



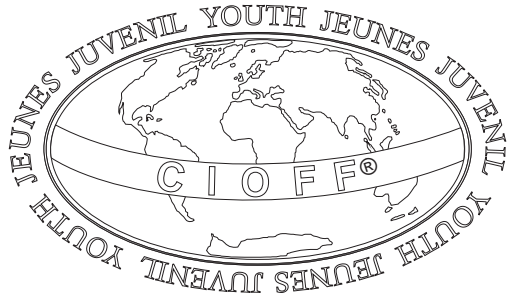
Playing Together Jugando Juntos Jouons Ensemble

CIOFF® Youth Magazine n° 3

Revista de CIOFF® Juvenil n° 3

la Revue du CIOFF® Jeune n° 3





Introduction (1)

What is the International Program of re-valuation of traditional games?

It is an initiative proposed by the CIOFF Youth Coordination Committee in 2007. Its main objectives are the safeguarding and the diffusion of the game as a very important Intangible Heritage, that has been transmitted through generations and its preservation is essential because of the imposition of new technologies and digital games.

The Program is easily adaptable for the different realities of each country and is implemented through projects elaborated by each CIOFF youth commission according the general objectives of the Program:

1. To reinforce the cooperation and tolerance, deepening the intercultural dialogue between the young people of the world, as a contribution to the construction of "a Culture of Peace".
2. To foment the intergenerational dialogue
3. To analyze the evolution of the games as a result of the evolution of the society, considering the factors that influence the origin, evolution, and/or disappearance
4. To generate an intercultural dialogue, this observes the different manifestations of the game and establishes comparisons
5. To allow discovery of the importance of the Cultural diversity and to project the different scopes of the community
6. To preserve the importance of Cultural Identity - that implies the recognition of Cultural Diversity- as source of social cohesion, and utilizing it within programs focused on human development.
7. To apply to the initiative of young people who reunite CIOFF to develop projects, of UNESCO and the World-wide CIOFF, referred to vulnerable cultures to the globalization process.

Through "Playing Together" we want to show the benefits from the Program and demonstrate to all CIOFF members the importance in the safeguarding of Traditional games as an inheritance for future generations.

1) Editorial

by Ramiro Mansutti

2) Games day - 1... 2... 3... Festivals!

by Fanny Mathinier

3) Spinner

by Kati Taal

4) Latin American week of transmission of Traditional and Popular games - Argentina

by Luciana Olivieri

5) Stonethrowing & Is the bridge stable?

by Rok Vovk

6) Games day in Fribourg

by Jean-Olivier Vörös

7) Jacks

by Lauren Jahn

8) Workshops on games in festivals

*by Irene Pimpinella, Chiara D'Elia
and Gianluca Malandrucchio*

Magazine "Playing Together" is a realization of CIOFF® Youth International

All right reserved - 2011

Design: *Ramiro Mansutti*

Translations:

English: Lauren Jahn

Spanish: Luis Miguel Estigarribia, Fanny Mathinier

French: Fanny Mathinier, Sebastien Genevois

[2] Games Day - 1... 2... 3... Festivals!

(Written by: Fanny Mathinier
CIOFF® Youth France
Music and Dance commission)

A couple years ago, Games Day was instituted into all CIOFF® festivals in France. Since then, Games Day has been a success, with games taking place on the streets, in workshops with groups, and as an introduction to a dance. This success was possible because of the excellent work done by all the organizations and the volunteers, making the day unforgettable for all the children. Without them, Games Day would not be possible.



Photos by Michel Hartmann

A Games Day was organized during the 23rd annual Les Enfants du Monde from St Maixent l' Ecole (79, Deux Sèvres) festival in July 2010. A child from each group shared a game with the children present at the festival. These games were played in the streets of the town center. A local business donated wood that was needed to play some of the games. (Les Virouneux d' O' Bourg - <http://www.lesvirouneux.fr>) The afternoon was a success for both the children teaching the games and the children at the festival. It became a great learning experience and social opportunity that created a link



Photos by Michel Hartmann

between children of different generations and cultures.

During the 37th annual Gannat' Festival the Games Day took place during the Children's Festival on Saturday, July 24th, 2010. At this festival, the games were shown to children and their parents and then played at the "Champ de Foire" square. Over twenty games were shown this year, Some of the games taught were Haka from New Zeland and whistle lessons from Canarias. Also, children were able to make crafts, such as the Christmas crib from Provence and bracelets/headgear from Brazil. These workshops followed one of two themes: Shepherding, which included making key cases and sheep made with wool, or "green" workshops, which included wood sculptures and crafts made from salvaged materials. This year, more than 350 children took part in this wonderful day.

