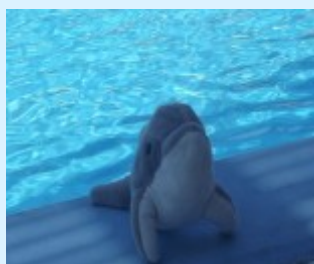


CALENDAR 2014



January



Our schools

Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
			2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

February

Belgium



Zakdoek leggen

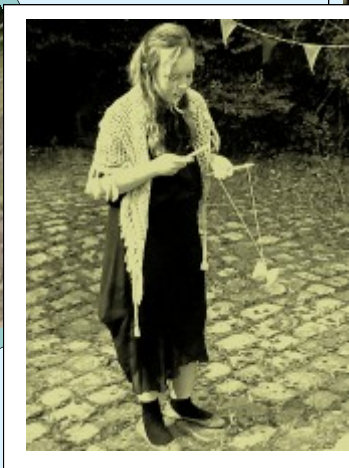


Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28		



England

March



Marbles

Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						

April



Το μαντηλακι

Greece

Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30				

May

Italy



Corsa dei sacchi

Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	

June

Mokyk savo vaikus!



Lithuania

Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30						

Romania

July



Baba Oarba

Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

Slovenia

August



Ali je kaj trden most?

Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

September



Spain

El truke

Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					



Turkey

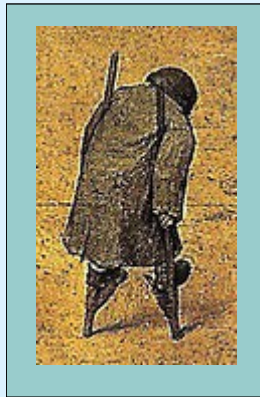
October



Dokuz Kiremit

Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

November



Bruegel, Children's games (Source: [en.wikipedia.org/wiki/Children's_Games_\(Bruegel\)](https://en.wikipedia.org/wiki/Children's_Games_(Bruegel)))

Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30

December



Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

Traditional playground games

Nine countries take part in Comenius project European friends — Traditional toys and games. The project was founded by the European Lifelong learning programme. There are many products as an outcome of this project; this calendar is one of them. It is a collage of traditional playground games from each country. The idea is based on Bruegel's picture Children's games. The rules of the games are written in English as well as in the national languages. Come and play with us!



ZAKDOEK LEGGEN

De kinderen staan in een grote kring. Een kind loopt langs de cirkel en heeft een zakdoek in de hand. Terwijl het kind rond de cirkel loopt zingen de anderen het lied van zakdoek leggen. Het kind gooit de zakdoek bij iemand neer en loopt dan weg. Het kind bij wie de zakdoek ligt moet proberen het andere kind aan te tikken voor dit de openstaande plaats bereikt. Als dit lukt moet het getikte kind in het midden van de cirkel gaan zitten en doen alsof het een grote ketel “pap” omroert.

HANDKERCHIEF LAY

The children stand in a large circle. A child walks around the circle and has a handkerchief in his hand. As the child walks around the circle the others are singing the handkerchief song . The child throws the handkerchief to someone down and runs away. The child with the handkerchief starts running and tries to catch the one who threw the handkerchief . If he succeeds the other child takes place in the middle of the circle. And than the play can begin again!



MARBLES

What you will need: a bag of 13 -15 marbles and shooter marbles of different colours for each player, chalk.

1. Make a circle on the ground using chalk. It should be approximately 1 metre in diameter.
2. Use 13 marbles to set up the shape of a cross inside the circle.
3. Sitting outside the circle, each player in turn then flicks one marble at a time into the circle. To do this they have to rest the marble in the crook of their index finger while their knuckles are resting on the ground. They then use their thumb to flick the marble into the circle.
4. The aim is to hit another marble out of the circle while keeping the shooter marble in.
5. Any marbles that are knocked out of the circle are kept by the player who knocked them out and that player continues to play unless they do not manage to shoot a marble out of the circle in this case the play moves onto the next player.
6. The marbles won by each player are known as keepsies.
7. The game is finished once all the marbles are gone. The winner is the player with the most marbles.



