

# Global Fun Challenge Pack

## - Songs and games



This pack was put together by the unit teams of 1<sup>st</sup> and 4<sup>th</sup> Barnehurst Rainbows and 4<sup>th</sup> Northumberland Heath Rainbows as part of their event fundraising during lockdown in 2020.

In this pack you will find a selection of activities from various countries and regions around the world.

Badges can be ordered using the order form at the back of the pack.

We would love to see what you and your units get up to when completing the badge and you can share this on social media with us on any of the details below:

@4thNorthHeath

@GGERithCrayDiv

@BarnehurstRain1

#GlobalFun

Hopefully, we have included a real variety of activities and also lots of resources to help too.

There is no requirement to complete a set amount of activities, we have highlighted a couple of opportunities for links with the Girlguiding programme. If you spot any other overlaps, please do let us know so we can amend the pack for others 😊

If you have any questions, or have any suggestions of additional activities, please do get in touch through email: [barnehurstainbows4@gmail.com](mailto:barnehurstainbows4@gmail.com)



# Songs

## Austria

### An Austrian went yodelling

An Austrian went yodelling on a mountain top high  
When along came an avalanche interrupting his cry ;

Yo-ho-ho.....

Yodel-ay-ee-oh, yodel-ay-ee-hee, (ssh-ssh)

Yodel-ay-ee-oh, yodel-ay-ee-hee, (ssh-ssh)

Yodel-ay-ee-oh, yodel-ay-ee-hee, (ssh-ssh)

Yodel-ay-ee-oh-oh-lay.

Subsequent verses : add

Puppy dog (pant-pant)

Pussy cat (meeow-meeow)

Jersey cow (Squirt-squirt)

Grizzly bear (Grr-grr)

Sweetheart (Kiss-kiss)

and finally, Father (BANG!)

## Australia

### Cuddly Koalas - (tune Frère Jaques)

Cuddly Koalas, x2

Possums too, x2

Wallabies and wombats, x 2

Kangaroos, x2

Actions: Koalas – hug yourself

Possums – spectacles made from thumbs and first fingers

Wallabies and wombats – hands out to sides and move up and down

Kangaroos – hands in front and jump with feet together

### A Kangaroo – (tune Pizza Hut or A-ram-sam-sam)

A kangaroo, a kangaroo,

A little cute wombat and a kangaroo, (repeat both lines)

An emu, an emu,

A little cute wombat and a kangaroo, (repeat both lines)

Actions: Kangaroo – hop once with hands in front, like a dog begging

Wombat – cradle arms like rocking a baby

Emu – hold hand up like an emu's beak and snap at the space in front of you, like an emu catching a fly.

### Whooping Cough

Way down South, not so very far off,

The Jaybird died of the whooping cough.

He whooped so hard of the whooping cough,

That he whooped his head and his tail right off.

Second verse, same as the first, A little bit louder and a little bit worse.

Can stand up when whooped mentioned

## Arctic and Antarctic

### Forty Years on an Iceberg

Forty years on an iceberg (make 10 four times with hands)

Out on the ocean wide (wave motion)

Nothing to wear but pyjamas, (slide hands up body from toes to head)

Nothing to do but slide (slide hands down body from head to toes)

The wind was cold and icy, (shiver, arms around body)

The frost began to bite (pinch neighbours)

I had to hug a polar bear (hug neighbours)

To keep me warm at night,

### Penguin Song

Have you ever seen a penguin come to tea?

Take a look at me..... A penguin you will see.

PENGUINS ATTENTION

PENGUINS BEGIN!

Right arm

Have you ever seen a penguin come to tea?

Take a look at me..... A penguin you will see.

PENGUINS ATTENTION

PENGUINS BEGIN!

Right arm. Left arm.

[continue adding one action after each chorus until you have all of them.]

Right arm. Left arm. Right leg. Left leg. Nod your head.

Turn around. Stick out your tongue.

PENGUINS ATTENTION

PENGUINS DISMISSED!!!

## Africa

### Go Well and Safely or Zulu Farewell

Go well and safely,

Go well and safely,

Go well and safely,

The Lord be ever with you.

Stay well and safely,

Stay well and safely,

Stay well and safely,

The Lord be ever with you

Hambani kahle.

Hambani kahle.

Hambani kahle.

The Lord be ever with you.



### Five Elephants

One elephant went out one day  
Out on a spider's web to play  
He had such enormous fun  
That he called for another elephant to come.

Two elephants went out one day  
Out on a spider's web to play  
They had such enormous fun  
That they called for another elephant to come.

Three elephants went out one day  
Out on a spider's web to play  
They had such enormous fun  
That they called for another elephant to come.

Four elephants went out one day  
Out on a spider's web to play  
They had such enormous fun  
That they called for another elephant to come.

Five elephants went out one day  
Out on a spider's web to play  
They had such enormous fun  
That they called for another elephant to come.

### Zulu Warrior

Hey comma zimba zimba zimba  
Hey comma zimba zimba zay  
Hey comma zimba zimba zimba  
Hey comma zimba zimba zay

Hold him down, you Zulu warrior  
Hold him down, you Zulu chief  
Chief, chief, chief.

### Kum Ba Yah

Kum ba yah my Lord  
Kum ba yah  
Kum ba yah my Lord  
Kum ba yah  
Kum ba yah my Lord  
Kum ba yah  
Oh Lord, kum ba yah.

Someone's crying Lord,  
Kum ba yah  
Someone's crying Lord,  
Kum ba yah  
Oh Lord, kum ba yah  
Someone's crying Lord,  
Kum ba yah  
Oh Lord, kum ba yah.

Someone's singing Lord,  
Kum ba yah  
Someone's singing Lord,  
Kum ba yah  
Oh Lord, kum ba yah  
Someone's singing Lord,

Kum ba yah  
Oh Lord, kum ba yah.

### The Animal Fair.

We went to the animal fair, the birds and the bees were there,  
The big baboon by the light of the moon was combing his auburn hair.  
The monkey fell out of his bunk, and slid down the elephants trunk,  
The elephant sneezed and fell on his knees,  
And what became of the monkey! (monkey, monkey, . . . etc.)

### Swing Low, Sweet Chariot

Swing low, sweet chariot,  
Coming for to carry me home,  
Swing low, sweet chariot,  
Coming for to carry me home.  
I looked over Jordan and what did I see,  
Coming for to carry me home,  
A band of angels coming after me,  
Coming for to carry me home.

### *Brazil*

#### Five Little Speckled Frogs

Five green and speckled frogs  
Sat on a speckled log  
Eating the most delicious bugs  
Yum! Yum!  
One jumped into the pool  
Where it was nice and cool  
Now there are four green speckled frogs  
Ribbit! Ribbit!

Four green and speckled frogs  
Sat on a speckled log  
Eating the most delicious bugs  
Yum! Yum!  
One jumped into the pool  
Where it was nice and cool  
Now there are three green speckled frogs  
Ribbit! Ribbit!

Three green and speckled frogs  
Sat on a speckled log  
Eating the most delicious bugs  
Yum! Yum!  
One jumped into the pool  
Where it was nice and cool  
Now there are two green speckled frogs  
Ribbit! Ribbit!

Two green and speckled frogs  
Sat on a speckled log  
Eating the most delicious bugs  
Yum! Yum!  
One jumped into the pool  
Where it was nice and cool  
Now there is one green speckled frog



Ribbit! Ribbit!

One green and speckled frog  
Sat on a speckled log  
Eating the most delicious bugs  
Yum! Yum!  
He/she jumped into the pool  
Where it was nice and cool  
Now there are no green speckled frogs . . .

### Canada

#### Land of the Silver Birch

Land of the silver birch, home of the beaver,  
Where still the mighty moose wanders at will.

(Chorus)

Blue lake and rocky shore, I will return once more,  
Boom-diddy-ai-dai, boom-diddy-ai-dai, boom-diddy-ai-dai,  
boom.