The 53rd annual Festival - Arts et Traditions Populaires du monde from Confolens in August 2010 was a great social and cultural experience. Through song and dance, much fun and learning was had by the children involved and attending the festival. On a stage just for us, place de la Fontorse performed dances, farandoles, little



Photos by Michel Hartmann

bridges, and other games with music provided from Antigua et Barbuda and Lituania.

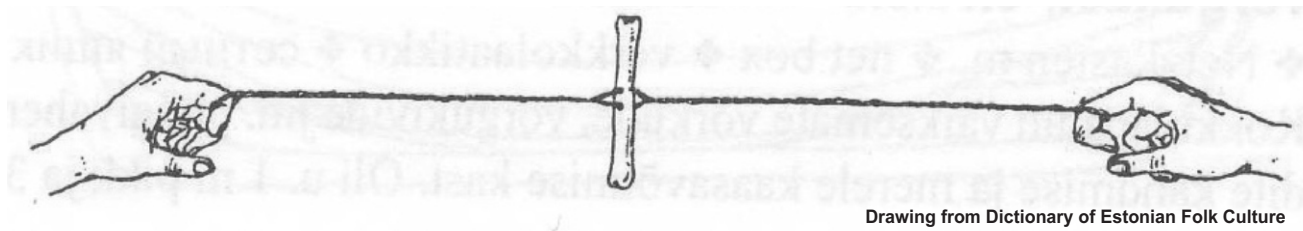
CIOFF® France had much success incorporating Games Day into their festival this year. The games were a great summer activity for the children and gave them an opportunity to experience cultural diversity.

Suitability: played mostly by children and youngsters, made with the help of adolescents

Whirling spinners are common in Estonia during February - the month that is associated with sledging, eating pea soup and pig's legs, and known for celebrating Shrove Tuesday. Making a bone spinner is part of Shrove Tuesday's supper. During February, people eat food that is left over from the long winter. One of the remaining foods is usually pig's toes, which are used to make pea soup, bean soup, or simple porridge. From the pig bones, children and youngsters make spinners and compete with each other by seeing whose spinner can make the loudest, longest lasting sound.

appropriate. In the past, the string was usually made from flax and polished with wax to increase longevity. Nowadays, one can use strings made from natural fabrics such as sailing strings. Optimal string length for making a nice-sounding spinner is 1.5 meters. When the pig's toe bone is pierced and stringed, there is only one thing left - to pull the bone so it begins spinning. When the bone is balanced and the string is at a proper length, the spinner should start to work right away. A good spinner can be recognized by the sound it makes. Every spinner has its unique sound, but the stronger and deeper the sound echoes, the more valuable the spinner.

Traditions



Drawing from Dictionary of Estonian Folk Culture

Materials

Spinners can be made from different materials. The traditional way to make a spinner is from pig's toes or a sheep's leg bone. Nowadays, it is more common to make spinners from big buttons. The most suitable parts of a pig for making a good spinner are the toes or the small shinbone. The rest of the bones are too heavy and out of balance for spinning properly.

Assembly

Spinners should be made from fresh, clean, recently boiled bones. This makes the bone texture softer and easier to drill a hole into. In order to make a good spinner, the holes must be drilled through the middle of the bone. This can be tricky because the bones are usually never evenly balanced. A person needs to weight the bones manually to find the exact center of gravity. The best technique for weighing a bone is to place it across a knife's edge, slowly shift the bone until it balances on the knife. Another technique is to use your finger for weighing. When the bone is balanced, one or two holes can be made using a knife, fork, nail, awl, or other sharp tool. Finally, a string is attached to the drilled bone. It is very important that both the length and the quality of the string are

Spinning was believed to have magical meaning. It was believed that spinning helped to grow well-fed, healthy, and straight-legged pigs. A bone spinner was brought to the hill when people went sledging on Shrove Tuesday. It was believed that spinning on the top of the hill kept away all evil and guaranteed a long and good slide (which in turn meant long flax). Sometimes people made the slide with a bone between their teeth.

Celebrating Shrove Tuesday is one holiday that has been preserved over decades, largely due to schools. This is where sledging, making spinners, and eating pea soup is still popular and part of the program. Making a bone spinner does not require special preparations or resources. Because of its small size, it fits perfectly into the pocket and allows a person to have fun with their spinner wherever they go.

Materials Used:

Hiiemäe, M. 1998. Rahvakalendri tähtpäevi. Tallinn: Koolibri.