ΤΟ ΜΑΝΤΗΛΑΚΙ

Χωρίζουμε σε δύο ισάριθμες ομάδες τα παιδιά σε κάποια απόσταση (περίπου 15-20 μ η μία ομάδα από την άλλη), το ένα δίπλα στο άλλο και τους δίνουμε νούμερα 1,2,3,4...., τα ίδια και στις δυο ομάδες. Τοποθετούμε ένα μαντήλι ανάμεσα στις δυο ομάδες. Ο εκπαιδευτικός ή ένα παιδί φωνάζει έναν αριθμό και το παιδί της κάθε ομάδας που έχει αυτόν τον αριθμό τρέχει να πάρει το μαντήλι πριν από τον αντίπαλο. Το παιδί που παίρνει το μαντήλι τρέχει στην ομάδα του προσπαθώντας να μην τον πιάσει ο αντίπαλος κι έτσι η ομάδα του παίρνει ένα πόντο. Αν πιαστεί, παίρνει τον πόντο η αντίπαλη ομάδα. Το παιχνίδι τελειώνει όταν όλοι οι παίκτες έχουν ακούσει τον αριθμό τους. Η ομάδα με τους περισσότερους πόντους κερδίζει.

GRAB THE HANDKERCHIEF

Children are divided into **two teams** of equal numbers and **face each other** from a distance of 10-15 m. The **members of the teams are given a number** so that the numbers 1,2 etc of each team have their counterpart in the opposing team. Place **a handkerchief** in the middle between the two teams. **Another child or a teacher shouts a random number** and the players with the assigned number that is heard **run to grab the handkerchief** before their opponent. The player who grabs the handkerchief **runs to their team trying not to get caught** by their opponent and, thus, **their team scores a point. If they get caught, the other team scores a point.** The game finishes when **all the players have heard their number. The team with the most points wins.**



CORSA DEI SACCHI

Per giocare hai bisogno di un sacco di tela per ogni singolo partecipante. I partecipanti dovranno allinearsi e infilare entrambi i piedi nel sacco e saltellare verso il traguardo. I concorrenti devono tenere entrambi i piedi nel sacco e almeno una mano sul sacco in ogni momento. Il sacco deve rimanere il più vicino possibile alla vita e non deve scendere al di sotto delle ginocchia. Il primo corridore che arriva al traguardo vince.

SACK RACE

To play you need one burlap sack for each individual participant. The more people racing, the more fun it is. Participants will run to the sack, put both feet in and begin hopping toward the finish line. Contestants must keep both feet in sack and at least one hand on the sack at all times. The sack must remain as close to the waist as possible and should not fall below the knees. The first racer to the finish line wins.



MOKYK SAVO VAIKUS! TEACH YOUR CHILDREN!

1. Make a circle.
2. Select one in the middle (Jurgelis).
3. Go around clockwise and say: *Jurgeli meistreli teach your children* (repeat twice)
4. Stop and say: *And you children do the same as Jurgelis does*. One in the middle (Jurgelis) shows the movement and others repeat after.
5. Choose another in the middle (Jurgelis) and repeat: *Jurgeli meistreli teach your children* (repeat twice) - go around clockwise.
6. *And you children do the same as Jurgelis does* - One in the middle (Jurgelis) shows the movement and others repeat after.



BABA OARBA

The children are placed in a circle. The leader chooses one child. This child is blindfolded and placed in the middle of the circle. The children in the circle move around and say:

Baba – Baba Oarba,

Unde-ti este roaba?

Roaba ici, roaba colea,

Ia-te dupa ea!

After they have finished saying the chant, they stop moving and crouch. The blindfolded child has to move towards the others and use hands in order to guess which child from the circle has been touched. If the child's name is guessed correctly, they change places and the game continues. If not, there is another round with the same child blindfolded inside the circle.



ALI JE KAJ TRDEN MOST?

Dva od igralcev si stopita nasproti in se primeta za roke. Tako naredita »most«. Dogovorita se, kaj bo kateri predstavljal (jabolko, zlata kočija, avto, ...), vendar ju pri tem ostali igralci ne smejo slišati. Ostali igralci se postavijo v kolono in primejo drug drugega za ramena. Prva v koloni je lokomotiva, ki vodi ostale po prostoru.

