

# GAMES BOOKLET



Erasmus+

# Hello dear future-makers!

You know the future is stuff dreams are made of. Or present is made of. And you are the only one responsible for that. And here you are! Prepare yourself. On your marks, get set, go!

One the most beautiful and interesting experiences in about to happen to you. All the things you could do, all the places you could see all the people you could meet are just some days away.

EVS here in Leszno means a lot of great time. That includes work also, though. But you know what is the greatest equation of them all: success equals fun+hard work divided by 2. Always keep that in mind and try to enjoy your time as much as you can. There will be time for for everything: work, walks, traveling, having fun , probably less for sleep, friends, new people, new places, thrilling experiences, tons of positive vibes, sports, lakes, sun , Sundays, happiness, music, dances, laughing, smiling and all the possible joy.

Always keep in mind that you can make a difference in tomorrow's day just with your attitude. All that we can say is have fun and make all work as good as you can!

Here are some games that we played with kids and we had lots of fun. Hope this is helpful for you !

Enjoy!

EVS Volunteers,  
Summer 2015

# ENERGIZERS

## Mushi Mushi

The volunteer sings a song making gestures and after each part the children have to repeat.

The song is made three times with different tone of the voice: normal, lower, louder.

Song + Gestures:

O alè alè + To fold knees and elbows

Tiki Tiki Timba + Shake your body

Mushi Mushi Mushi + extended arms and to do like talk with fingers

laa laa laa laa laa + to a wave with the hands folding down the knees

## Orchestra

One child is brought far from the circle. Then the children decide who will be the Maestro: this kid will make some gestures that will be repeated from the others. The kid that was far will be called and has to guess who is the Maestro.



# ENERGIZERS

## Beat the teacher

The children are against the volunteer. They decide a forbidden and imaginary word (as Lelalela). Then volunteer starts to say some imaginary words and the children have to repeat as fast as possible. If volunteer will say the forbidden word they have to shut up, who will repeat is eliminated from the game.

## Arabic/wireless phone/Broken phone

Children are in circle. The first decides a word and say very low in the ear of the next. The aim is that the word will be the same from the first to the last kid.

## O alele

Energizer with a song. Each part is said from the volunteer and than re-peated form children.

Each part is connected to a gesture. The song is repeated like three or four times making louder the tone of the voice and bigger the gestures.

The Song + Gesture:

<https://www.youtube.com/watch?v=RqGr6RltzIk>



# ENERGIZERS

## Close your eyes/ Animal farm

This game is perfect to make the groups. The volunteer prepared in advance some pieces of paper with the names of some animals. (number animal = number of group). The volunteer distributes the pieces of paper to children that are spread in the playing field. The children read the animal, close their eyes and start to do the sound of the animal. The aim is that all the children with the same animal will connect only making sounds and listening.

## Hola

Children in circle and crouched. The volunteer starts the hola like in a stadium, when the volunteer clap the hands the hola's direction will change.



# ENERGIZERS

Toaster, Broken toaster, mixer and washing machine ☺

This is a game to make faster the reflexes! Children are in a circle except for one that is in the centre. That kid will aim the finger forward a child in the circle. Depending on what the kid in the centre says the child selected (character A) and the two near to him (B & C) will do some moves:

TOASTER: A jump and B&C watch A with upward arms

BROKEN TOASTER: A don't move and B&C jump watching A

WASHING MASHINEe: B&C make a circle with their arms A put the head into the circle doing circles with the head.

MIXER: A put the hands on the head of B & C. B&C have to turn them around.



# INTEGRATION GAMES

*One name, One move/Remember!*

*Game to learn the names:*

*Children are in the circle, the first says his/her name and does a gesture; the second has to repeat the name and gesture of the previous kid and add her/his name and gesture. The third has to re-member name and gesture of the first and second kid and so on until the last kid that has to repeat all the names and the gestures.*

*I like/ I dislike*

*Icebreaking:*

*Children are in circle, the first says: I like or I dislike something. The kids that agree with him will do a step forward the centre of the circle, those who disagree will do a step back. Each kid will say something.*

*Heads up, Heads down + shout*

*Icebreaking:*

*People in circle, the leader says "Heads down" and everybody will do it. When he says "Heads up" all the participants raise the heads. If two people are looking each other, they have to scream, because they are eliminated from the game.*



# INTEGRATION GAMES

Throw the ball and say the name

Children are running in the playing field, one of them has a ball. He says the name of one participant and throw the ball. The called child has to catch the ball and say "stop!". In that moment all the children must stop. The kid with the ball has to strike another one with the ball doing at least three steps (if he needs). If he strikes another kid, the last one will have the ball in the second turn, if not the ball will be taken from the child that was called in the beginning.