Video of bone spinner tutorial:
<http://tv.delfi.ee/video/Dgpj5JUP/>

Tutorials and explanations by Marge Luude (teacher of Põlva Peasant Museum)

[4] Latin American Week of Transmission of Traditional and Popular Games – Argentina

(Written by Luciana Olivieri)
CIOFF® Youth Argentina

At the last World Youth Forum, during the meetings of the Latin American Sector, it was proposed to spend three weeks, from August 2010 (the date on which the meeting took place) until March of the next year, to develop the program of traditional and popular games. This program is named The Latin American Weeks of Transmission of Traditional and Popular Games.

The program consisted of three weeks. Week one was spent teaching traditional games within aboriginal communities (October 11th to October 17th), week two was with children (December 13th to December 19th), and week three was with seniors (February 21st to February 27th). All Latin American Youth Commission should have carried out the same activities they wanted to teach to each group during the stated time frames.



Photo by Luciano Bertossi

During the first week, the Argentina youth commission carried out activities that were quite different, but equally rich in Helvecia (Santa Fe), Santa Fe (Santa Fe), and Pinané (Formosa). The first implemented a game program in the community of the Mocoví district and the surrounding area. In the case of Santa Fe, it was impossible to establish a contact with an aboriginal community so work was done to research and learn of Aboriginal games. The research resulted in very valuable materials that were distributed in schools with a brief introduction to the work of CIOFF® in the world.

Finally, teenagers visited the EPEP Pirané No. 158 (Provincial School of Special Primary Education). They shared not only Argentinean traditional games with those children (from 5 to 6 years old), but also experiences learned from an exchange with Mexican students who visited Pirané.



Photo by Gerardo Arévalo

For the second week with children, a celebration took place in honor of Santa Fe's Dance Institute, in which all its participants during the academic year celebrate together. The teenagers proposed eight games that were distributed around through a circuit routine. Groups of ten and twelve children toured the circuits through the morning. Each team chose a name to identify themselves. This way, once they had gone through all the stations they could regroup and discuss the experiences of the day.

For the third week, in tribute to our seniors, both the groups of Santa Fe and Las Parejas visited nursing homes in their respective regions. There were shared conversations, games, music and dancing. In the case of Santa Fe, they also invited the instrumental group of Argentinean Dance and a group of Scouts of the city to participate. Because these groups were unfamiliar with the work of CIOFF®, it was a great opportunity to create bonds with young people who carry out similar work, but follow different guidelines and objectives.

This article was written to carefully observe proper grammar and respect the hard work and information provided. No extra information about the event is in this article that could be taken from any book because this article is the story of the activities promoted by the sector.



Photo by Daiana Jacquier

Stonethrowing & Is the bridge stable? (5)

(Written by Rok Vovk
Translated by Maša Kumperger
CIOFF® Youth Slovenia)

Is the bridge stable?

To play this game, two players stand opposite of each other while holding hands, making themselves resemble a bridge. Each of these players picks a code name for themselves, such as, apple, golden chariot, or car, just to name a few examples. Each player's code name is unknown to the other players. Additional players stand in a line and hold on to each other's shoulders to resemble a train. The first person in the line leads the train around the room. When they come to the bridge, they ask, "Is the bridge stable?" The bridge replies, "Like a stone, rock, bone." Next the train ask, "Can our military cross it?" The bridge replies, "If you leave the rear." Finally, the train says, "Only if you catch him." The players acting as the bridge raise their hands and the train goes under them. The bridge then drops their hands around the last child in the line and asks the captured child, "What do you prefer an apple or a coach?" The captured player chooses either apple or coach and goes to that side. This repeats until the last child is captured. Once each player has chosen a side they firmly grab onto each other, and begin to pull in opposite directions. The group that remains on their feet is the winner.



Stonethrowing

Material:

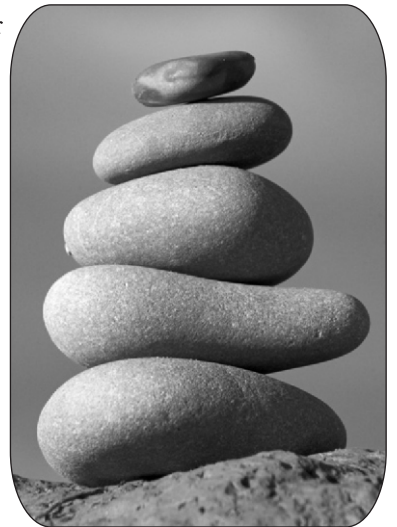
Five round pebbles are needed to play this game. Their size should allow the players to be able to hold all five of them in their hand and still easily pick them up from the floor. Their size and shape are important for the game.