Ko pridejo do mostu, vsi skupaj vprašajo: »Ali je kaj trden most?« Most odgovori: »Kot kamen, skala, kost.«

Otroci vprašajo: »Ali gre lahko naša vojska skoz'?« Most odgovori: »Če nam zadnjega pustite.«

Otroci: »Samo, če ga ulovite.«

Most dvigne roke in kolona gre naprej pod rokami, pri zadnjem otroku pa most spusti roke in ga ujame. Most vpraša ujetega: »Kaj imaš rajši: jabolko ali kočijo?« Ujeti se odloči za en predmet in se postavi za tisti del mostu, ki predstavlja ta predmet. To se ponavlja, dokler ne ujameta zadnjega otroka oziroma lokomotive. Ko ga ujameta, ga rahlo potiskata levo in desno ter štejeta dneve v tednu: ponedeljek, torek, ... Lokomotiva pri tem poskuša pobegniti. Na koncu tudi lokomotiva izbere med dvema predmetoma in se pridruži ostalim, ki so se zvrstili v koloni na vsaki strani mostu. Trdno se primejo med seboj in začno vleči. Vsak del mostu s svojo ekipo vleče v svojo smer. Skupina, ki uspe obstati na nogah, je zmagovalka.

IS THE BRIDGE SOLID?

Two players make a **bridge** holding their hands. They choose what they want to be (an apple, a gold carriage, a car ...) so the others **can't hear** them. All the other players make a **row** and hold each other for their shoulders. The leader (the locomotive) leads the rest around the place.

At the bridge everybody ask: »Is the bridge solid? « The bridge: »Like stone and rock and bone. «

Everybody: »Can our army pass through? « The bridge: »If you leave the last one to us. «

Everybody: »If you can catch him.«

The bridge lifts their arms and the army goes through but by the last player the bridge **drops the hands**. The bridge asks: "What do you prefer - an apple or a coach?" The child steps behind the chosen subject. So on, until it is the locomotive's turn. The locomotive passes under the bridge **7 times** saying: "Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, Sunday." The bridge tries to catch him and at last the locomotive joins the chosen subject. The players in each group hold each other around their waists and pull. The group that manages to remain **standing** is the winner.



EL TRUQUE

Material necesario: una tiza y una piedra.

Dibujamos con la tiza en el suelo un diagrama con números como el del dibujo. Se puede modificar el diagrama y añadir más cuadros numerados. Se puede jugar en parejas o individualmente. El primer jugador tira la piedra al primer cuadro (número 1), después saltará a la pata coja por el resto de los cuadros. Saltará hasta el final del diagrama y regresará. Cuando llegue al cuadro anterior en el que esté la piedra, parará y la cogerá. Después continuará hasta acabar el diagrama. Cuando acabe, será el turno del siguiente jugador.

En la siguiente ronda, el jugador número uno deberá lanzar la piedra al cuadro siguiente (el dos) y así sucesivamente hasta acabar con todos los números del diagrama. Si la piedra no cae en el cuadro que debe, el jugador pierde el turno. El objetivo del juego es completar el diagrama el primero. Un jugador no puede pisar las líneas en ningún momento, debe hacerlo a la pata coja. Si pierde el equilibrio también perderá el turno y deberá esperar a la siguiente ronda.

HOPSCOTCH

Materials needed: chalk and one stone.

Using chalk, draw on the floor a diagram with numbers like this. You can modify the diagram and add more numbered squares.

It can be played with many players or in pairs. The first player throws the stone into the first square (number 1), then he/she has to hop and skip this first square. He/she has to hop to the end of the diagram and come back. When he/she is on the previous square to the one where his /her stone is, he/she has to stop and by standing only on one leg he/she has to take his/her stone. Then he/she can continue hopping and finish the diagram. Then it is the next player's turn. In the next round, player number one would have to throw his/her stone into square number two and follow the same procedure. If the stone does not land on the meant square, the player misses this turn.

The aim of the game is to finish the entire diagram first. A player cannot step on any of the lines while hopping and when he/she bends over to pick up the stone, he/she has to be able to do it on one leg. If he/she loses his/her balance, he/she would have to repeat this turn in the next round.



DOKUZ KİREMİT

NINE TILES

The game is played with at least six players. You need nine pieces of tiles and a ball. The players are divided into two teams. Each team decides an “it”. The teams decide the first to start by throwing a coin or something like coin. The loser team it puts the tiles over and over. One player of the winner team throws the ball to hit the tiles three times. If the tiles fall the game starts and the it catches the ball and tries to hit the opponent teams players. At the same time the player of the winner team tries to put the tiles over and over again. If they do this till the last player without being hit they win. But if the other team hit all the opponent players before they put the tiles over and over they win.