

**GAME**

THE HANDKERCHIEF

**AGE**

3 years old and on

**WHERE TO PLAY**

An open space

**NUMBER OF PLAYERS**

At least 7

**NEEDED MATERIAL**

A handkerchief or any piece of clothing

## **RULES AND DEVELOPMENT OF THE GAME**

There are two teams and a “referee”. The two teams are placed at different sides, and separated at the same distance from the referee. Every member of the team must have one number (if they are teams of 3, the numbers will be 1, 2,3, etc.). The referee holds in the air the handkerchief and shouts a number. Then the person from every team with that number must run towards the referee and take the handkerchief and go back to his/her team with it.

You win if you pick the handkerchief and take it to your team.

But if you pick the handkerchief and the person from the other team catches you before reaching your team, you lose.

If you lose you are eliminated and you must pass your number to another member of your team. Then that person will have two numbers and will have to run for the handkerchief when it is named.

The game ends when all the members of a team are eliminated.

## **VARIATIONS AND REMARKS**

This game can be used with different races versions. For example running on only one leg, running in pairs (holding hands, tied back to back, one carrying the other, etc).

## **POSSIBLE APPLICATION IN EDUCATION (SUBJECT, LEARNING FIELD, ...)**

This game can be applied to different subjects, for example when we want our students to make connections.

For example to learn vocabulary in English you can give every student a vocabulary field instead of a number. So instead of 1, 2, 3, 4, etc, we could play: food, means of transport, family, clothes, etc. So the referee can shout "T-SHIRT" and the member who was assigned with clothes is the one to run for the handkerchief.

In a Literature, History, Music or Art lessons it could be used assigning to each student a period and the referee can shout names of important characters or important events (or works such as books, compositions, monuments, etc) of such periods. Obviously in this case it would be important that the referee know well the periods and its features.

So, this is another game that could be easily used almost in any subject just changing some aspects of the original game.

## **TYPE OF LESSON**

This game can be used to learn new aspects or to revise the unit we are teaching.

15 year old students playing “the handkerchief”.

