10 things on a table. Be sure you can cover all of them with a scarf or piece of cloth.
2. Show the players the 10 items for one minute. Then cover them.
3. Ask the players to list the 10 items.

Red Light, Green Light
(United States)

Instructions:
1. Choose someone to be “it.” The person who is “it” stands at one end of the playing field, far away from all the other players.
2. The other players line up along the starting line at the opposite end of the field.
3. “It” turns her back and yells “green light.” The players may now run toward “it.”
4. When “it” yells “red light” and turns around, everyone must stop running and freeze.
   If “it” catches anyone moving, that person has to go back to the starting line.
5. The game continues “it” is touched when her back is turned.
6. That person becomes “it.”
Ante I Over
(United States)

Instructions:
To play this game you need just a rubber ball, and a one story building, or part of a building. Half of the children go to one side of the building, and the other half go to the opposite side. One team is the leader team. A child from the leader team tosses the ball over the building, and yells “Ante I Over.” Children on the other side return the ball and say the same. If the leader team does not return the ball, they are running around the building to try and catch the other team unaware. The object of this game is to tag a person from the other side. Then your team is the leader group, and throws the ball, or does not throw the ball.

Crack the Whip
(United States)

Instructions:
This game is fun to play in the winter, when the ground is covered with soft snow. The more children you can gather, the more fun the game is. Line up next to one another, and hold hands creating one long string of children. Pick a leader, and put a strong child in the middle. The leader takes off running, pulling the entire line with, and travels in a circular motion. First the leader goes left in a circle, then right in a circle. The child at the end is the “whip”, because he is traveling the fastest. If any child lets go or is tossed off by centrifugal force, they must be the middle child.

Duck x Duck x Goose
(United States)

Instructions:
The children sit in a circle. One child is “it.” He walks around the circle. He pats each child on the head, and says “duck,” next child he says, “duck,” again, and again as he touches each child. When he says “goose” the child he touches gets up and chases him around the circle. If “it” makes it around the circle and sits down in the empty spot without the other child catching tagging him, then that child is “it.” If the child touched does catch up to him, and tags him, “it” has to sit in the “stink pot” in the middle of the circle!

Freeze Tag
(United States)

Instructions:
Someone is “it” and everyone else is running around a field. When “it” tags someone the person freezes in whatever position you they were tagged in. When you are tagged 3 times, you become the “it.” When you are frozen someone can unfreeze you by touching you, so “it” has to try to guard his prisoners.
**Kick the Can**  
_(United States)_

**Instructions:**  
1. Find an object to be the “can.”  
2. Select someone to be it.  
4. Select a smaller area to be the “jail” close to the can, but not blocking it.  

**If you are “it”**  
5. Stand by while another player kicks the ball.  
6.Retrieve the can and put it back where it was kicked from.  
7. Capture players by calling their name, & their hiding place while you’re stepping on the can.  
8. Look for players, but try not to get too far from the can.  
9. Race back to the can if you see an uncaptured player headed for it.  
10. Step on the can and call out that player’s name if you get to the can first.  
11. Run after the can and put it back again if that player kicks the can away.  
12. Continue until you have all players in jail.  

**If you are not “it”**  
13. After the can has first been kicked, run and hide.  
14. Race back to the can and kick it first if you see “it” has left the can.  
15. Go to jail if “it” steps on the can and calls out your name and your correct location.  
16. Wait in jail until you are rescued – that is, when someone kicks the can.  
17. Run away and hide again when the can is kicked.  
18. Be “it” for the next game if you were captured first.

**Sharks and Minnows**  
_(United States)_

**Instructions:**  
1. Tell the swimmer that you’ll be the shark.  
2. Line all the other players on one side of the swimming pool in a row. These are the minnows.  
3. Choose a category, such as colors, and have each minnow choose a color.  
4. Stand on the side of the pool opposite the minnows, with your back toward them.  
5. Shout out a color at random.  
6. Listen for any minnows with the chosen color as they try to swim quietly to your side of the pool.  
7. Jump into the pool to tag a minnow. Be careful not to jump directly on top of a minnow.  
8. Let the minnows who reach your side of the pool without being tagged return to the original side.  
9. Call out another color and continue the game if you didn’t tag anyone.  
10. Become a minnow when you tag one. The tagged minnow is now the shark.
Sheep and Hyena
(Sudan)

**Teacher’s introduction to the material:**
See if you can keep the sheep away from the hungry hyena! Get at least 10 people to play.

**Instructions:**
1. Players join hands and form a tight circle.
2. The hyena stays outside the circle. The sheep stays inside the circle.
3. The players in the circle have to try to keep the hyena from breaking through the circle to get to the sheep. The game ends when the hyena gets the sheep or gets too tired to go after the sheep anymore.
4. Two other people become the sheep and hyena.

Hawk and Hens
(Zimbabwe)

**Teacher’s introduction to the material:**
This is a great chasing game for times when you have lots of energy and want to run. You will need at least four people and two safety zones.

**Instructions:**
1. One person is the hawk, and all the other players are hens.
2. The hawk stands between the safety zones and tries to catch the hens as they run back and forth from one safety zone to the other.
3. When a hen is caught, she sits on the side and watches the game.
4. The last hen to be caught by the hawk becomes the next hawk.
Jan-Ken-Pon
(Japan)

Teacher’s introduction to the material:
This is a game for 2 players.

Instructions:
1. Two players face each other with their hands behind them.
2. Together they say ”Jan-Ken-Pon.” On “pon,” both bring a hand forward to stand for a stone (a fist), paper (flat hand), or scissors (V-shape with the index finger and middle finger).
3. Stone beats scissors, because it can break them. Scissors beat paper because they can cut it, and paper beats stone because paper can wrap up the stone.
4. A player gets a point each time her hand beats the other’s. The first player who gets seven points wins.

Paper

Rock

Scissors
Mancala
(Africa)

Teacher's introduction to the material:
Mancala was played first in Africa, but it is played extensively in the Phillipines, England, Madagascar and other countries in the Eastern hemisphere. The complexities of Mancala are numerous, yet it can be played by anyone that can count to 4!

Instructions:
1. Make a Mancala Board with an egg carton, or simply dig six holes in the ground for one player, and six holes for the 2nd player opposite the 1st.
2. Mancala is an identity game, so chose a small container and decorate it to demonstrate to others who you are. For instance if you love flowers, use them, paint it your favorite color, put your initials on it, etc.
3. Place your Mancala cup to the right of your Mancala Board.
4. Put 4 beans in each of the 6 cups.
5. Toss a coin to see who goes first.
6. The player picks up all the beans in one cup and moves forward, placing one bean in each cup, and one in each Mancala cup. If the last bean ends up in that player's Mancala, he gets another turn.
7. The next player picks up all the beans in one of his cups, and does the same. If the last bean ends in an empty cup, check to see if the opposite cup has beans. If there are beans there, you have “captured” his beans.
8. Continue taking turns until all the beans are in one of the players cups.
9. The winner is the player with the most beans in his Mancala.