My heart grows sick for you here in the lowlands,  
I will return once more, hills of the North.  
chorus

Swift as a silver fish, canoe of birch-bark,  
Thy mighty waterways carry me home;  
chorus

Here, by the blue lake's shore, I'll place my wigwam,  
Close to the water's edge, silent and still;  
chorus

#### The Moose Song

There was a crazy moose (There was a crazy moose)  
Who liked to drink a lot of juice (Who liked to drink a lot of juice)

There was a crazy moose (There was a crazy moose)  
Who liked to drink a lot of juice (Who liked to drink a lot of juice)

(Chorus) Singing way-oh, way oh (Singing way-oh, way-oh!)

Way-up, way-up, way-up way-up (Way-up, way-up, way-up, way-up)

Way oh, way oh (Way oh, way oh)

Way-up, way-up, way-up, way-up (Way-up, way-up, way-up, way-up)

The moose's name was Fred.....he liked to drink his juice in bed

He drank his juice with ease.....he used to rest it on his knees

He drank his juice with care.....but he spilt some in his hair

All his hair went stiff.....so he combed it in a quiff

His friends began to laugh.....so he had to take a bath

As the water went down.....Fred the moose began to drown

(Chorus this time only:) Singing glug-glug-glug-glug etc.

Now let's all count to five.....Fred the moose is back alive

(Singing way-oh way-oh...etc.)

#### Buddies and Pals

You and me we're gonna be partners,  
You and me we're gon-na be pals,  
You and me we're gonna be partners  
Buddies and pals

#### The Bear Song

(Repeat each line before singing the next line)

The other day I met a bear, a great big bear a way up there.

He looked at me, I looked at him, he sized up me, I sized up him.

He says to me "Why don't you run, I see you ain't got any gun."

I say to him "That's a good idea, so come feet, let's up and fleet.

Ahead of me I saw a tree, a great big tree, oh glory be.  
The lowest branch was 10 feet up. I'd have to jump and trust to luck.

And so, I jumped into the air, but I missed that branch away up there.

Now don't you fret, and don't you frown I got that branch on the way back down.

Now that's all there is, there ain't no more. Unless I meet that bear once more.

#### Beaver

Beaver one, beaver all

Let's all do the beaver crawl.

Ch-ch-ch-ch-ch

Ch-ch-ch-ch-ch-ch.

(make claws with first two fingers on each hand, move from side to side)

Beaver two, beaver three

Let's all climb the beaver tree.

Ch-ch-ch-ch-ch

Ch-ch-ch-ch-ch-ch.

(make claws with first two fingers on each hand, pretend to climb tree)

Beaver four, beaver five

Let's all do the beaver jive.

Ch-ch-ch-ch-ch

Ch-ch-ch-ch-ch-ch.

(make claws with first two fingers on each hand, move diagonally)

Beaver six, beaver seven

Let's all go to beaver heaven.

Ch-ch-ch-ch-ch

Ch-ch-ch-ch-ch-ch.

(make claws with first two fingers on each hand, gradually raise hands higher)

Beaver eight, beaver nine

Stop! It's beaver time.

Go beavers, go beavers!

Go, go, go beavers!



(make circles in front of body, using only first two fingers on each hand)

## China

### My ship sailed from China

My ship sailed from China with a cargo of tea,  
All laden with presents for you and for me.  
They brought me a fan, Just imagine my bliss,  
When I found myself going like this, like this, like this...  
You repeat this song and with each verse add an extra action. First you wave your right arm, then your right and left arm, then you add your right leg, then left leg and finally you nod your head.

## Caribbean

### Tingalayo

Tingalayo, come, little donkey, come.  
Tingalayo, come, little donkey, come.  
My donkey walk, my donkey talk,  
My donkey eat with a knife and fork.  
Tingalayo, come, little donkey, come.  
Tingalayo, come, little donkey, come.  
My donkey eat, my donkey sleep,  
My donkey kick with his two hind feet.  
Tingalayo, come, little donkey, come.  
Tingalayo, come, little donkey, come.

### Bananas Of The World

Actions:

"unite" = bring arms up to clap above head  
"peel" = bring arms gradually down body, palms up  
"chop" = make chopping motions with hands  
"mash" = tap one fist on the other twice, then swap  
"eat" = shove hands towards face  
"go bananas" = throw arms up and down

Bananas of the world, unite!  
Peel bananas, peel, peel bananas  
Peel bananas, peel, peel bananas  
Chop bananas, chop, chop bananas  
Chop bananas, chop, chop bananas  
Mash bananas, mash, mash bananas  
Mash bananas, mash, mash bananas  
Eat bananas, eat, eat bananas  
Eat bananas, eat, eat bananas  
Go bananas, go, go bananas  
Go bananas, go, go bananas  
Bananas of the world, unite!

## England

### Grand old Duke of York (actions)

Oh, the Grand Ole Duke of York,  
He had ten thousand men,  
He marched them up to the top of the hill,  
And he marched them down again.  
And when they were up, they were up  
And when they were down, they were down  
And when they were only halfway up,  
they were neither up nor down.

Actions: Stand up for the word up, sit down for the word down

### Little Rabbit Foo Foo

Actions:

"Little Rabbit Foo Foo hopping through the forest" - make bunny ears with one hand and make it 'hop' around  
"picking up" - make a scooping action  
"bopping them" - 'bop' one fist with your open hand  
"down came" - wiggle your fingers as you move your hands downwards  
"I don't want to see you" - waggle one finger  
"[number]" - hold up that many fingers  
"I turn" - point to self  
"you into" - point to someone else  
"Goon" - flick your fingers outwards

Little Rabbit Foo Foo  
Hopping through the forest  
Picking up the field mice  
And bopping them on the head.  
Down came the Good Fairy  
And she said  
"Little Rabbit Foo Foo  
I don't want to see you  
Picking up the field mice  
And bopping them on the head.  
I'll give you three chances before  
I turn you into a Goon!"

But the very next day...  
The song continues giving 2 chances, then 1 chance until  
"I've given you three chances  
so now I'm going to turn you  
Into a GOON"  
And the moral of the story is:  
Hare today, goon tomorrow!

## Egypt

### Alice the Camel

Alice the camel has 10 humps, Alice the camel has 10 humps  
Alice the camel has 10 humps, so go, Alice, GO!!  
1, 2, 3, 4, 5, 6, 7, 8, 9.  
[Continue with 9, 8, 7 . . . humps, until . . . ]  
Alice the camel has no humps, Alice the camel has no humps  
Alice the camel has no humps, 'cause Alice is a HORSE!!

## France

### Frere Jacques

Frere Jacques, Frere Jacques  
Dormez-vous? Dormez-vous?  
Sonnez les matines, Sonnez les matines  
Ding dang dong, ding dang dong

Are you sleeping, Are you sleeping?



Brother John, Brother John  
Morning bells are ringing, Morning bells are ringing  
Ding dang dong, ding dang dong

### Breton Fisherman's Prayer

Protect me O Lord for my boat is so small  
Protect me O Lord for my boat is so small  
My boat is so small, and your sea is so wide  
Protect me O Lord

### Germany

#### Edelweiss

(traditional German/ Swiss song- known from the Sound of music)

Edelweiss, Edelweiss  
Every morning you greet me  
Small and wide  
Clean and bright  
You look happy to meet me

Blossom on snow  
May you bloom and grow  
Bloom and grow forever  
Edelweiss, Edelweiss  
Bless my homeland forever

NB: there are actions for this, but they need to be seen to be explained.

There is a 6-beat clapping action that requires everyone to sit cross-legged in a circle with their knees touching. Everyone puts their right hand palm-down above their right knee, and their left hand palm-up above their left knee. This means that their right hand is resting on their neighbour's left hand. Clap once with your right hand on your neighbour's left hand.

Clap once on your right knee.

Clap once on your left knee.

Clap once on the back of your left hand.

Clap twice on the top of your left hand.

