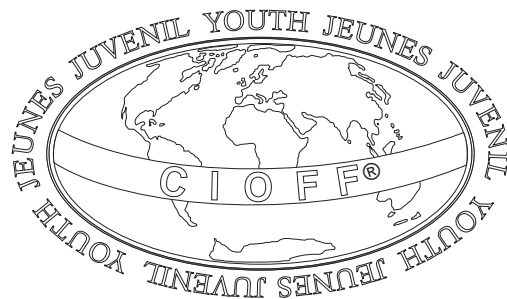


Playing Together



Introduction



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.

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Traditional Games in Venezuela

*Written by Eneudys Guevara and
Félix Moreno (Venezuela)*

In Venezuela there are many traditional games and toys that are influenced by the Creole culture of this country.

Among the most popular toys are the whirligig, the yo-yo, the *Gurrufío*, the spin, the pebbles or cock, the sieve and the parrot, as well as rag dolls. Among popular games are sack race, rounds, jump rope, the redstart and the stick butter dish.



One of the games that the Venezuelans have enjoyed over the years is the sack race.

Sack Race

The sack race is a race in which participants place both of their legs into a bag or sack that reaches their waist. They hold the top of the sack with their hands. To move forward while holding the sack only jumping is allowed. The first to reach the finish line is the winner.

How Do You Play?

This game can be played in teams and by individuals. Participants stand behind a starting line with their feet in their sacks and holding the top of the sack at their waist.

Team members take turns playing or individuals can play against the clock. When the signal is given they begin jumping toward the finish line. The participant who crosses the finish



line first is the winner.

If you are playing in teams, the first member jumps to the line and return to the starting line so that the next member take his or her turn to jump to the line. If a person falls he or she can get up in and continue to race from the same place.

In a team race, all team that has all members cross the finish line first is the winner; in an individual race the first person to cross the finish line in the shortest time is the winner.

If it is recommended that the game be held in a play zone or green area for the safety of players.



Traditional Gamesⁱⁿ Finland

Written by Teija Nikkari and
Suvi Puranen (Finland)

In Finland, traditional games are still being played. The first known documentation was recorded more than one hundred years ago. Throughout the years, many aspects of playing traditional games have changed in society. Some influencing aspects are - families are smaller than previous generations, both parents are working, and there are a larger variety of hobbies available. Nowadays, games are not the only way to entertain. However, traditional games have not disappeared. There are many traditional games people continued to play. In the past, these games were played in the inner courts of apartment buildings, now they are being played in the school yards.

Currently, there is a lot research on traditional games. The CIOFF® Youth from Finland decided to organize an opportunity to share their knowledge of traditional games. They coordinated a “Game Day” for each of their four CIOFF® festivals. During the festivals, participating cultural groups will be asked to prepare, present, and teach a traditional game from their country. First, all groups will share their traditional games during the workshops. Next, the participants will be divided into international groups with a member from each country. Finally, the groups “travel from one country to another” playing the different traditional games. At the end, the participants will be taught a traditional Finnish game.

Games are usually played by children; nevertheless playing games is good for people of all ages. For that reason, the CIOFF® Youth decided to organize a day of the festivals for adults. Games are an important part of tradition. This will be an excellent way for intercultural exchange and getting to know new people. Most importantly, a common language is not needed to join in the game. Listed below, are some traditional games from Finland. Feel free to try them!

The first game is called *Solmu* (Knot), which was played during the Games Day at the CIOFF® Youth forum in Brazil. To begin, the players stand in a circle holding hands. Next, they move places without releasing their hands, making a human knot. One person, not a part of the circle, is responsible for untying the human knot. They are not allowed to watch when the players create the knot. When the knot is made, the person outside the circle tries to untie the players back into the original circle without releasing hands. When there are a lot of players, more than one person can untie the knot.

The second game is called *Polttopallo* (Burning Ball). All the players, except for one, are inside a circle drawn on the ground. The person outside the circle is holding a ball. They throw the ball at the players inside the circle. The players inside the circle try to avoid being hit by the ball. When hit by the ball, it “burns” you out of the circle. Once the player leaves they circle, they join the person who is throwing the ball. As the game continues, there will be more and more people outside the circle. The players are not allowed to throw the ball high, near the face, to avoid injuries. The winner is the last person standing inside the circle.