Instructions:

Four pebbles are put on the table or floor. A table is preferred so the pebbles can be easily picked up. A pebble is thrown into the

air while the player quickly picks up a pebble from the ground or table before the tossed pebble is caught. If you managed to keep both pebbles in your hand the player may continue. The player continues the game as before, only picking up another pebble, each time, from the ground.



If a stone is dropped the player starts from the beginning. Once the player manages to pick all the pebbles up from the floor or table they move to the second level, where a pebble is thrown into the air and two must be picked up from the floor. The third level is where the player throws two pebbles in the air and picks one up from the floor. And, the fourth level is where the player throws three pebbles into the air and picks one up from the floor.

Games are recommended for ages 3-10.

Pictures taken from the internet

Inspiration from: Hafner, A. 2010. OTROŠKE IGRE IZ ŠKOFJE LOKE IN NJENE OKOLICE. - Folklorik, 6.

[6] Games Day in Fribourg

(Written by Jean-Olivier Vörös
CIOFF® Youth Switzerland)

For the first time in history, the International Folk Dance Festival of Fribourg (RFI) organized a whole day for groups to have fun and to get to know each other better. The members of the CIOFF Youth Commission of Switzerland, who are also dancers in folk dance groups, tried to prepare a day they would like to experience in another festival.

The aim was to join all the members of each group into 20 separate teams, and have them compete against each other in 10 different games. (All together there were around 250 participants from the age 16 to 30 years old.)



Photos by Stéphane Schmutz

The organizers planned this day 6 months in advance in order to make sure everything would run perfectly. This included preparing for the aperitif, swimming, grilling, all of the games, and the awards ceremony at the private bar.

The 10 games were selected in an effort to have the maximum number of people playing together, and to utilize all of the participants' skills, such as strength, agility, knowledge, speed, and their many other abilities. Even

though there have been made a lot of researches about the Swiss traditional games on the national level, this project included different type (both, traditional and new ones).



Photos by Stéphane Schmutz

Three of those games are pictured here. These games are the human baby-foot (also known as foosball), the giant jump rope with 10 people in the middle, and the case run. The giant jump rope set a record for that day, and the case race is displaying the final sprint between two teams. Other games not pictured were inspired by Swiss traditions, like the nail game and the ski race.

To find more information concerning this day, pictures, comments, and video look under "Journée de jeux / Games day / Dia de juegos RFI" on Facebook.

All the participants and the organizers of this awesome day had a lot of fun, and the CIOFF Youth will renew this experience in 2012. Next time, the youth will improve the small details that need work, but maintain the same level of fun as this year!



Photos by Stéphane Schmutz

The game of jacks dates back, over 2,000 years, to the ancient world (Chabert and Bean). Also known as jackstones, five stones, onesies, knucklebones, or snobs, jacks was originally played with small stones and animal bones. Through the years, the small stones were replaced with wooden and then rubber balls, and the animal bones were replaced with small pointed metal pieces (Chabert and Bean). Children began to play the game with objects they found throughout their homes; such as clay, wood, ivory, plastic, or other materials (Chabert and Bean).

Items needed: At least ten jacks, a small bouncy ball, and a hard surface are necessary to play jacks. Traditionally, jacks were made from metal with each jack comprising six tips at right angles to one another. Four of the tips are rounded while two opposite sided tips are pointed. The points of the jacks are designed so a child can easily pick them up while playing the game. Currently, most jacks are made out of rubber or plastic. The small rubber ball is used as a timing device. Finally, a hard surface is necessary to bounce the rubber ball upon.



Playing and winning: To play, two or more children are needed. This game is intended for children ages four and older. The child who catches the most jacks when “flipping” goes first. “Flipping” is when a child holds a set of jacks in their hand, flips the jacks onto the back of their hand, and then flips them back to their original position (Chabert and Bean). First, all the jacks are spread onto the playing surface. The first player bounces the ball off the playing surface, picks up a jack, and then catches the ball before it bounces a second time. Each turn the number of jacks that are picked up increase by one, but the ball can only bounce on the ground once. When the player picks up one jack it is called “onesies,” two jacks is called “twosies,” and so on. Each game is usually played up to “tensies” (Jaffe, Field, and Labbo). The player that picks up the most jacks wins the game.

