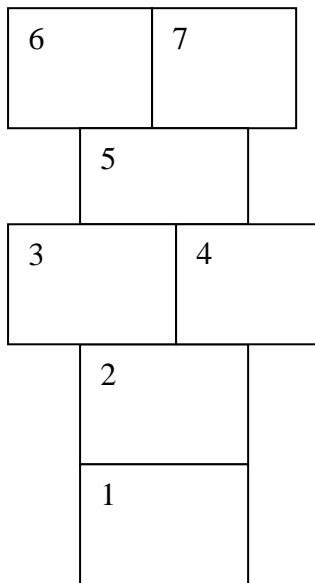


## 1. NEBESA IN PEKEL

- Pripomoček: Kreda ali lesena palica, kamenčki
- Potek igre: v pesku s palico ali na asfaltu s kredo narišemo poligon. Vsak igralec ima en ploščat kamen, ki ga po vrsti meče v posamezna polja. Nato skače po eni nogi v polja in v dve polji z obema nogama hkrati. V zadnjih poljih se v zraku obrne in gre nazaj do začetka. Če se igralec zmoti (kamenček pade v napačno polje ali stopi na črto) je na vrsti naslednji igralec. Zmaga tisti, ki pobere kamen iz vseh polj. Lahko se tudi skače nazaj po eni nogi ali z zavezanimi očmi.



## 1. HEAVEN AND HELL

### YOU NEED

Chalk or wooden stick, pebbles

### HOW TO PLAY

If the game is played on sand, use a wooden stick to 'draw' a play area (a polygon as shown in the picture) for the game. Otherwise, use a chalk to draw it on a hard surface (e.g. asphalt). Each player has a flat pebble which has to be carefully thrown into each of the fields, one by one starting with number 1. Every time, (s)he has to jump into the fields on one or both legs simultaneously (depending on the field – if one, use 1 leg only, if two, leap with both legs). In the last field, (s)he turn round and jumps in the same way to the starting point.

If a player makes a mistake (pebbles dropped in the wrong field or stepping or crossing a line), is the next player's turn.

The one who picks up the stone from all fields is the winner.

To make the game even more interesting and challenging: a player can also jump backwards or blindfolded.

## 2. ZEMLJO KRAST

- Pripomoček: Kreda ali lesena palica
- potek igre: S kredo (na asfaltu) ali s palico na zemljo narišeš velik krog, ki predstavlja zemljo, krog razdelimo na toliko delov, kolikor je igralcev, polje predstavlja državo. Vsakemu igralcu pripada eno polje-država, ki jo označi s svojim imenom. Da lahko začnemo igro postavimo palico na sredino kroga (igralci stojijo vsak v svojem polju) in jo spustimo, v tisto polje, kamor je padla palica, tisti igralec začne igro tako, da vrže palico v eno od polj in zakliče ime tega polja – države, vsi stečejo vstran razen tisti igralec, katerega država je bila izzvana, ta mora hitro stopiti na palico in zaklicati »stop« ali »stoj«, vsi udeleženci se morajo ustaviti, izzvani pa poskuša s palico zadeti enega od udeležencev. Če ga zadane, potem mu lahko "krade zemljo", če pa zgreši, potem tisti drugi krade njemu. Pri kraji lahko stojiš samo na svoji zemlji in kradeš kolikor dosežeš. Zmaga, tisti, ki nakrade največ zemlje.

## 2. LAND STEALING

### YOU NEED

Chalk and wooden stick

### HOW TO PLAY

Use a chalk (on a hard surface like asphalt) or a stick (on soil) to draw a large circle representing the land (estate). Then divide it into as many parts as there are players. Each field represents one country. Every player chooses one and labels it with his/her name. To start the game put the stick in the middle of the circle (held by one of the players). All the players stand in their own fields. The stick is dropped. The player of the field into which the stick falls, has to pick it up and throw it into one of the remaining fields and yell the country's name at the same time. All except the provoked land owner have to run out of the circle as far as possible. The one that gets the stick has to step on it quickly and call out 'Stop!' At that sound all the players have to stop running. The challenged one has to hit one of the players with the stick. If he is successful, then he can "steal land" from the one (s)he hits, if he fails, then the other one steals land from him/her.