The third game is called *Viimeinen pari uunista ulos!* (The Last Pair Out of the Oven!). The purpose of the game is to steal a person from the couples. To begin, players form a line with their partner. The person without a partner is at the front of the line, turned with their back towards the players. The first person shouts, “*Viimeinen pari uunista ulos!*” The other couples run forward from the line. The person who shouted tries to grab a person from the couples. A broken couple has to find another person before the shouter catches them. If the couple is faster, they can go back to the line. If the shouter catches a partner, the person without a partner becomes the new shouter, and the new couple goes to the beginning of the line. The game can repeat until the players agree to stop.

In November 2010, we will introduce this “Game Day” at the VII International Folklore Festival Hollo & Martta in Finland. We hope that after participating in the workshops and the festival, children can play these games back in their home countries. More importantly, they can share all the happy memories they made.

One, two, three Cheese!

A Traditional game from Costa Rica

Written by José Mora (Costa Rica)



the leader, or the leader eliminates all the players of the game. The player who touches the leader is the winner, and becomes the new leader.

This game is played in Costa Rica and other parts of the World. The game is sometimes called by another name, in other parts of the world, but the rules do not change.

Experience at the 4th CIOFF® Youth World Forum in Brazil

During the last CIOFF® Youth Forum, the Coordination Committee organized a “Games Day,” which had the participation of children from different schools of Caruaru and other close cities. During the “Games Day,” each youth representative taught the children a traditional game from their own country. In return, the Brazilian children taught traditional games to the delegates. Among the games, Costa Rica presented **One, two, three, cheese!** The game was enjoyed by the children.

First, the game was shown to the audience, at the main stage of the Festival. Later everyone played the game together in the square. The experience in Brazil was incredible because it

One, two, three, cheese! Is a traditional game that children are currently playing in Costa Rica. It is a very easy game, but the difficulty can be increased, depending on the players' abilities. The rules are quite simple: the player that leads the game must be standing in front of the others, with his/her back towards the players. The rest of the participants must be standing three or four meters distance behind them. The leader of the game shouts the phrase, “**One, two, three, cheese!**” When the phrase is shouted, the other players run towards the leaders back until they hear the word “cheese”. Immediately, the players can not move. The leader will try to make the other players move. However, the leader can not touch them. If anyone moves, he or she goes back to the starting line or sits out of the rest of the game. After the leader tries to move all the players, the leader must return to their original position and shout the phrase again. The game continues like this until one of the players touches



helped everyone re-evaluate the importance of traditional games as a tool for the transmission of our intangible heritage.

The folklore days for elementary school children

Written by Sandra Suurkask (Estonia)

The **folklore days for elementary school children** is a project initiated by the Youth Commission of CIOFF® Estonia. We have been organising these folklore days for two years and it was our first project of which we were entirely responsible of.

The **folklore days for elementary school children** take place in spring when the weather is warm enough to spend some parts of the day outside.

The concept of our folklore days is that each day we ask a class from a different school to come and spend one day in an environment that is different than their usual classroom or schoolhouse. The venue of our project is a farm house which has a strong feel of the traditional rural life in Estonia.

The programme of the folklore day consists of different sections some of which are more theoretical and some practical.

Our aim is to introduce Estonian folklore (national costumes, folk beliefs, traditional events etc) to the participating children and to do it mainly through different games and activities since those are the best ways for children in such young age to learn.

We talk about the differences and the similarities of life in Estonia nowadays and hundreds of years ago. We try to find the explanations to some manners or beliefs that our ancestors had and discuss over the manners and traditions that are common and that make us Estonians.

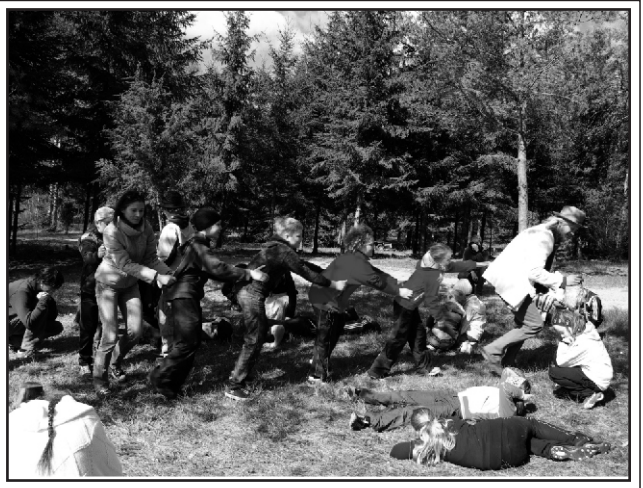
In addition to such discussions we also do handicraft and drawings, go on a short hiking trail through the woods into the bog, we sing, tell stories in a conic tent and also, of course, – we

play!