Repeat for the rest of the song.

### The Three-Cornered Hat

My hat it has three corners  
Three corners has my hat  
And had it not three corners  
It would not be my hat.

Actions:

my = hand on chest,

hat = point to head,

three = 3 fingers,

corners = point to elbow

The 1st time you sing the song, do all actions and words;  
the 2nd time, don't say 'my' only do the action; the 3rd

time, only action for 'hat', 4th time, only action for 'Three', 5th time, only action for 'corners'.

### Israel

Tzëna - can be sung in a round

Tzëna, Tzëna, Tzëna, Tzëna,

Can't you hear the music playing in the village square?

Tzëna, Tzëna, Tzëna, Tzëna,

Can't you hear the music playing in the village square?

Tzëna, Tzëna, join the celebration.

There'll be people there from every nation.

Dawn will find us dancing in the sunlight,

Dancing in the village square.

### Ireland

#### Pirate Song

Actions:

"(number)" = hold up that many fingers

"sea" = make waves with your hands

"climbed aboard" = pretend to climb a ladder

"Captain" = salute

"north, south, east, west" = point each direction with one leg

"up the Irish Sea" = kick your leg up

"bottle of rum" = pretend to drink from a bottle

"tickle my tum" = rub tummy

"the life for me!" = give thumbs up

When I was one, I sucked my thumb (pretend to suck thumb)

The day I went to sea

I climbed aboard a pirate ship

And the captain said to me

We're going north, south, east, west

And up the Irish Sea

A bottle of rum to tickle my tum

And that's the life for me!

Continue with other numbers as follows:

When I was two, I tied my shoe (pretend to tie shoe)...

When I was three, I climbed a tree (pretend to climb)...

When I was four, I shut the door (pretend to shut door)...

When I was five, I did a dive (pretend to do a dive)...

When I was six, I picked up sticks (pretend to pick up sticks)...

When I was seven, I went to heaven (point upwards)...

When I was eight, I shut the gate (pretend to shut a gate)...

When I was nine, I sat to dine (pretend to sit on a chair and eat)...

When I was ten, I began again...

Finish

### Netherlands

#### My Aunt Grete

My Aunt Grete, veed-a-veed-a-veet

And that tip, veed-a-veed-a-vip



Had a puss, veed-a-veed-a-vuss  
Had a curl, veed-a-veed-a-virl  
And that puss, veed-a-veed-a-vuss  
And that curl, veed-a-veed-a-virl  
Had a tail  
Had a tail

And that tail veed-a-veed-a-vail  
And that tail, veed-a-veed-a-vail  
Had a curl, veed-a-veed-a-virl  
Had a puss, veed-a-veed-a-vuss  
And that curl, veed-a-veed-a-virl  
And that puss, veed-a-veed-a-vuss  
Had a tip. COMMA  
Had my aunt

**Actions:**

Aunt Grete outline a large woman  
Tail sweep one arm up, as if tracing a tail  
Tip point to an invisible spot  
Puss outline a cat's face with whiskers  
Curl draw a curl in the air  
Comma draw a comma in the air

**Barges**

Out of my window, looking in the night  
I can see the barges' flickering light  
Silently flows the river to the sea  
And the barges too go silently

Barges, I would like to go with you  
I would like to sail the ocean blue  
Barges, have you treasures in your hold  
Do you fight with pirate's brave and bold?

Out of my window, looking in the night  
I can see the barges' flickering light  
Starboard shines green and port is glowing red  
I can see them flickering far ahead

Barges, I would like to go with you  
I would like to sail the ocean blue  
Barges, have you treasures in your hold  
Do you fight with pirate's brave and bold?

**New Zealand**

**Pippin Apple Tree** - (tune Dusty Bluebells)

In and out the Pippin apple trees X3  
Who will be my Pippin?  
Tippity, tappity on your shoulder X3  
You will be my Pippin

Everyone stands in circle holding hands to form arches which one girl weaves in and out of as song sung. Stops at girl on second verse who then holds onto waist of first girl as sing song again. Continue until all girls chosen.

**I'm a Little Possum** (to the tune of "I'm a little Teapot")

I'm a little possum short and stout  
Here is my tail (turn and point to rear ends)  
and here is my snout (put fingers on noses)  
If you pull my tail, you'll hear me shout  
Hey I'm a Possum, (shake fingers or fists angrily)  
CUT THAT OUT!

**Norway**

**The Moosey Pokey** (Tune: The Hokey Cokey)

Pretend to be a moose as you sing the song.

You put your antlers in. You put your antlers out.  
You put your antlers in and you shake them all about.  
You do the Moosey Pokey and you turn yourself around.  
That's what it's all about!

Other verses: 'You put your hooves in...' 'You put your red nose in...'

'You put your fluffy tail in...' Improvise as best you can

**Reindeer Song**

**Actions:**

"my reindeer flies sideways" = lie on ground and flap on your side

"yours flies upside down" = lie on back and make flying motions

"your reindeer is dead" = freeze in strange death position

My reindeer flies sideways

Yours flies upside down.

My reindeer flies sideways

Your reindeer is dead.

**Scotland**

**Auld Lang Syne**

Should auld acquaintance be forgot,  
and never brought to mind?

Should auld acquaintance be forgot,  
and days of auld lang syne?

For auld lang syne, my dear,  
for auld lang syne,  
we'll take a cup of kindness yet,  
for auld lang syne.

And there's a hand my trusty friend  
And give a hand o' thine!

And we'll take a cup of kindness yet,  
for auld lang syne.

For auld lang syne, my dear,  
for auld lang syne,  
we'll take a cup of kindness yet,  
for auld lang syne.

**My Bonnie**

Action version: Stand up on the first word that starts with a "b". Then sit down on the next "b" word and so on.

The whole group should end the song sitting down.

My Bonnie lies over the ocean,



My Bonnie lies over the sea,  
My Bonnie lies over the ocean,  
Oh, bring back my bonnie to me.  
Bring back, bring back,  
Oh, bring back my bonnie to me, to me.  
Bring back, bring back,  
Oh, bring back my bonnie to me.

### *United States of America*

#### Who Stole The Cookie From The Cookie Jar

Get girls to follow a beat of clap, click, clap, click  
Group: Who stole the cookie from the cookie jar?  
Leader: Girl's name stole the cookie from the cookie jar  
Girl: Who me?  
Group: Yes you!  
Girl: Not me  
Group: Then who?  
Girl accused leads next verse and picks another girl

#### Yogi Bear

Actions:

"Yogi" = wag your hands as ears on the top of your head  
"Boo-boo" = run your finger over your lips  
"Cindy" = pretend to twirl your hair  
"Ranger" = pretend to shoot people with guns  
"Jellystone" = wobble all over

I know someone you don't know  
Yogi, Yogi  
I know someone you don't know  
Yogi, Yogi Bear  
Yogi, Yogi Bear  
Yogi, Yogi Bear  
I know someone you don't know  
Yogi, Yogi Bear

Yogi has a little friend  
Boo-boo, Boo-boo  
Yogi has a little friend  
Boo-boo, Boo-boo Bear  
Boo-boo, Boo-boo Bear  
Boo-boo, Boo-boo Bear  
Yogi has a little friend  
Boo-boo Boo-boo Bear

Yogi has a girlfriend  
Cindy, Cindy  
Yogi has a girlfriend  
Cindy, Cindy Bear  
Cindy, Cindy Bear  
Cindy, Cindy Bear  
Yogi has a girlfriend  
Cindy, Cindy Bear

Yogi has an enemy  
Ranger, Ranger  
Yogi has an enemy  
Ranger, Ranger Smith  
Ranger, Ranger Smith

Ranger, Ranger Smith  
Yogi has an enemy  
Ranger, Ranger Smith

They all live in Jellystone  
Jelly, Jelly  
They all live in Jellystone  
Jelly, Jellystone  
Jelly, Jellystone  
Jelly, Jellystone  
They all live in Jellystone  
Jelly, Jellystone

Now you all know Yogi Bear  
Yogi, Yogi  
Now you all know Yogi Bear  
Yogi, Yogi Bear  
Yogi, Yogi Bear  
Yogi, Yogi Bear  
Now you all know Yogi Bear  
Yogi, Yogi Bear.

