



Games of Amusement

Games of Amusement-1

Fact File

Game: Walking on Stilts
Type of game : balance game
Physical qualities: balance, agility, coordination
Number of players: -
Equipment: stilts
Aim: to walk being at a height above the ground

Glossary

Walking on Stilts - Andar con zancos

Stilt - zanco	mimick - imitar
training - entrenamiento	balance - equilibrio
height - altura	chin - barbilla
keep up - mantener alta	hold - sujetar
elbow - codo	hip - cadera
thumb - dedo gordo	bend - doblar
lean backwards - inclinar hacia atrás	
sideways - lateralmente	

A bit of history ...

In those times, many of the games children played mimicked what they saw at festivals or what they observed in battle training. Games helped them practice accuracy, agility, balance, and strategy.

Do's

- ✓ Keep your chin up.
- ✓ Hold the stilt behind the elbow.
- ✓ Keep your hip slightly behind the stilt.
- ✓ Hold the stilt with your thumb pointing down.



Don'ts

- × Don't lean your stilt backwards.
- × Don't put your hip in front of the stilt.

Don't point your thumb up
Don't bend your leg.
Don't move the stilt sideways



Games of Amusement - 2

Fact File

Game:

Hopscotch

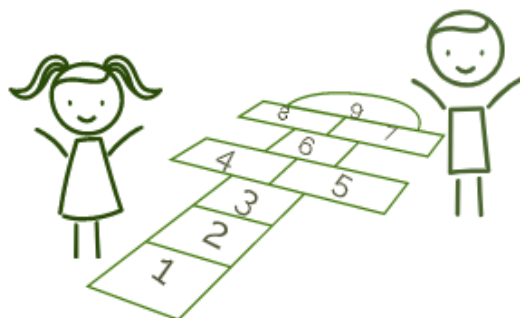
Type of game : hopping game

Physical qualities: agility, balance

Number of players: any number

Equipment: chalk, a stone or marker

Aim: to complete the course for each numbered square



Glossary

Hopscotch - La rayuela

Hop - saltar

dates back - se remonta

straddle - estar con un pie a cada lado

in any fashion - de cualquier modo

come back - volver

step the line - pisar la linea

chalk - tiza

Toss - echar, tirar

rest square - casilla de Descanso

reach - alcanzar, llega

collect - recoger

miss a square - saltarse una casilla

course - rayuela

balance - estar en equilibrio

turn around - darse la vuelta

touch a line - tocar la linea

A bit of history ...

Hopscotch dates back to the Roman occupation of Britain.

Do's

- ✓ Draw a course.
- ✓ Choose a marker, usually a stone.
- ✓ Toss your stone into the first space.
- ✓ Hop through the course.
- ✓ A player can only have one foot in any given square.
- ✓ Single squares must be balanced and double squares (side by side) are straddled.
- ✓ Any space not marked with a number is considered rest square and can be landed in any fashion.
- ✓ When the player reaches the top of the court, he then turns around and comes back, collecting his marker along the way.
- ✓ Play then continues with the player tossing his marker into the second square and so on.

Don'ts

- × Don't toss your marker into the wrong square.
- × Don't touch a line with your marker
- × Don't step on a line.
- × Don't miss a square.
- × Don't lose your balance and fall.

Games of Amusement - 3

Fact File

Game: Tag

Type of game : chasing game

Physical qualities: speed, endurance, agility Number of players: any number Equipment: playing area

Aim: to chase and tag another player



Glossary

Tag - Pilla-pilla

Speed - velocidad

Tag - pillar

'It' - el que se la queda

endurance - resistencia

tapestry - tapiz

stay put - quedarse quieto

chase - perseguir

appears to be - parece

A bit of history ...

Tapestries, murals, and other drawings and pictures show kids chasing each other in what appears to be tag. There are literally hundreds of versions of tag.

Do's

- ✓ Choose a person to be 'it'.
- ✓ 'It' chases the other players.
- ✓ 'It' must 'tag' another player.
- ✓ The 'tagged' player will be 'it' for the next round.
- ✓ Anticipate where 'It' can go.