The games that we have chosen are mostly traditional and some of them also involve singing. Children really enjoy playing together with us and also teaching us the games that they like playing in their everyday school-life. It is fascinating that several games that are considered to be traditional are still also very popular among children.

Öövahimäng (from Ridala parish)

One of the games that we have played with children participating in our project and that has turned out one of the most popular ones is „Öövahimäng (Nightwatcher's game)“.



All the players are lying down on the floor or on the ground with their eyes closed, but one of the players is a nightwatcher that walks around and gently touches some other players with a broomstick and says: “*Hakka sappa!*” The ones that the nightwatcher touches must get up and start to follow the watcher by holding on to his shoulders or hips. The nightwatcher walks on touching new players on his way and by holding on to each other they are like a human chain (or a tail of the nightwatcher) moving around like a worm. When the nightwatcher thinks that there are enough people behind him already, he shouts: “*Öö!*” and all his followers must again get down on the floor or on the ground. The player who is the last one to lie down becomes the new nightwatcher.

The meaning of some Estonian words used in the game: **HAKKA SAPPA** – follow me / be my tail

ÖÖ – (it is) night

Hopscotch

A Traditional game from the USA

Written by Lauren Jahn (United States)

The children's game of hopscotch has been known and well-liked since the seventeenth century. The first recorded reference to hopscotch dates back to 1677. A statement in Poor Robin's Almanac says, "The time when schoolboys should play at Scotch-hoppers."

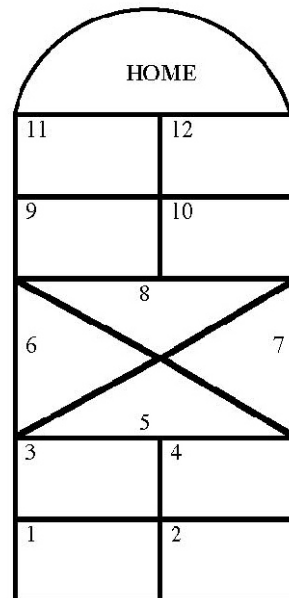
The course: To play hopscotch, a course is arranged on the ground. It is either sketched out in the dirt, or drawn on the pavement with chalk. While the actual drawing of the course may vary, a series of linear squares is typically sketched. Traditionally, the course ends with a "safe/home base" in which the player may turn before completing the trip back. The shape of the "safe/home base" may vary to either be a rectangle, semicircle, or square. Next, the squares are numbered in the order in which they are to be hopped. Finally, a marker is used throughout the game, which can either be a coin, stone, or bean bag.

Playing: Hopscotch can be played solely or with several children. The first child tosses the marker into the first square. The child then hops through the course, skipping the square with the marker in it. Each square in the course must be hopped on with one foot. The child may begin on either foot, alternating between the left or right foot for each square, thereafter. When the squares are side by side, the child must have their left foot in the left square, and their right foot in the right square. The square marked

"safe/home base" is a neutral square, and the child may hop through it in any way they prefer.

Once the first sequence is properly completed, the child may continue their turn by tossing the marker into the second square, and repeating the same sequence as before. The child's turn will continue until they lose balance, miss a square, or step on a line. The first child to finish the complete course, every numbered square, wins the game.

At present, when playing hopscotch, the marker is typically picked up by the child. In the past, the marker was kicked sequentially back through the course on the return trip, and then kicked out.



Milwaukee, WI:

Many different forms of hopscotch are played all over the world. Locally in Milwaukee, Wisconsin, two variations of hopscotch are played by children. The courses are drawn on school playgrounds, or drawn with chalk or stone on the sidewalk; the sidewalk blocks form the boundaries of the game and determine the size of each set of four squares (picture). The course is drawn a little differently than the course discussed previously, but is played in a similar manner. The second course, letters in each

square signify a day of the week. The game is played in the same way; however the child may rest in the Sunday square. Where are you from, and how do you play the game of hopscotch?

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Lankford, Mary T.; Karen Dugan (1992). *Hopscotch Around the World*. New York: William Morrow. ISBN 0-688-14745-3.

Food and games:

Memorable moments during the Latium World Folkloric Festival

Written by Chiara D'Elia (Italy)

Groups present for the 2010 Edition of Latium World Folkloric Festival of Cori (LT) partook in a traditional lunch. Local families hosted the groups, during the festival. This presented a great opportunity for intercultural exchange between people of diverse cultures. Also, it allowed an exchange of traditions: dances, music, and popular games.



An Italian game/song, Filomena, was exchanged among the groups and families. The game was played with a glass of wine. The participants sang a song while passing a glass of wine. The purpose of the game is to coordinate the song with the movement of the wine glasses, without making a mistake. Whoever messed up the movements had to drink the glass of wine.