#### *Any*

#### Make New Friends

Make new friends and keep the old  
One is silver and the others gold  
The circle is round, there is no end  
That's how long I want to be your friends

The fire burns bright, it warms the heart  
We've been friends from the very start  
You have one hand; I have the other.  
Put them together, we have each other

Silver is precious, gold is too  
I am precious and so are you  
You help me and I'll help you  
And together, we will see it through

The sky is blue, the Earth is green  
I can help to keep it clean.  
Across the land, across the sea  
Friends forever, we will always be.

Here We Go Around The World Centres Tune: Here we go  
'round the Mulberry Bush"

Chorus  
Here we go around the world  
Here we go around the world  
Here we go around the world  
To visit.....OUR CHALET.

At OUR CHALET we meet the Swiss;  
On mountain heights we climb like this,  
We might see a goat, or an Edelweiss,  
All at OUR CHALET

Chorus (change last line to)  
To visit PAX LODGE



From PAX LODGE we see the sights  
Of London Town and city lights  
We meet the English on rainy nights  
While we're cosy at PAX LODGE.

Chorus :.....  
To visit OUR CABANA

OUR CABANA's in Mexico  
And off to a bull fight we all go  
Arts and crafts to children we show  
When saying at OUR CABANA.

Chorus....  
And now we go to SANGAM

India's SANGAM is far away  
But we'll see the life of Old Bombay  
We'll dance and sing all through the day  
When we go to SANGAM.

These are the centres for Girl Scouts or Guides  
We think of them with joy and pride  
For we have travelled far and wide  
All around the world.

(Actions can be added, and the chorus could be danced)

Here we Go Round The world (Tune: Here We Go 'Round  
the Mulberry Bush)

#### A SINGING GAME FOR THINKING DAY

Here we go round and round the world, Round the world,  
Round the world.

Here we go round and round the world, To visit all the  
Brownies.

\*Skip while Singing\*

England is where the Brownies began, Brownies began,  
Brownies began.

England is where the Brownies began According to the  
Founder's plan.

\*Skip while Singing\*

In Holland, the Brownies all wear clogs, All wear clogs, all  
wear clogs.

In Holland, the Brownies all wear clogs and clomp around  
in jigs and jogs.

\*Do Irish Dance and Sing\*

Each Brownie in India is called a Bulbul, Called a Bulbul,  
Called a Bulbul.

Each Brownie in India is called a Bulbul. She might wear  
a sari which looks nice and  
cool.

\*Flap arms and sing\* (Bulbul= bright, cheerful bird in  
India)

In Australia the Brownies see Kangaroos, See  
Kangaroos, See Kangaroos.

In Australia the Brownies see Kangaroos, Hoppity,  
Skippety, Jump!

\*Hop and Sing\*

Japanese Brownies all have fans, All have fans, All have  
fans.

Japanese Brownies all have fans and wave then gently  
with their hands.

\*Fan yourself and Sing\*

When German Brownies wave goodbye, Wave goodbye,  
wave goodbye.

When German Brownies wave goodbye, they say "Auf  
wiedersehen"

\*Wave goodbye and sing\*

In every land they lend a hand, Lend a hand, Lend a  
hand.

In every land, they lend a hand, that's the Brownie  
motto!

\*make Brownie sign



# Games

Australia

## Pass the Didgeridoo

Girls stand in the circle

Roll a piece of paper up to form a didgeridoo

Pass the 'didgeridoo' around whilst singing the following:

*'pass the didgeridoo blue, pass the digeridoo, pass the didgeridoo blue, I want to pass it to you'*

Whoever has it on 'you' is then out and sits down

When the gaps widen the girls cannot throw it but must run around the circle and cannot receive it until they are back in their place

## Kangaroo Skippyroo

Girls sit in a circle, one girl in middle with eyes closed. Girls in circle clap and chant:

*"Kangaroo Skippyroo*

*Dozing in the midday sun*

*Comes the hunter run, run, run*

*Guess who's caught you just for fun?"*

On the last line one girl from the circle creeps up to the girl in the centre and repeats,

*"Guess who's caught you just for fun?"*

Then goes back to her place. The girl in the centre tries to name the owner of the voice then swaps places

## Rabbits in the Burrow

Players form a circle and count off. The first six players go inside the circle. One and two join hands making a burrow with three, the rabbit, inside. Player four is the dingo, an Australian dog. Player five is another rabbit who stays as far away from the dingo as the circle will allow. When everyone is set, player six calls out, Begin! The dingo runs after the rabbit out of the burrow. If the dingo gets too close, the rabbit runs into the burrow and the rabbit in the burrow must leave. This continues until the dingo catches a rabbit. That rabbit becomes the dingo. From time to time the game begins again from the beginning. That way everyone gets a turn.

## Wombats Walk

Girls in a circle and follow instructions

Wombats walk                      crawl round in a circle

Wombats stop                      stop

Wombats sleep                      put head down with eyes closed

Leader covers one of girls with blanket and when says "Wombats wake up" the other girls open eyes, sit up and guess who is covered

## Segur Etug

Segur Etug is an Australian aboriginal word meaning 'play'. This aboriginal game is a guessing game.

To play the game, one player selects several pebbles (or dried peas) and hides them in their closed hand. Each of the other players takes turns guessing how many pebbles are in the player's hand. The winner is the player who guesses correctly. They then have the next turn hiding the pebbles in their hand

## Koala in the Tree

Girls are placed in groups of three. Two of the girls hold hands (they are the tree) the third girl is the Koala in the middle of the tree and stands in the middle. Choose one girl to be a spare Koala.

On Leader command "Koala's change trees" all the Koala's must run to another tree, the extra Koala also runs to get a tree, if they get a tree the spare Koala left must wait until command is called again by the Leader.



## *Arctic/Antarctic*

### Shuffle the Penguins Eggs

Girls divided into two teams, each team has a small ball or newspaper ball (penguin egg). Girls at one end of hall or open space. On the command GO the first girl of each team puts the egg on their feet and shuffle forwards along the floor until they reach a marked point. They then pick up the egg and run back and give the egg to the next girl. The game continues until everyone has had their turn,

### Mukluk

(an Inuit game)

This Inuit game should only be played by older girls. You need 2 socks and a bunch of girls (10-15 is perfect). All the girls except one sit in a tight circle with their knees drawn up. The other girl stands in the middle. One sock is stuffed inside the other so you have ball at the toe of the sock. Then the sock is passed under the knees around the circle. The person in the middle tries to figure out who has it (other girls are continually faking passing it to confuse her) but the fun part comes in when a girl has the socks and the girl in the centre's back is turned, she can whap the girl with the socks on the butt or legs. The girl in the middle continues to try and find the sock. when she does find it she can use any means necessary to get it (i.e. tackling is permitted) and if she gets it the girl who lost it to her is in the middle.

### Dog Sled Race

The girls are lined up in teams at one end of the playing area. The first girl on each team runs down the length of the playing area and back, then picks up the second girl on her team (holding each other's waist). Together they run down the playing area and back, then pick up the third girl in their team, etc., until the whole team is running together.

### Flight of the Albatross

The albatross with wingspans of three metres is a bird that fishes in the Antarctic  
Cut out lots of fish shapes from newspaper. Divide girls into two equal teams of albatrosses who line up opposite each other and give each girl a number. Place a fish at one end of each line.  
Call out a number, the two 'birds' with that number must run to the fish and then flap it with a sheet of newspaper to the other end of the line. They are not allowed to pick up the fish. The winner gets to keep both fish for her team.