Don'ts

- × Don't stay put

Games of Amusement - 4

Fact File

Game:

Barley Break

Type of game : chasing game

Physical qualities: endurance, flexibility, agility

Number of players: any number Equipment:

playing area, chalk Aim: to tag all the players



Glossary

Barley Break -

Century - siglo

On the ground - en el suelo

other shape - otra forma

without getting tagged - sin que los pillen

join hands - cogerse de la mano

harvest time - época de la cosecha

leave - dejar, salir de

run through - cruzar corriendo

catch - coger, atrapar

A bit of history ...

This game is centuries old and used to be played at harvest time.

Do's

- ✓ Mark an area on the ground by drawing a circle or other shape.
- ✓ "It" cannot leave this area.
- ✓ The players must try to run through the area without getting tagged.
- ✓ If a player is tagged, they must join hands with "It" and help to catch the other players.
- ✓ As more players get tagged, they join onto the end of the line.
- ✓ The last person caught is "It" for the next game.

Don'ts

- ✗ Never tag a player if you are not at the end of the line.

Games of Amusement - 5

Fact File

Game:

Prisoner's Base

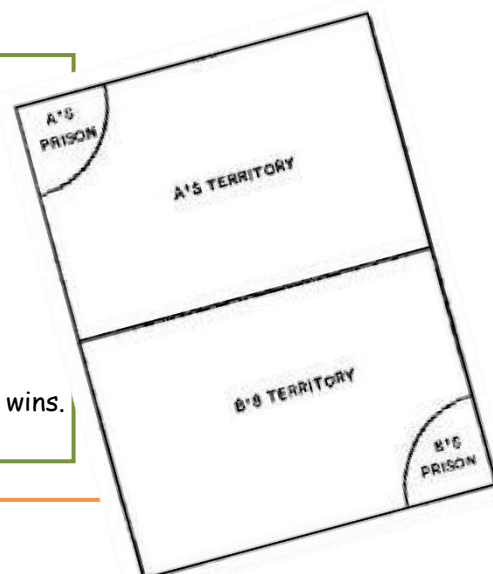
Type of game : chasing game

Physical qualities: speed, agility

Number of players: a minimum of ten players.

Equipment: chalk, a large playing area.

Aim: the team with the most prisoners at the end of the time limit wins.



Glossary

Prisoner's Base -

the most prisoners - el mayor número de prisioneros

was banned - fue prohibido

at the back of each territory - al fondo de cada campo

are safe - están seguros

while - mientras

run back - volver corriendo

get caught - pillar

A bit of history ...

This English game of chase and tag was banned in the 1300s by King Edward III. Before the twentieth century, the game was known as "Chevy Chase" or "Chivy."

Do's

- ✓ Draw a line of chalk dividing the playing area into two territories.
- ✓ Draw a prison at the back of each territory.
- ✓ Each team chooses one person to be the prisoner of the other team.
- ✓ Each team sends a person to free their prisoner.
- ✓ The players are safe while they are in the prison.
- ✓ The two players must run back to their own territory.

Don'ts

- * Don't get caught by the opposing team or you will be their prisoner.

Games of Amusement - 6

Fact File

Game: **Blind man's Buff**

Type of game : chasing game

Physical qualities: agility, balance

Number of players: any number

Equipment: a piece of cloth

Aim: to catch all the players



Glossary

Blind man's Bluff - La gallinita ciega

A piece of cloth - un trozo de tela

keep away - mantenerse lejos

string of bells - una cuerda con campanillas

blindfold - con los ojos tapados

hide - esconderse

A bit of history ...

This game used to be called *Hoodsman's Blind* .

Do's

- ✓ Blindfold the person who is "It".
- ✓ 'It' must try to catch any player that comes close to him/her.
- ✓ The other players see how close they can get to "It" without being caught.

Don'ts

- × Don't keep away from 'It' or hide.

Jingling is the reverse of Hoodsman's Blind.

All of the players are blindfolded except "It".

"It" is given a string of bells and the players must try to catch him.

