



Games from Around the World

Objective:

Participants will learn about different cultures by playing games from around the world.

Philippines

Araw-Lilim

This game is played outdoors or wherever there is light and shade. It can be played on a sunny day or a moonlit night. One player is the tagger. He tries to tag or touch any one of the players who are in the light. A runner saves himself from being tagged by staying in the shade. The one tagged becomes the tagger in the next game. If many are playing, the game is made more interesting by having two or three taggers at the same time.

Tinikling

Tinikling is similar to jump rope, but instead of using a rope, two bamboo poles are used. The poles are held by two people, one pole in each hand. They hit the poles on the floor, then raise them, then hit the poles together, developing a cadence or rhythm. The person(s) in the middle hop(s) over and outside the poles before they come together. When mastered, it is considered a form of dance.

Ensure that very flexible poles are used. Use hollow bamboo, not rattan, which is solid. This game can hurt ankles and fingers if done too aggressively or with the wrong equipment!

Africa

Pilolo

In West Africa, there are many children's folk games. The game called Pilolo, means, "Time to Search For." In this game, six people are needed, including a timekeeper and the leader. Before the game starts, the timekeeper has to stand at the finish line. The leader will be with the other four to make sure that no one moves from where he or she is supposed to be.

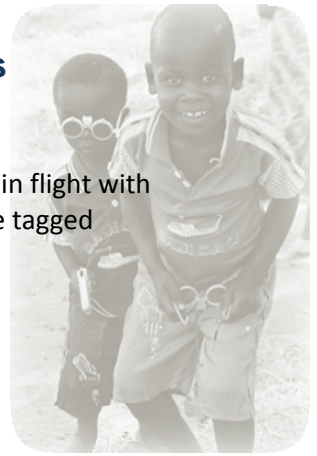
The leader hides sticks or stones in palm trees, in the sand, and other places. Then he will come and announce "Pilolo," while the timekeeper starts his watch. The person who finds the hidden sticks and arrives first at the finish line wins the game.

Crows and Cranes

Divide the group into two equal teams. Name one of teams crows and the other cranes. Line the two teams up four or five feet (a meter or two) apart

Try this!

Bring costume pieces for the crows and cranes like feather boas and fake beaks!



facing one another. Flip a coin, and if it comes up heads, call “Crows!” The crows must turn in flight with the cranes after them. If any of the cranes makes it to the safety zone they are free. Anyone tagged switches teams.

Brazil

Will You Buy My Donkey?

Players sit in a circle. One donkey and one donkey seller stand in the center of the circle. The donkey seller tries to sell his donkey to other players. The donkey seller chooses one person and asks them, “Will you buy my donkey?” The players must answer “no thank you” with a straight face. Then the seller will say, “But my donkey can do cool tricks like...” The donkey has to do what the seller says it can do, (e.g. tap dance, do a somersault, sing a song). If the player can respond without laughing, the seller moves on to the next player. If the person laughs, they become the donkey, the donkey becomes the seller, and the seller gets to join the circle.

Try this!

For extra laughs, encourage members of your leadership team to play the role of the donkey.