## *Africa*

### African Zoo Race

Players line up in teams at a start line. Each player on the team represents a different animal from a WAGGGS country in Africa. On a signal the first person runs to a marker and returns tapping the next runner. The animals are:

Elephants from Central Africa or Liberia – player holds arm in front like a trunk and swings it from side to side while running

Ostriches from Namibia – players grasp the back of their knees with their hands while running

Hares from Senegal – hop putting hands on the floor between each jump

Zebras from Zambia or Zimbabwe – race pawing the air with their front 'hooves'

Bees from Uganda – run turning in small circles as they go

Baboons from Tanzania or South Africa – hunch forward and swing their arms as they run

### Scarf Toss

The leader stands in the centre of the circle and tosses a scarf into air. Everyone laughs until it lands on the ground when there should be complete silence. Do it several times. Then whoever does not remain silent, or is the last to get silent, becomes the leader.

### Giant Turtle

In groups of three, four, or five, girls are covered with a blanket to form a shell, like a newborn turtle looking for water. They race or move about the room keeping together and trying to hold their blanket shell in place.



### Lebolabola (or snakes) – Botswana

The girls form lines of six to eight and make a snake by holding on to the shoulders, waists, or hands of the girl in front. All the girls close their eyes except the one at the head of the snake. She leads the snake around, negotiating real and imaginary obstacles, climbing over things, going up stairs, traveling around, under or through things, turn tight bends, crouch, go on tiptoe, etc.

### Ukhelekhele or South African Hopscotch

Mark 8 squares on the ground using chalk or masking tape

Girls take it in turns to throw a stone (or bean bag) to land in a square. If it lands in "girls names" she must hop from square to square saying one girls name in each square

If a large group of girls it would be easier to split into smaller groups each with own marked grid and a paper drawing as shown

Start	Boys name	Girls name	Towns	Countries
Finish	Food	Drinks	Vegetables	Animals

### Catching Stars – Zaire

Since the beginning of time people have been fascinated with the stars. For this game you will require a large area to run around.

Divide in to two groups. Name one the stars (about a third of the group), and one the catchers (the rest of the group). Set up two parallel boundaries about 6 metres apart. The catchers stand in the middle of the boundaries while the stars stand on one of the boundaries.

The catchers start the game by reciting together:

*'STAR LIGHT STAR BRIGHT*

*HOW MANY OF THE STARS ARE OUT TONIGHT?'*

The stars respond, '

*MORE THAN YOU CAN CATCH'.*

Then the stars make a mad dash to the other boundary – trying not to be tagged by the catchers. Tagged stars become catchers.

The game continues until all the stars are caught. The last person caught is the winner.

### Mbube, Mbube

Pronounced Mboo-bay, Mboo-bay, children help the lion (mbube) find and capture the impala (antelope)

Everyone forms a large circle. Two girls chosen to be lion and impala, who are blindfolded and spun round several times. Staying inside the circle they move around. The girls who formed circle call to the lion 'Mbube, mbube'. As the lion gets closer to the impala, the chanting gets louder and faster, if the lion moves away is gets softer and slower. If the lion does not catch the impala within 1 or 2 minutes than a new lion is chosen. If the impala is caught by the lion then another girl is chosen to be the impala

### Huckleberry Beanstalk

Leader hides a small object, while girls hide their eyes. They then must hunt for the object. Anyone seeing it, sits down and calls out 'Huckleberry Beanstalk' continuously until all girls are sitting down

### Mice and Mealies

The girls (the mice) make a circle. Put a pile of 'mealies' (dried peas) in the centre of the circle. Number the mice 1-6 around the circle - each group 6 is a team. (If you do not have an exact number of teams, some girls may need to 'double up' on some numbers to complete the teams)

The leader calls out a number. All the mice with that number run around the outside of the circle (make sure everyone knows which way to run before you start the game!), and then back into the circle through their original space. They then try to pick as many 'mealies' as they can - they must pick up one 'mealie' at a time, take it back to their place, then get the next 'mealie', take it back to their place, etc. As soon as the first mouse enters the circle, everyone who is not running starts counting to 20 - roughly as 20 seconds. As soon as

20 is reached the mice must stop picking mealies. The mouse with the most 'mealies' scores a point for her team.

The mealies are put back on the floor in the centre of the circle, and the leader calls another number.

### Spot the Lion

Divide the group into teams of 5 to 8 people. Give each team its own corner or place. On signal the girls scatter and stand with their eyes shut. Leader runs around tapping each girl lightly on the back. On one girl she puts a piece of tape and unknown to that girl she becomes the "lion". When everyone has been tapped, the leader shouts "the Lion is Loose!" All girls open their eyes and run about seeing if they can spot the lion. When a girl spots the lion, she heads back to her team's corner without trying to arouse the suspicion of the lion. If a girl thinks she is the lion (no girl can touch her back to see if she is the lion), she heads to the centre of the room and roars loudly. When this happens, all girls freeze. If the girl is the lion, the game ends. If not, the game continues for one more minute before time is called. The team with the most players in their corner is the winner.

### *Brazil*

#### Rabbit Without a House

Best when you have at least 11 people.

Pick someone to be "it" (the rabbit without a house) and someone to be the caller. Divide the others into groups of three. Each group makes a rabbit in a house by two girls holding hands (the house) and one girl (a rabbit) standing inside. The caller yells out "Find a house" and all the rabbits, including the one without a house, must run to find another house. The rabbit left without a house becomes it.

#### Catch the Broom

Players form a circle, and each given a number. One player is chosen to stand in the middle, holding a broom. She calls out a number and let's go of the broom. The player whose number is called must run and catch the broom before it falls on the floor.

If she catches the broom, she replaces the player in the middle. If she does not catch it, she is out of the game.

If the player in the middle calls out the number of player who is already out, she is also out of the game and must be replaced by another player.

#### Pateca

Brazilian and Portuguese game, traditionally played with a sand filled bag, but can be played with a ball/balloon.

Players stand in a circle and start volleying the ball about. Say a letter when you hit the ball (A...B...C...) trying to get to Z. Players may not touch the ball twice in a row. If the ball hits the ground or touches the ceiling, start over.

Try putting girls in groups of two or three and give each team a balloon. Follow the above instructions to get to Z.

#### Sick Cat (Gato Doente)

One girl chosen to be the cat. All the others scatter in a defined area. At a given signal the cat chases the others and tries to tag them. Each tagged girl becomes a sick cat and must keep her left hand on the place where they were tagged. Sick cats help catch the others. Play continues until one player remains untouched, they are the winner and become the cat for the next game.

#### Luta de Galo

Meaning 'fight of the roosters' in Portuguese, Luta de Galo is a two-person hopping game, faintly resembling rooster fighting that was once popular in Brazil.

Girls are in pairs, with one from each pair having a necker/scarf tucked into a waistband (with enough cloth hanging out for the other player to grab). Each girl crosses their dominant arm across their chest (they are not allowed to use it).



Hopping on one leg, they both try to snatch the necker/scarf from their opponent – using only their non-dominant hand. If a girl puts their other leg down or unfolds their dominant arm, they are out. The girl who successfully keeps their necker/scarf wins.

### Chef Manda (The Chief Orders)

Like Simon Says

One girl chosen to be the speaker and stands in front of others and gives orders for others to follow. If she says "The chief orders you to laugh". Everyone laughs. If she says instead "She orders you to laugh", none of the girls should laugh. If you follow an order that the "chief" did not give you are out

### *Bulgaria*

#### Pesek walks around us

Girls sit in a circle and one chosen to be Pesek. Pesek walks around the circle of players while everyone else closes their eyes and sings:

*Pesek walks around us, don't look at him, if you look at him, Pesek will tap you!*

Meanwhile Pesek taps someone on the shoulder who must get up and tries to catch Pesek. If she does not catch Pesek before they sit in her place, they become the new Pesek

### *China*

#### Chase the Dragon's Tail

All the players get in line, the longer the line the better. The line is the dragon. Each player holds on tight to the shoulders of the player in front. The first player in line, the head, tries to catch the last player, the tail. Everybody tries to keep the head from catching the tail. When the head manages to catch the tail, the head is out and the tail becomes the head. When everybody is out except two players, the game starts all over again.