The person who catches "It" is "It" for the next game

Games of Skill

& Strength

Games of Skill & Strength - 1

Fact File

Game: **Tug of War**

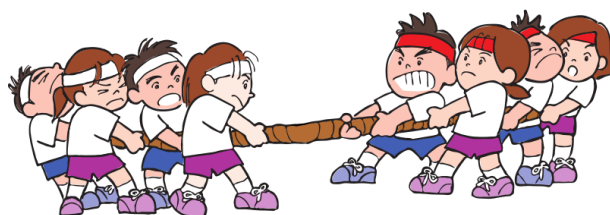
Type of game : strength game

Physical qualities: strength, flexibility

Number of players: any number in two teams

Equipment: a length of stout rope, chalk

Aim: to pull the other team across the chalk line



Glossary

Tug of War - La cuerda

Strength - fuerza

rope - cuerda

stream - arroyo

instead of - en vez de

tug - tirar con fuerza

a length - un trozo

pull - tirar

mud puddle - charco de barro

set - colocar

stout - resistente, fuerte

hazard - peligro (obstáculo)

hedge - seto

hold - sujetar

A bit of history ...

This was a traditional game played by adults, kids and mixed teams of both.

Traditionally, the hazard was a stream, a mud puddle or a hedge instead of a chalk line.

Do's

- ✓ Draw a chalk line on the floor dividing the territory into two.
- ✓ Each team sets at the same distance from the chalk line holding one extreme of the rope.
- ✓ On the signal, each team tries to pull the other team across the chalk line.

Don'ts

- × Don't stop pulling or you will lose the game.

Games of Skill & Strength- 2

Fact File

Game: Quoits /Kwoits/ (Ring Toss)

Type of game : skill game

Physical qualities: coordination, precision

Number of players: two or more players

Equipment: rope rings, wooden pins on a base

Aim: to catch the pin with the rings



Glossary

Ring Toss -

ring - aro

skill - habilidad, destreza

wooden - de madera

pin or stake - estaca, palo

set - colocar, poner

pace - paso

score - apuntarse

leaning against - apoyado en

touch - tocar

the closest - el más cercano

scrap - trozo

A bit of history ...

Ring toss was played by the Ladies as well as the children.

Do's

- ✓ Set the wooden pins at ten paces from the players.
- ✓ Each player tosses two rope rings at one wooden pin and moves to the next.
- ✓ Score three points for each ring that catches a stake.
- ✓ Score two points for a ring leaning against the stake or touching it.
- ✓ Score one point for the closest ring to the stake.

Don'ts

- × Don't forget to mark your rings with coloured scraps of material.

Games of Skill & Strength - 3



Arm wrestling



Fact File

Game: **Arm Wrestling**

Type of game : strength game

Physical qualities: strength, agility, flexibility

Number of players: two players

Equipment: none

Aim: to pin the opponent's arm onto the table

Glossary

Arm Wrestling - (echar un) pulso

grip- agarrar, sujetar

knuckle - nudillo

pin - clavar, fijar

sideways - lateralmente, hacia el lado

backwards - hacia atrás

foul language - palabrotas

A bit of history ...

Typical horseplay games and wrestling have always been popular with children, but also adults enjoyed this entertainment.

Do's

- ✓ Grip your opponent's hand palm to palm with the thumb knuckle visible
- ✓ Keep your other arm behind your back
- ✓ Try to pin your opponent's arm onto the table
- ✓ Press your opponent's hand sideways

Don'ts

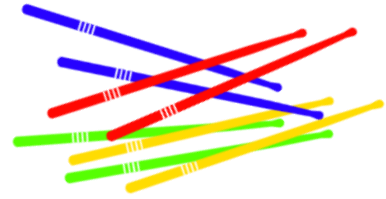
- × Don't press your opponent's hand backwards
- × Don't touch a part of your own body during the match
- × Don't cross your shoulder into the opposition area
- × Don't use foul language

Games of Strategy

Games of Strategy - 1

Fact File

Game: Pick-up Sticks
Type of game : strategy game
Qualities: mental skill, ability
Number of players: two or more players
Equipment: a bundle of sticks
Aim: to pick up the most sticks



Glossary

Pick-up Sticks -

bundle or bunch - puñado

the most - el mayor número

buckle - abrochar

hen - gallina

disturb - desordenar, mover

stick - palo

root - raíz, origen

knock - llamar, tocar

release - soltar

your turn - tu turno

pick up - recoger, retirar

nursery rhyme - nana

lay - poner

remove - retirar

A bit of history ...

