Intercultural Games
Playing games are a great way for children to get more physical activity into their daily routines. Most children in America play games that have originated in the United States, but don’t know much about games that other children around the world play. This month, you and your family and friends can try playing games that children around the world enjoy. Below are a few suggestions of games from around the world.

Africa (Zambia): Banyoka
Banyoka means “the snakes” and was probably created from observing these creatures roaming the region.

How to Play:
1. Choose an area to play that is a bit of an obstacle course, with bushes and large rocks. Be sure to check the area for sharp objects before you play. If you cannot play outside, you can create an obstacle course using toys, pillows, and boxes.
2. The players should divide into two groups, each group having equal numbers.
3. Each group becomes a “snake” by the players sitting one behind the other on the ground, legs spread and hands placed on the shoulders or arms wrapped around the waist of the player in front. This makes sure the players stay connected to create the “snake.”
4. Each snake moves forward by the players swaying their bodies back and fourth. The snake can sing a song as it moves.
5. The object of each snake is to reach a designated finish line first. The real fun of the game is to maneuver around bushes, rocks, and other objects, to “slither” around and over them while remaining connected to each other.
6. The game can also be played with one snake. The competitive aspect of the game would be replaced by a follow-the-leader quality. The “head” of the snake decides the direction, turning one way then another and choosing which obstacles to go across or around. If the line is long enough, its fun for players to deal with a new obstacle or change of direction while players farther behind are still coping with the previous one.

Asia (Malaysia): Wan, Tu, Zum
Number of Players: 2 or more players

How to Play:
1. This game is similar to the game Rock, Paper, Scissors.
2. The signs are:
   • **Bird** – all five fingers bunched together at the fingertips
• **Rock** – clenched fist
• **Pistol** – outstretched thumb and index finger
• **Plank** – palm facing down with fingers together
• **Water** – palm facing up with fingers together

3. As with Rock, Paper, Scissors, the players say ‘Bird, Rock, Pistol, Plank, Water’ and then make one of the five signs. The following shows what beats what.
   • Bird beats plank and water
   • Rock beats bird, plank, and water
   • Pistol beats everything except water
   • Plank beats bird and water
   • Water beats everything except Bird and plank

**Australia: What’s the time Mr. Wolf?**

**Number of Players:** 3 or more players

**How to Play:**
1. Choose someone to be a “wolf.”
2. The “wolf” turns its back to the other players who should stand about 16 feet away.
3. The other players say: “what’s the time Mr. Wolf?”
4. The wolf makes up a time and says it. If the wolf says for example, 5:00, the other players take 5 steps toward the wolf.
5. When the other players are close enough to catch, the wolf says ‘dinnertime’ and chases the other players.
6. The player who is the “wolf” catches another player who will be the next “wolf.”

**Europe (France): Escargot**

**Number of Players:** 2 or more

**Equipment:** Chalk – to make the hopscotch (shaped like a snail - shown below). (No puck is used for this version of the hopscotch game.)
How to Play:
1. Decide which your hopping foot is and who goes first. Whichever foot you choose is the foot you will hop on to go to the center of the snail and back out.
2. Hop through the snail to the center. Start with square 1.
3. Hop only once in each square. Do not hop on any lines or you will lose your turn. You may rest when you reach the center.
4. Turn and hop back to the beginning. Take turns repeating steps 2 and 3.
5. If you have hopped in and out successfully you may choose a square as your “house.” Put your initials in the square. You can use this space to rest and other players must skip over the square.
6. The game is over when it becomes impossible for anyone to hop to the center. The player with the most squares at the end is the winner.

North America (Alaska): Alaskan Hopscotch

Number of Players: 2-10 players

Equipment: hopscotch mat, puck or pebble

How to Play:
1. Decide if you want to use a side pocket (see picture below). The side pocket is used to jump from when you start. The squares are NOT named or numbered. The puck or pebble is called the “man.”
2. Decide which foot you will use to hop on. You cannot hop on a line or a box with a puck (man) in it. The first player puts the puck into the first box, NOT the side pocket. That player will have to jump from inside the side pocket diagonally to box 2. Then, that person goes to the rest of the boxes and comes back to box 2. Then the player gets to box 2, they pick up the puck, hop out of the patter, and give it to the next player.
3. Then the next player tosses the puck into box 2 and repeats the patter. If you toss the puck and it does not land into a box, or line, you lose. You keep repeating that until one person wins.
South America (Bolivia): La Thunkuna

This version of hopscotch in Bolivia is the “Old World” version. Today children play the game the same way; only they number the squares instead of naming them.

**Number of Players:** 2 or more players

**Equipment:** a puck (can be a stone), chalk (to draw the hopscotch mat)

**How to Play:**

1. Throw a puck into the first box (*Lunes* – Monday) and hop over this box into the second box (*Martes* – Tuesday).
2. Kick the puck out the first box (*Lunes*) and back behind the starting point. After you kick the puck out you hop back out of the pattern. Players may decide whether or not to use their hopping foot to kick out the puck and use their other foot to kick the puck out of the box.
3. Throw the puck into the box *Martes*. Jump in box *Lunes*, then in box (*Miercoles* - Wednesday). Kick the puck out of the pattern, and then hop out of the entire pattern.
4. Repeat the same pattern for *Miercoles*, and then for (*Jueves* - Thursday). When you throw the puck into *Jueves*, hop in the box *Miercoles*, and then jump into box (*Viernes* - Friday), and (*Sabado* - Saturday), with one foot in each box. Then jump on one foot into the box (*Domingo* - Sunday), and kick the puck back behind the main baseline.
5. Don’t throw the puck in boxes *Viernes* or *Sabado*. Continue throwing the puck into box *Domingo*.
6. Always hop over the space where the puck lands. If the puck lands into the wrong space on any toss or kick, you lose your turn.

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