### Lame Chicken

Girls in teams each standing in front of 10 newspaper batons lined up like the rungs of a ladder. On go, the first girl hops over each rung and after hopping over the last one, picks it up and hops back to team. Next girl goes and continues until all batons collected

### Rich rice, poor rice

Each girl is given ten dried beans – these represent rice seeds which she divides between her two hands. All the girls move around the room. At any point any girl can approach another, hold out a closed fist and say, 'Odd or even'. The other girl must guess whether there is an odd or even amount of seeds in the fist. Having zero beans in a hand counts as even.

If they correctly guess, the girl who approached her must give her a seed. If she is incorrect, she must give the girl who approached her one of her own seeds. Anyone who runs out of seeds must sit down. She can plead with other players to give her seeds. If someone does give her one, she can re-join the game. At the end of five minutes see who has collected the most seeds

### Fried Rice

Girls sit in a circle and leader goes round labelling each girl in turn: prawn, egg and mushroom – ingredients found in special fried rice in a Chinese restaurant. When the Leader calls one of the ingredients, girls with that name stand up, run round the outside of the circle and back to their places. The Leader then shouts out another ingredient and so on. If the Leader shouts 'Fried rice!' all the girls stand up and change places.

### *Chile*

#### Cielo, Luna, Mar (sky, moon, sea)

This game is usually played on a set of stairs. It is also usually played with two players.

It can be adapted for bigger groups. It is also a great game to play as the girls are arriving. Small groups can take turns.

The stairs are labelled with Sky, Moon and Sea. One player is the caller.

The other person is the jumper.



The jumper stands at the bottom of the stairs.

The caller shouts "sea", "sky" or "moon".

The jumper jumps one step at a time onto the step called by the caller.

The caller keeps calling until the jumper misses.

Then the jumper becomes the caller.

Adaptation – If you feel that the stairs are too dangerous you can write the words on the ground in boxes (use chalk on a cement floor or make pictures to put on boxes on the floor). Then have the girls jump from box to box in the same way they would stairs. You could have several sets ready so that girls can join in and more girls can play. The only adaptation is that they are playing on a flat ground.

## *Cameroon*

### Clap Ball

Divide the playing area in half with a chalk or rope line. Girls in two teams stand at least six feet from this line. The first girl throws the ball to any player on the other team. All girls clap once she throws. When the ball is caught, all players stamp their feet. The catcher throws the ball to a girl on the other team and everyone claps and stamps as before. If the catcher misses, the ball is given back to the thrower and she tries again. No one wins or loses in this game

## *Canada*

### Tossed Salad

Girls stand in a large circle. Everyone chooses the name of a different salad ingredient. When the leader calls two ingredients they exchange places. When "tossed salad" is called, everyone changes places. When calls "salad dressing" nobody moves: if anyone does, they must hold one hand behind back for the rest of the game.

### Soda pop fizz

Girls divided into two teams with team A standing facing a wall, while team B chant sodapop, sodapop and take small steps towards A. Guider calls fizz and team A turn round and try to catch B before they reach home. Anyone caught joins team A, play the game again. When everyone is caught switch around.

### Jack in the Box

Girls spread out around hall. They jump up and down while leader says letters of the alphabet. When Leader changes to a number, girls squat with hands on head.

### Reindeer

Reindeer names: Dasher, Dancer, Prancer, Vixen, Blitzen, Comet, Cupid, Donner and Rudolf

The girls line up one behind. The first girl in each group is given the name of a reindeer; the next girl is given another reindeer and so on until each girl has a reindeer name. When their reindeer name is called, they must run to an agreed point and back to their place. When 'Jingle Bells' is called each team holds hands and runs together.

## *Caribbean*

### Caribbean Stone Passing

Everyone has a stone and sits on the floor in a circle. On a given count, everyone passes their stone to the right. They must place it on the floor in front of the person on their right. They then pick up the stone that is now in front of them (placed there by the person on their left).

The idea is to settle into a rhythm that goes like this: put-down, pick-up, put-down, pick-up, put-down, pick-up, etc. Things get fun when someone fumbles a stone (the person next to them will not have anything to pass on to their neighbour, and so the stones start to pile up. When the 'Stop!' is called, the person with the largest pile of stones in front of them is out).

You can also get the group to gradually speed up, or slow down.

## *Denmark*

### Bacon

Girls run around saying the following and miming:

The lightning flashed; the thunder crashed.



*All the world was shaken.  
A little pig curled up his tail and run to save his bacon.  
At end run and curl up in a hoop on the floor.*

### Hands on Land

Form a circle either with rope or by drawing with chalk on the ground this is the lake. Everyone kneels down outside the circle. When the leader says "Hands in water" everyone quickly puts their hands inside the circle "Hands on land" is outside the circle "Hands on shore" is right on the rope  
If anyone makes a mistake, they are out of the game

### Lego

Before starting the game, make something out of Lego, which is quite easy to make, and place in the middle of the hall. The girls in teams now must remake the model exactly using the pieces from their bowl. This could be made harder by making it a relay game. The hardest version will be if the girl on the relay cannot join it to the model, they must bring it back.

### Driving the Pig

Girls in teams. Each team has a pole (role of newspaper) and an empty 4 or 6 pint milk carton filled with a little water to act as ballast. In turn, each member of the team uses the stick to push the bottle (pig) to the end of the hall (fair) and runs back with the equipment. (Game not too suitable for varnished wood floors)  
as a variation teams to run laps around a grand-prix course around several chairs in a circular or (harder) figure-of-eight course

### Good Morning, Good Afternoon, Good Evening

The girls make a circle. One girl runs round the outside of the circle and gives one of the others a pat on the back as she passes. This girl then runs the other way round the circle and when the two meet, they each shake hands and say "Good Morning". They go on running until they meet again, saying "Good Afternoon", run around once more, saying "Good Evening", and then they race to reach the empty place in the circle

### England

#### St George and the Dragon

Divide girls into two teams who stand facing each other at opposite ends of hall/space. One team is George and one is the Dragon. On the command GO, both teams advance slowly towards the other until they are standing a few feet apart in the middle of the hall. If the leader calls GEORGE, the Dragons must run back to their end of the hall and the George's must try to catch them. Any girls caught join that team. Likewise, if DRAGON is called, they chase the George's

### Funny Bunnies

Make a wide circle with all girls facing the same way, squatting on their heels, knees wide apart to aid balance, hands upright behind ears like rabbits' ears.  
When everyone is in position, they begin to hop around in the circle. Hands must not be used to steady. If a girl loses her balance she is out. The last Bunny still hopping is the winner

### The Queen's Keys

One girl is chosen to be the Beefeater and sits cross legged in the centre of a circle of seated girls. The Beefeater is blindfolded (use a clean tissue inside the blindfold for hygiene) and has a large bunch of keys in front of her. The Leader silently chooses a "robber" from the other girls. The robber must creep quietly to the centre to steal the keys and return to her place. The Beefeater must listen carefully, and she has three goes to point directly to the robber. If she succeeds, she has another go as Beefeater, if not, Robber and Beefeater swap places.



Note—Some girls do not like being blindfolded —they can have another go as a robber!

### Jingling Match

A circle enclosed by a rope (or marked off) is occupied by 8 to 10 people, all except one are blindfolded. This player is called a JINGLER because she carries a small bell which is rung constantly. The blindfolded players must locate the Jangler during an allotted time. The first person to catch her is the next Jangler.