Name & shoes

All the participants put one shoe in a place and do a circle around them.

One kid starts goes in the middle says his name, his age and one characteristic. When he ends the description, he will take a shoe; the owner will stand up, do the description, pick a shoes and so on.

Guess the owner

One child is brought far from the circle. The others exchange something each other (clock, glasses, shoes..). The kid that was far will be called and has to guess which objects were exchanged and who are the owners.





# INTEGRATION GAMES

## The best picture

Children are divided in 2 or more teams. The first person of each team is shown in private a picture for one minute. Than the person has 1 minute to explain the picture to the second participant (also in private from the other members). People who spoke previously are not allowed to talk when the person after them is explaining. This goes on till the last participant that has to draw what he was explained. The picture that is the most similar one to the original – wins.

## Recognize your friend

One kid is with a scarf on his eyes and has to recognize his friend just touching his face.

## Call me fast!/Say it fast!

People in a circle and one kid (A) in the centre with a object to strike (empty bottle, pilow,...) one person in the circle says a name of another child (B). The called child has to say a name before that A strikes him. If A will be faster than B, B will go in the centre.



# GAMES

## Ninja ☺

Kids are in circle. Everybody choose a position to "fight". The aim of the game is to touch the kid next ( $A \rightarrow B \rightarrow C$ )  
A kid (A) starts and he can do ONE movement with ONE arm or one leg to touch the child at his right (B). B has to do one movement to save himself and contemporary to touch C. The game has to be fast.

## Samurai

Kids in a circle and one (A) of them has the energy and he must to shoot it against another kid (B).  $A \rightarrow B$ . B is near to C and D (one at his right and one at his left)  
B must to raise both the arms because he is catching the energy, instead C and D have to cut the energy, so they must to do a horizontal movement of  $180^\circ$  with the opposite arm respect B, arriving with the hand in front of the belly of B.  
Then B will shoot the energy forward another kid and so on. Everybody is doing a movement has to scream "aahh!".  
When somebody is wrong he will be eliminated.



# GAMES

## Catch the tissue

Kids are in circle and sing a song. One person has a tissue and when the song is finished, he/she leaves the tissue on the back of someone and that kid has to run and catches the other. The aim is sitting in the empty place.

## Pistolero/ Lucky Lucke ☺

Kids are in circle and a volunteer is in the centre making the shape of a gun with the hands. The volunteer shoot someone and this person has to go down. The person at his/ her right and the other at his/ her left have to shoot each other. The loser is out from the circle. The winner will be the last person alive.

## Chinese football/Flipper ☺

People in a circle, standing next to each other with the legs open (foot to foot). The goal is to score in between other person's legs with a ball.

If you get score done you lose lives and follow the next:

1st goal: you put one of your hands behind your back.

2nd goal: you turn around and play facing the outside of the circle with two hands.

3rd goal: you play only with one hand facing the outside the circle

4th goal: eliminated

The only material is a ball (soccer balls or smaller balls)



# GAMES

## Human tangle game

Kids are in a circle and they have to hold the hands of the kids close to them. They tangle them-selves as a cobweb and then they have to make a normal circle.

## Picture Family/Animal Picture ☺

The volunteer says different animals (snake, cat, elephant, lion etc), kids have to imitate them and the volunteer takes a picture like in a zoo.

## Spider/Babau ☺

Kids are in a line and have to go from point A to B. In the middle will be the volunteer that is a spider/ baubau. He has to stop kids while they try to go from one point to another one. The kids that are touched from the volunteer becomes a spider/baubau. The last untouched child will be the winner.

## Crazy Balloon

2 teams. Each team is divided half and half. They have to pass the crazy balloon from one person to another without lost it. The members of the teams are positioned in the circle as 1-2-1-2-1-2-...

(The crazy balloon is a little balloon with water inside another balloon).



# GAMES

## Human Chain with ball

2 teams sitting on chairs. They have to pass the ball without hands. The team that is first to complete the circuit wins.

## Pop the balloon ☺

The balloon is under the t-shirt and they have to pop them.

## Traffic Lights

Kids in pairs. Then divided the pairs and 2 circles. Each colour of traffic light is a different movement: red/ run left, green/right and orange means making again the pair with the kid from the other group. Kids that make the last pair are out.