Those present at the festival and participated in the game were: Italians, people of Cori, and Irish Dancers from Milwaukee, Wisconsin of the USA. A funny moment occurred when a gentleman from Ireland taught a gentleman from Italy a custom he learned from the USA that involves wine. A video of the game, that was played, was shown during the last Youth Forum in Brazil. It was a lot of fun for everyone who participated.

Malha Game

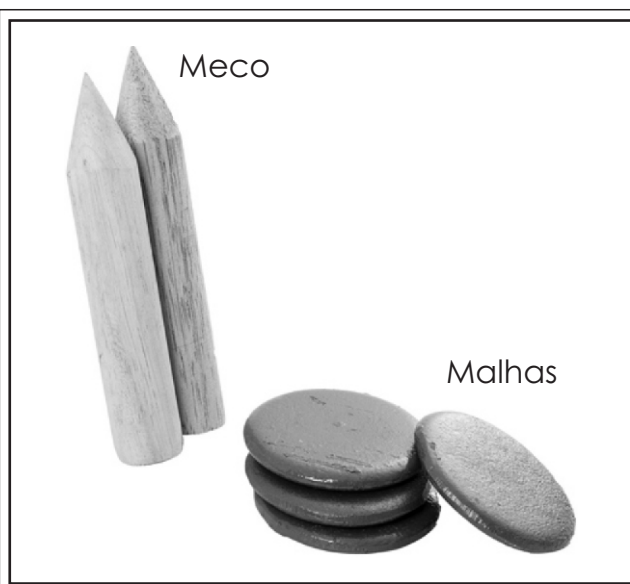
A traditional game from Portugal

Written by Ana Florim (Portugal)

This game is played with four *malhas*, that have a diameter of 10.5cm and weigh 600g. And two *mecos*, that have a height of 20cm and a base of 5cm. Each *mecos* must be 20m apart. Lines are drawn, in the playing area, which extends in front of the player's *mecos*. One player is allowed to launch their *malhas* at a time.

Each team consists of two players. All players start side by side, at one end of the playing area. The players use their *meco* to launch the *malha*. The team to get their *malhas* to the other end of the playing area wins. Or, the team to get their *malhas* closest to the other end wins. However, the team that launches their *malha* past the end line loses the game.

Every time the *meco* is dropped 4 points are deducted from the team's score. The team to launch the fourth *malha* and have it land closest to the *meco* receives two points. A team to have two *malhas* closest to the *meco* receives four points. The team to reach 30 points wins the game. The team that loses is the first to launch their *malha* the next game.



Rayuela Championship

Traditional Game from Argentina

Written by Daiana Jacquier (Argentina)

During the last annual meeting of the Argentinean CIOFF® Youth Commission in Bell Ville (Province of Cordoba), in July 2010, the participants organized a “*Rayuela*



Championship”. As part of the **CIOFF® Youth International Program of Re-valuation of Traditional Games**, we decided to include in the agenda of our national youth meetings, an activity that helps to fulfill the objectives of this Program and, also, to strengthen the friendship ties of our group.

Rayuela is a traditional game but it is not exclusive from one city of Argentina, not even is exclusive from our country. That was the reason why we started the activity making a summary among the members of our commission -whom come from all over the country- and we chose three different versions of *Rayuela*, different among them for the rules and other aspects.

To carry out this game activity, we met at Bell Ville's historical bridge, an important and characteristic place of the city. There, the

coordinator of the activity and two more young volunteers drew the three versions of *Rayuela* on the floor. Meanwhile, the other competitors in the Championship looked for the best stones to play the game.

Once the *Rayuelas* were finished, we mix twelve little papers of three different colors (pink, white and green) and each player took one to make the teams. Then, one member of each team chose a colored paper to know in which version they had to play. Meantime, local children from Bell Ville started to play with us, fulfilling by this way, the objective to spread the youth movement to new people.

At the time we were playing, all the players talked about the differences about this *Rayuela* they were playing and the one they had known. That's was a testimony of the big number of versions that the game has in our country.

To decide who had to start, we played “stone, paper or scissors” a typical game. After a hard *Rayuela* competition the best player of each group won the right to participate in the big final. The version used in the final was decided again with “stone, paper or scissors”. In spite of not play the final, the losers continued playing and this was great to learn all the versions.

The winner was one person from Bell Ville. Once the competition ended, we took the opportunity to take some photographs to register the moment. The activity lasted around two hours and was a perfect finale for the whole week.