### Wink Murder

Play this game in groups of 8 to 12. Players sit in a wide circle on the floor. One player is chosen to be the DETECTIVE. She stands where she cannot see the circle. Players cover their eyes. The leader taps one player on the head to be the MURDERER. Players uncover their eyes and the detective moves to the centre of the circle. All players watch each other. The murderer winks (very obviously) at one player after another. The players who receive the winks must dramatically fall dead. The detective watches until she figures out who is the murderer. The murderer becomes the next detective.

### Rainbow Tag

All but two girls are given a coloured counter (bottle tops in different colours). Counters are held so they can not be seen by the chasers who have no counters.

On GO the chasers run after the other girls. If caught, the girl gives up her counter and goes to the leader for another. The first chaser to get three counters of the same colour call stop and is the winner

### The 2p Game

The girls can only move by jumping with feet together

"IT" moves by taking large paces

Any player moving outside the boundary is out.

Once a player has moved, she must stand still. She cannot move feet etc.

The girls scatter in the playing space - you need a defined space, that is not too large (or the game goes on for ever!).

The leader (or girl who is "IT") holds a coin & stands in the middle "IT" tosses the coin.

If it is "heads" then the players move 2 jumps (see above) in any direction.

If it is "tails" then "IT" moves one pace in any direction.

The aim of the game is for "IT" to "tag" another player by touching any part of them with their hand. To "tag" another player, "IT" can reach out in any direction etc, but ONE foot must remain in its original place. Players can of course try to move their body out of reach, but BOTH feet must stay in their original place!

### Laughing Guard

The guards at Buckingham Place have to look straight ahead and serious at all times, despite the visitors who try to make them laugh

Girls in a circle except one who stands in the middle. Those in the circle hold hands and march round saying:

*The Queen's guard marches*

*Mile after mile,*

*But what will it take?*

*To make The Queen's guard smile.*

The girl in the centre must do something to make the others smile e.g. funny dance, tell a joke, or pull a funny face

They choose another girl to take their place and the game continues

### Egypt

#### Pyramids of the Nile

Divide the girls into teams of 4-6, and line them up in straight lines that stretch from one end of the playing area to the other. (i.e. 2-3 m between team members). The first girl on each team is given 10 flat-bottomed paper cups. On 'GO', the girl builds a pyramid in front of herself. All ten cups must be used. When



finished, they and the second girl on the team try to carry the pyramid to the place where the second player sat. If they drop any part of the pyramid, they can rebuild it where it fell and then continue their walk. When they reach the proper spot, the second girl tumbles the pyramid and then rebuilds it so that they and the third player can advance the pyramid to the third location. The relay ends when all of the 'Egyptians' have built, moved, and tumbled the pyramid. Could start with small pyramids and get bigger.

### Silence is Golden

Divide the girls into two teams and form two circles. Choose a queen (leader) for each team. The queen lightly tickles the player on her left who then tickles the next player, and so on around the circle. When the action is all around the circle, the queen starts a new action. This continues until someone on either team makes a sound. The team that keeps silent the longest is the winning team

### *El Salvador*

#### El Reloj

Pronounced EH-L-ray-LOH meaning clock

Twelve girls form a circle, with a thirteenth standing in the middle with a long skipping rope. As the central girl swings the rope around in a circle close to the ground, the other girls call out the numbers on the clock face and jump over the rope as it passes. If they miss and are 'tagged' by the rope, they are out. The last girl remaining gets to be the next one in the centre of the circle

### *Eritrea*

#### Fiti-fiti

Girls squat on the floor and bunny hop on the spot for as long as possible, kicking each leg out in turn (like a Cossack dancer). If you fall over, you are out. Who can stay in the longest?

### Hufra

Mark a small circle on the ground and stand two metres away. Girls take turns to toss a coin into the circle. The one whose coin finishes nearest to the centre wins the game

### *France*

#### Monte Carlo Rally

Divide girls into teams who line up behind each other. First girl of each team has a stick (newspapers rolled up and taped together will do) which she puts into a plastic box (empty ice cream container). On GO, the first girl pushes her box to the end of the room and back, handing over the box and stick to the next one in the team. Continue until all girls in team have had a go. Could use chairs or cones as markers that have to go round

### Chat Perche

One person is the cat and the others are the mice. The mice are safe when they are perched on something, like a bench or couch. The idea is for the cat to chase the mice, who run and hop on the bench/couch. When a mouse is tagged, she becomes the cat.

### Boules

Also known as pétanque and is one of the most popular games in France.

This version of the game uses a Golf ball as the cochonnet, and tennis balls marked with girls initials to identify whose ball it was.

The Leader throws the cochonnet. Once the cochonnet has been thrown the girls from a mark, take turns throwing their boule as close as possible to the cochonnet.

### *Finland*

### Reindeer Herding



The Sami people live in the northern parts of Norway, Sweden, and the Russian Kola peninsula. The Sami people are the original inhabitants of these areas and have lived there for at least 10,000 years. One of their traditional ways of life is reindeer herding.

Girls line up at one end of the hall or space. Several girls are chosen to be Sami reindeer herders. The remaining girls are the reindeer. The herders stand at the halfway point of the space. The reindeer on command run to the other end of the hall/space. The Sami try to tag them as they run past. Any reindeer that are tagged become Sami people and stand in the line with the other Sami. The remaining reindeer are called again. This continues until all the reindeer have been herded

## Greece

### Statues

Choose one player to be "It" and have them stand, eyes covered, in the centre of a large, open space. They start to count, at least to 10, but can go higher. The point is that there is no set ending number; only "It" knows when to stop and open their eyes. While "It" is counting, the others scatter around, never sure when they will yell "Agalmata!" (can just say "statue" if that is easier.) On this cue, players freeze, taking on poses that mimic famous statues. They can pull from any statue they have ever seen a photo of -- a javelin thrower, The Thinker, even the Statue of Liberty. Girls can use found items, such as sticks, a ball, or a Frisbee, to add a touch of realism. "It" tags any statues that are moving -- they are out -- then tries to make the steady ones laugh or move. The last player remaining composed is the winner and becomes the new "It." This game is great for practicing balance.

### Birds, Giants, Gnomes

Girls stand around room with one area designated as home. One girl calls out any of the following which the others must do:

Birds - pretend to fly

Giants - walk tall

Gnomes - crouch down low

Witch - run for home

The first girl caught becomes the new caller

### Odd or Even

Give each girl 5 or 6 dried beans/peas and they find a partner. They take it in turns to ask odd or even? The opponent must hide several beans in one hand and once their partner has made their guess, they must open hand to show beans. If guess is right they win one bean from partner, if wrong they must give up one bean. Play continues until a player is out of beans. To make the game harder girls can change partners.

### Olympics

Hold indoors or outside. Events to include:

Javelin throw straw as far as possible

Discus throw paper plate as far as possible

Long jump start with two feet together and jump as far as possible

High jump skip 10 times as quickly as possible

### Little Soldiers

One girl chosen to be the guard and stands at one end of the room with her back to the others. The other girls are 'little soldiers' and dance around shouting the following rhyme together:

*I climb the fig tree and I step on the walnut tree,*

*I drink the sweet wine with the golden cup!*

When they have finished the rhyme, the guard shouts:

*Little soldiers be quiet and stand still!*

The girls immediately stand still and 'freeze'. The guard spins round and tries to spot anyone who is moving. She may walk around, getting up close to the girls and checks they are not giggling or wobbling. The first girl to move becomes the guard

### Hoops



Girls in two teams. The girls from one team take it in turns to roll a hoop in front of the opposite team. This team all have balls and try to throw their ball through the hoop without touching the sides. A point is scored for each successful throw. When all girls in a team have rolled the hoop change over

### The King

One girl chosen to be the King and sits on a chair apart from the others.

The other girls huddle together and choose a job to mime – such as a window cleaner or gardener. Once they have chosen, they go to the King and the following exchange of words occurs:

Girls King, King with the 12 swords what is your job?

King I do not do anything!

Girls But the Queen says that you need a job!

King What job should I do then?

The girls then mime the job that they have chosen. The King has three guesses. If he gets the job right, he chases the girls and the one caught becomes the King. If he guesses wrong, the girls choose another mime.