## Frozen game/ Ice and Sun ☺

2 catchers that has to touch saying ice and sun; the rest of the group has to run. When the ice touches them, they are frozen and stop running. When the sun touches them, they can start to run again.

## Ball Game

One kid is in the middle and the others are in circle and have to pass the ball and who is in the middle has to catch the ball.



# GAMES

## Touch the color

The volunteer says a colour (red, orange, white etc.) and kids have to touch something with that colour.

## Dragon Tail

Kids are in a line and one is the head and the last one is the tail of a dragon. The head has to catch the tail.

## Cross the bridge

Kids are in pairs and with their hands up, they are like a bridge and sing a song. One by one the pairs pass under the bridge and when the song is finished, the couple that is under the bridge are out from the game.

## Cat&Mouse ☺

Kids are in circle and in pairs. One is a cat and one is the mouse. To be safe, the mouse has to run and can hold the arm of someone. Now there is a group of three people, The person that is not in the middle, opposite to the ex-mouse, is now the mouse and starts running.

## Charades

2 teams. The volunteer chooses an animal and one kid of team A has to show the animal to the team B without sound, just with movements. If the team B guess it, gain a point.

Second round: a kid of the team B shows the animal and team A has to guess it.



# GAMES

## Fruit game

Each kid is a fruit (apple, strawberry, raspberry etc.) and when the wolf chooses to eat a strawberry for example, the kid- strawberry has to run and go in the safe place to not be eaten from the wolf. If he is caught, he will be the wolf.

## Body Letters/ Body Object

2 teams and the volunteer say different words. Each team has to draw or write the word with their bodies.

## Duck Duck goose

Children sit in a circle except for one of them that is out of the circle.

That kid walks around the circle touching the heads of the others. He can say "duck" and nothing changes or he can say "goose" and in this case he and the touched child must to run around the circle and coming back to the sit. The slower will walk around the circle in the next match.

## 1,2,3..stop!/ Chinese Monkey ☺

The volunteer is counting "1, 2, 3" near the wall while the kids are in a line and have to run to reach the wall. When the volunteer says "stop!", they have to freeze and if they move, they have to start again from the beginning.



# GAMES

## Trees & rocks ☺

One kid is a catcher and the other kids are running. When the catcher touches them, he chooses if they will be a tree or a rock; they have to stop in that position and stop running. The others can save them and the frozen kids can run again.

## King rabbit

Kid in a circle. One is the king-rabbit with the hold hands. He decides a task for all the group because he is the king. After the task he passes the crown aiming the hands forward another child that will decide a new task and so on.

## Rabbit in the burrows

Game similar to Princess&Castle. 2 groups of kids: 1 team are rabbits and the other one are dens. They have to walk around the space and when we say rabbits/ dens, the rabbits have to go in the dens. Always 1 loses because we block 1 den.

## Birds game

We have the mum (point B) of the birds and the eagle (a kid in the point C) in the middle of the space. Kids are birds and they have to run from point A to B and escape from the eagle to arrive to their mum in the point A. If birds are touched by the eagle they became eagles.





# GAMES

## Tank game

It is a joke-game.

At the beginning the volunteer tells to children that they are a tank and so they have to move and make sound like a tank.

After five minutes in which he says something like "there is a wall, shout against it!" the volunteers will say: "Do you know where really are you?? You are in the toilet!"

## Roman actor

The group will be walking on the room and there will be the roman master who says what they have to do. Example: the master says everyone walk like if you are sad and everyone walks as they are sad.

## Catch Line

One is the catcher and everyone runs from him. If you get caught you need to hold hands and catch together. The game ends when only one kid is untouched.

## Flight Blanket

The kids are divided in 2 teams. Each of them stand on a similar blanket. Their task is to flip the blanket on the other side without getting of it.



# GAMES

## Jump the rope

One person stays in the middle and turns the rope. The others stay in the circle.

They have to jump the rope and don't get hit by it. If one does, one goes into the middle.

## Name of the object

The kids are divided in 2 teams. They are given names of different objects and their name in other languages. They have to decide what object is which and put the name tag near it. There can be 2 or 3 languages, depending on the number of the teams. The teams that scores more points – wins. Than the languages change. And the points are re-added.