Variations: There are two notable variations of jacks. The first variation is played in Australia. This game uses five knucklebones from a lamb shank, or objects that resemble knucklebones (Chabert and Bean). The knucklebones are tossed in the air and caught on the back of their hand. The player then turns their hand over to catch as many knucklebones as they can in their palm. Next, the player discards all the knucklebones they caught except for one, which is kept in their hand. This knucklebone is tossed in the air while the player picks up all the knucklebones they discarded. The player must then catch the knucklebone which was tossed in the air before it hits the ground. Other variations of this game include clapping before picking up the knucklebone, playing with the child's eyes closed, and swapping hands (Chabert and Bean).

The second variation is played by children in Korea. Weighted plastic stones are used as jacks. These stones are called gonggi (Jaffe, Field, and Labbo). This version of jacks does not use a rubber ball to play the game. To play, one gonggi is tossed into the air. While the gonggi is in the air, that player must pick up a gonggi from the playing surface before the tossed gonggi lands. Next, the gonggi are cupped in the player's palm and must be flipped onto the back of their hand. Whoever catches the most gonggi wins.

Works Cited:

Chabert, Sally, and John Bean. *Jacks Book*. New York: Workman Publishing, 1999.

Jaffe, Elizabeth D., Sherry L. Field, and Linda D. Labbo. *Jacks*. Mankato: Compass Point Books, 2001.

[8] Workshops on games in festivals

(Written by Irene Pimpinella, Chiara D'Elia
and Gianluca Malandrucchio
CIOFF® Youth Italy)

The 2011 Italian festival season was successful in incorporating traditional games into their festival's activities. Various workshops were organized related to traditional games. Youth from Alatri, Cori, and Gorizia participated in the festivals and the workshops on traditional games.

The 2011 Latium World Folkloric Festival was marked by a special event. A traditional games workshop was held which involved all the groups that attended the festival. The groups that participated were: Egypt, Israel, Ecuador, Peru, and Udmurtia (Russian Federation). Each group presented one or more traditional games from their country to the children from Cori. All of the games brought enthusiasm and joy to the children. The workshops took place in the central square. One by one the groups presented their games to the children and then everyone played them together. Cori's public gardens were filled with excitement, laughter, music, and beautiful colors all morning long. This enthusiasm attracted the attention from other children.

This experience was very successful, because it was important to see so many children playing together, having fun, and creating new and dear friendships. Although there were many different languages spoken, the different cultures were able to participate with each other. This was a significant exchange, because the relationships spontaneously came together between the local children and the groups. The Egyptians showed their traditional game called "Piccolo" (the little). Piccolo is a traditional spinning game in Cori recommended for kids 6 years of age and older. This game was handed down orally from adults to children. As the youth representative of the Latium World Folkloric Festival, I recommend to repeat these traditional games workshop during other festivals.

During the 41st Alatri's International Folk Festival, the folk group "Gli paes mei" from Alatri wanted to present the ancient game of hoops. The participants met at the acropoli' square called "Civita" and reenacted this game.

NAME: Game of the Hoops, which has been passed down orally.

HISTORICAL ORIGIN: Very ancient game, played by the Greeks and the Romans.

RULES OF THE GAME: Every player holds an

iron or wooden hoop. In the past, it was common to use a barrel's hoop. The participants set up the course for the game. To push the hoop, the player must use a strong and thick iron string. Preferably, the string should be curved at one end. The player must push the hoop for as long as possible, without dropping it.

MINIMUM PLAYERS REQUIRED: 2 people, preferably men. For ages 5 and up.

SEASON: All, outside game.

TIME REQUIRED: No limits, for however long the players would like to play.



Also, during the 41st Alatri's International Folk Festival, the girls from the folk company "Gli paes mei" enjoyed playing the game of rope, which is more appropriate for women, but can be played by men. The rope is held at both ends by two participants. The rope holders turn the rope in rhythm while one or more players jump in the center of the rope, trying to jump as long as possible.

NAME: Game of the Rope, which has been handed down orally.

HISTORICAL ORIGIN: Undefined, very ancient.

RULES OF THE GAME: The rope holders, the players, and the minimum number of jumps are chosen by a counting rhyme.

MINIMUM PLAYERS REQUIRED: 3 people. For ages 4 and up.

SEASON: All, outside game.

TIME REQUIRED: No limits, for as long as the players want to play.



United States Argentina Suisse
Eslovenia Suiza
France États-Unis Italy
Estonia Estonie France
Argentina Slovenia Italia
Switzerland Italie
Francia Estonia Argentina
Estados Unidos Slovénie