One root of the name "pick-up sticks" may be the line of a children's nursery rhyme :

One, two, buckle my shoe.
Three, four, knock at the door.
Five, six, pick up sticks.
Seven, eight, lay them straight.
Nine, ten, a big fat hen.

Do's

- ✓ Release a bunch of sticks on a tabletop.
- ✓ The first player tries to remove one stick from the pile.
- ✓ The player keeps removing sticks if he/she doesn't disturb the others.

Don'ts

- × Don't move the other sticks, only the one you are picking, or your turn ends.

Games of Strategy -2



Fact File

Game: Tic Tac Toe

Type of game : strategy game

Qualities: mental skill

Number of players: two players

Equipment: pencil and paper

Aim: to be the first player to get three in a row

Glossary

Tic Tac Toe - Tres en raya

three in a row - tres en raya

board - tablero

a draw - empate

grid - cuadrícula

neither player - ningun jugador

A bit of history ...

Found everywhere from the temples of ancient Egypt to the Medieval cathedrals of England or the Renaissance palaces.

Do's

- ✓ Draw a 3X3 grid.
- ✓ One player is X (crosses) and the other is O (noughts).
- ✓ Players alternate placing Xs and Os on the board.
- ✓ Place the Xs and Os horizontally, vertically or diagonally.
- ✓ If neither player has three in a row, the game is a draw.

Don'ts

- ✗ Don't let your opponent draw three in a row

Games of Strategy - 3

Fact File Game:

Draughts /dra:fts/ or Checkers

Type of game : strategy game

Qualities: mental skill

Number of players: two players

Equipment: an 8X8 checked board, 12 coloured pieces for each player.

Aim: to remove all of your opponent's pieces

Glossary

Draughts - Damas

checked - a cuadros

in three rows - en tres filas

jump - saltar

last row - la última fila

backward - hacia atrás

chess - ajedrez

in the forward direction - hacia adelante

remove - quitar

become - se convierte en

bunch - agrupar

every other - uno si, uno no

empty space - casilla vacia

both - ambas

A bit of history ...

A game called **Alquerque** mixed with **Chess** was the direct ancestor of checkers .

Do's

- ✓ The pieces are placed on every other dark square in three rows.
- ✓ The darker colour pieces move first.
- ✓ Each player takes their turn by moving a piece.
- ✓ Pieces are always moved diagonally in the forward direction.
- ✓ You jump your opponent and remove their piece if there is one of the opponent's pieces next to your piece and an empty space on the other side.
- ✓ If you get a piece across the board to the opponent's last row, that piece becomes a king.
- ✓ King pieces can move in both directions, forward and backward.

Don'ts

- ✗ Don't bunch all your pieces in the middle, it is more difficult to move them.
- ✗ Don't move your pieces on the back row if it is not necessary, so the other player can't gain a king
- ✗ Don't forget to put another piece onto the king .

ACKNOWLEDGMENTS

[https://en.wikipedia.org/wiki/Blind_man%27s_buff#/media/File:Blind-Man's Buff, Paul Jarrard & Sons.JPG](https://en.wikipedia.org/wiki/Blind_man%27s_buff#/media/File:Blind-Man's_Buff,_Paul_Jarrard_&_Sons.JPG)

logos created at <https://logomakr.com/> blind Man's Buff

<https://openclipart.org/detail/307875/sports-day-2> tug of war

<https://www.clipartmax.com/so/tag-game-clipart/> tag game

https://consorte_bella_donna.tripod.com/id17.html Consorte Bella Donnas - Barley Break

https://www.clipartmax.com/download/m2H7Z5G6H7G6K9d3_arcade-games-royalty-free-vector-clip-art-illustration-ring-toss-game-clipart/ ring toss