## Princess & castle/Bird-Bird ☺

Kids are in a circle. We create a group of 3 people. Person 1 and 3 are a castle and person 2 that is in the middle is a princess. Except one that is a princess without castle. When the volunteer say "princess", the princess has to moves and goes in another castle; when the volunteer say "castle", people that are caste have to move and find another princess. There will be always an alone-princess that has to be faster of the others.

Other version with Birds and nests.



# GAMES

## Wired

2 teams. The teams have to get all the members wired by the same wire that must go underneath the clothes (entering in the t-shirt and coming out from the trousers). The faster team will win.

## Cold - hot- very hot

All the children (except one that is far) hide an object in a place. the kid that was far has to find it and we give him some suggestion saying:

“Cold”: you are very far from the object

“Hot”: you are near the object

“Very hot”: you are very near the object.

When the kid finds the object, we do the game again.

## Tissue game in the circle

The circle is divided in two halves and in each of then there is the same members. The volunteer gives a number to each kid starting from one in both the team. So there are two number one, two number two and so on. In the centre of the circle there is the volunteer with the tissue. When he calls a number, the people with that number must to run around the circle (same or opposite direction, it doesn' t matter) coming back to their place, enter in the circle and try to catch the tissue as faster as possible.



# MUSIC GAMES

## *Dance with balloons*

*People in pairs. Each couple has a balloon to keep between the bodies without the hands. The volunteer shows some moves. They have to repeat according with the rhythm of the music keep-ing the balloons. If the balloons falls down the couple is eliminated. The last couple is the winner.*

## *Dance&Moves☺*

*Kids are in a circle and one of them will be in the middle and has to dance with different move-ments and the oth-ers have to follow him. After 2 or 3 movements, another kid goes in the middle and does the same and so on.*

## *Musical Chairs ☺*

*Preparation: Make a circle with chairs (the back of the chairs looks the center of the circle. The number of the chairs is smaller of one in comparison to the number of the partici-pants.*

*Game: One volunteer is responsible of the music, when the music is played the kids has to move dancing around the circle. When the music stop they must sit on a chair, the kid without the chair is eliminated. One chair is removed out from the circle and music starts again. In each match one kid is eliminated and one chair is removed.*



# MUSIC GAMES

## *Sid Dance*

*Simple dance to teach, it's good both for kids and young people.*

*<https://www.youtube.com/watch?v=uMuJxd2Gpxo>*

## *Music and number groups ☺*

*Kids are dancing. When the music is stopped, the volunteer says a number, for example "group of 3" and children have to create a group with this number (3 people) and so on. Who is not in a group-number will be eliminated.*

## *Hot potato*

*Preparation: the volunteers writes in some papers, then making a ball with those.*

*Game: With music children are passing each other the ball. When the music is stopped the kid with the ball takes out the first layer and reads what is written on the paper. He will do this task during the next music passage.*



# CULTURAL GAMES

## Arlecchino

*Preparation: Print a imagine of Arlecchino black and white and divide it in two half with a line.*

*Game: Kids in 2 team in a line in front of the imagine, each of them has a coloured pencil. The goal is to colour the imagine. The first child can colour one part of the dress and then go to the end of the line. The second one has to do the same and so on. The team that is faster is the winner.*

## Gioca Jouer

*Italian popular dance with gestures.*

*<https://www.youtube.com/watch?v=CGIFpsoOWOs>*

## Colosseum Puzzle

*Preparation: To draw or print a big imagine of Colosseum. Then the imagine is cut and the pieces are hidden in the playing field.*

*Game: Kids can be in one team or in more then one. The goal is make the puzzle.*

## Roman numbers

*The participants are divided in 2 teams and are given the task to memorize the roman numbers from 1 to 20. The team who manages to do this first, wins. A very good way to make the kids remember the Roman Numbers.*



# CULTURAL GAMES

## Say my number[

The participants are divided in 2 teams. The volunteer stands in the middle holding a tissue. The participants are numbered from 1 to the number of existing person. The volunteer screams one name and the given number from each team must run and reach the tissue first. The one to do it, wins.

## Make puzzle, guess word, practice ball

Preparation: finding an imagine and in the back write a word in the language of the country which is presented. Then the imagine is cut like a puzzle.

Game: Kids have to make the puzzle and learn the word. Then in circle they have to throw the ball saying the word learnt before.

## Name the object

Cultural game about language.  
Write the name of some objects in several languages and children have to guess which is the right translation. Then explanation.

## Guess it!

In a box we hide an object. Each kid has to guess which kind of object is in the box and say this name in Polish and then repeat it in another language (Spanish, Italian etc.)



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