While stealing it is only allowed to stand in one's own country and draw a line only as far as it can be reached. The winner is the one who steals the biggest portion of land.

## 3. KAMENČKANJE

4 kamenčke položiš na tla, ali še bolje na mizo, škarpo, v glavnem tako, da jih bo čim lažje pobrati, enega pa imaš v dlani. Tega nato vržeš v zrak in medtem hitro pobereš en kamen s tal ter uloviš tistega, ki si ga vrgel v zrak. Če ti je uspelo obdržati oba kamenčka v roki lahko nadaljuješ: tistega, ki si ga pobral iz tal, odložiš in nadaljuješ igro enako kot prej, le da tokrat pobereš s tal drugi kamenček.

Če ti pri katerem od kamenčkov spodleti, moraš igro začeti znova od začetka s 1. kamenčkom.

Ko ti uspe s tal pobrati vsak kamenček in hkrati uloviti tistega, ki si ga vrgel v zrak preideš v drugi krog (oz. level, to pomeni 2. stopnja zahtevnosti). Tokrat vržeš kamenček v zrak in medtem s tal pobereš 2 kamenčka hkrati.

Tretja stopnja je ta da vržeš dva kamenčka v zrak in s tal pobereš enega.

#### **4. PEBBLING**

##### **YOU NEED**

5 pebbles

##### **HOW TO PLAY**

You put 4 pebbles on the ground or, even better, on a table or somewhere where they can be easily picked up. A player holds 1 pebble in his/her hand and throws it up high. At the same time (s)he has to pick up one of the 4 pebbles on the ground very quickly and be swift enough to catch the one falling down.

If you manage to hold both pebbles, you can continue the game until all the three pebbles are picked up from the ground.

In case you successfully pick up all 4 pebbles while catching the one thrown into the air, a player is advanced into a higher level: While throwing one pebble up, (s)he has to pick up 2 pebbles from the ground at the same time.

For those more skillful: throw 2 pebbles in the air and pick 1 from the ground.

The most difficult level: throw 3 pebbles into the air and pick 1 from the ground.

The third step is to throw these two pebble into the air and pick one up from the ground.

The fourth stage is to throw pebbles into the air three and one pick.

## **5. SHARING RINGS**

All players, except two, sit in a circle or stand in a line with hands folded in front of them. One of the two left out has a ring or a coin in his/her hands; the other one carefully observes the game.

The player with the ring touches the players' hands saying: "I'm sharing rings, hide one well, and beware of the kitten to take it away!" (S)he slips the ring into someone's hands without being seen by the player who is watching the game. When all the hands are touched, the 'guard' has to guess who is holding the ring in his hands. If (s)he fails guessing, (s)he has to put something in the treasure box (a pencil, a sweet, a rubber, a chewing gum and the like), and guesses on till (s)he finds out the right person.

In the next round (s)he becomes the ring sharer, and the person with the ring becomes the observer, the guard.

## **6. SCULPTURES**

The group of children, except two, stands all over the classroom. One of the two left out is the assessor, and another one the 'sculptor'. The latter gives them a signal to start turning around faster and faster with their hands raised out.

At some point, the 'sculptor' says: "Stop!", and the players freeze in the position they are caught in. As such they represent sculptures and statues.

The assessor and the 'sculptor' review their postures and choose the best two who become 'the sculptor' and assessor.

## **ROTTEN EGG**

Children squat in a circle. One of them remains outside with a tissue, a pebble or a piece of paper in his/her hand. (S)he walks around the circle saying: "A rotten egg I carry, who would like to have it? Don't you turn around or else hear the spanking's sound."

In case someone looks back, (s)he is allowed to gently spank him/her on his/her back back.

While walking, the 'egg carrier' drops the tissue (paper or pebble) behind someone's back without being seen.

The ones squatting have to pay attention if there is anything behind their backs (using their hands only) and immediately run after the 'egg carrier' and try to catch him/her. If (s)he is caught before reaching his/her place in the circle, (s)he has to sit in the middle of the circle as a smelly, rotten egg, and the rest can call bad names at him/her (e.g. What's that smell? Look at this poor rotten egg, isn't it ugly? I can't breathe. I smell something rotten.).

The player, who is quick enough to catch him/her, is now an 'egg carrier'.

The 'rotten egg' sits in the circle until replaced by another 'rotten egg'.