### Greek Salad

Game like fruit bowl but using the ingredients of a Greek salad

Girls sit in a circle and named alternately with the ingredients – olive, tomato, feta

Leader calls one of the ingredients. Each girl with that name stands up and runs clockwise round the circle until the leader calls 'teatime' when they must sit back in their place. If the leader calls 'tossed salad' while a group of girls are running, they must turn and run in the opposite direction.

### Germany

#### A Salad of Feet

The girls split up into two groups. One group is turning around, so that they cannot see the others. The girls of the second group take off their shoes and put them together on one big pile. Afterwards all the girls without shoes hide underneath blankets. Only the feet are visible. The game is particularly difficult if they put the legs criss-cross together, not simply in pairs next to each other. When they are done the first group turns around and tries to put the shoes back on as quick as possible.

Afterwards you can look at the result and in all probability some shoes need to be changed.

#### Nix Der Grube (Water Nymphs in the Pit).

This game is a traditional game played German Children.

One girl is chosen as "it" and lies down in the centre of the room covered by a blanket or sheet (they are the water sprite). All the other girls walk around the centre counting

1, 2, 3, etc. The water sprite jumps up when least expected and tries to catch one of the other girls. If caught this girl then becomes the water sprite and the game continues.

### Gibraltar

#### Monkey Says

Gibraltar is famous for its colony of monkeys. This game is a version of Simon Says

Girls stand in front of a Leader and have them perform monkey-like actions, such as scratching their sides, jumping around or making monkey noises. But begin the command with the phrase "Monkey says"

For example, "Monkey says, eat a banana" but if leader asks them to do something but does not start "Monkey says" than any girl who does the action is out.

### Hongkong

#### Customers and Shop Owners

Some girls act as shop owners of different kinds of shop e.g. bakers, shoe shop, everyone else are the customers. Everyone runs around. When a customer is caught by a shop owner, she must name one product sold at that owners shop. Those who cannot name a product or name the wrong goods are out of the game. The Leader changes the shop owners and the type of shop



### Plant Beans, Reap Beans

Girls divided into teams, each team has several small dishes and the same number of large beans/small stones. The first player goes to the dishes and drops one bean in each and returns to the end of team line, tagging hand of next player. The second player goes to the dishes and picks up each bean (reaps), and then gives these to the next player in line before going to the back of the line. Game continues in same way until all girls have had a turn

### *Hungary*

#### Fire, Water, Aeroplane

A Leader calls out a word and girls must move as follows:

Fire run to middle and squat

Water find a chair, tree, or something to step onto

Aeroplane stay where are and stand on one leg with arms stretched out

Leader could start slow and get faster, continue until girls get tired or eliminate slowest girl to do action

### Get the Bottle

Place a half-filled plastic water bottle in the middle of the playing area. Players line up in two teams facing each other about 5-8 metres away from the bottle. Number each player. When Leader calls a number, those girls must try to get the bottle and run back to their team.

Make it harder by calling two numbers and those girls must work together and help each other to get the bottle

### *Iran*

#### Nose and Ear

The players are seated in circle formation. One, the chief, starts the play by lightly pulling the nose, ear, or hair of the player on her right. The player then repeats the action on her neighbour on the right. The action continues until it returns to the chief who may start another action around the circle. The action may be a funny face or a light poke in the ribs. Players who laugh, giggle, or make a noise of any kind during the play are out of the game. The winner is the one who shows most control.

### *Iceland*

#### Hands Out

Girls stand in a circle, with hands outstretched in front of them (palms up). One girl is in the middle who tries to tap another girls' hands; if she does they change places. Girls can only withdraw their hands at the very last minute when they are about to be tapped.

### Ball or Egg Roll

Everyone stands in a circle with their legs apart and feet close to neighbours. One girl has a large ball and rolls it across the circle, trying to get it through the legs of another person in the circle. Each girl tries to stop the ball with their hands and must not put their feet together or sit down. If the girls become good at spotting and stopping the ball, a second ball can be introduced

### *Israel*

#### Go-Go-Im

During summer in Israel apricot trees burst with fresh fruit. After enjoying the sweet fruit, young people use the apricot pits as go-go's.

Before the game, prepare a shoebox with six holes of various sizes cut into the lid. If you have a large group, you might want to make more than one. The smallest hole should be just a little bigger than the go-go, with the other holes increasing in size. Give each hole a point value from one to six, with the smallest hole worth the most points. For go-gos used washed fruit (cherry, plum or similar) stones, acorns, or small stones

Divide the girls into two or more teams and give each team an equal number of go-go's. Either give out all the go-go's, or keep a 'bank' of go-go's depending on how you want to organise the game.

Ask the teams to line up. Then ask the first person from each team to try to toss a go-go into the shoebox, from about three to five feet away.

If they succeed, the point value of the hole determines how many go-go's they win. These could be from the other team's collection, or from the bank. If they miss completely, they lose that go-go and it goes to the other team or the bank.

Continue alternating between the teams until everyone has had at least one go. The team with the most go-go's wins.

## *Italy*

### Pumpkin-Planter

One player is chosen to be the pumpkin-planter and the other are pumpkins and sit in a circle. The planter stands in the centre and gives a number to each player. She starts the game by saying, "There are (for example) four pumpkins in my field." Pumpkin No. 4 asks, "why four pumpkins?" The planter says, "If not, how many?" and No. 4 says (for example), "Eleven pumpkins." No. 11 replies in the same manner and the game continues faster and faster. If a pumpkin gets confused or fails to answer quickly to her number, that player is assigned some silly penalty.

### Pasta Game

Leader calls out different types of pasta and girls do appropriate action for each:

Cannelloni	lie down and roll over
Spaghetti	wriggle
Lasagnelie	flat on back
Vermicelli	giggle
Macaroni	make tube with hands and look through
Tagliatelle	run around
Fusilli	twist around on the spot
Farfalle	run round in a figure of eight (bow shape)

### The Learning Tower of Pisa

All girls stand facing leader with feet firmly together. When the leader calls "to the front" girls lean forwards as far as possible but without losing balance. Other commends to the back, to the left, to the right. Girls have 3 counters to start with and lose one each time they stumble or go the wrong way

### Boot Throwing Contest

Italy is shaped like a boot

Hold a contest to see who can throw a boot (wellie) the furthest. Try one handed, standing on one foot

### Mora

Mora means finger in Italian

Two girls face each other and count in Italian, "Uno, duo, tre" and then shout out numbers between 0 and 10 (this could be in English). At the same time they throw out any number of fingers on one hand. The girl who accurately guesses the total number of fingers is the winner

## *India*

### Kokolanka

Girls sit in a circle with feet stretched out in front of them. One person in the middle moves around touching a foot saying:

*"One, two, three, four*

*Every foot upon the floor.*

*Five, six, seven, eight,*

*Here is one without a mate!"*

The foot that is touched on the last word is drawn up. When a person has lost both feet they become the "Rascal". Everyone in the circle begins to bob up and down while the Rascal tries to touch someone who is standing up. They cannot touch anyone when they are down. When someone is touched they become the counter and the game starts again.



### Chupa Chuppi

This game is also known as hide-n-seek. The variation is that all the participants must be caught. The seeker waits for everyone to hide and then starts to hunt for them. Each person who is discovered joins the seeker by holding on to her hand and making a chain. Together they try to catch the other hidden participants. The first person who was found becomes the next seeker.

### Kabaddi

The game of 'Kabaddi' is 4,000 years old and is a type of tag. The group is divided into two teams, preferably each with at least three players. Use tape or a rope on the floor to divide the playing area in half. The teams line up about 10 metres back from the centre line on their corresponding sides. To start the game a player from one team stands near the centre line and then she runs into the opposing territory and tries to tag her opponents. While doing this, she must keep yelling "kabaddi-kabaddi" the entire time she is on the opponent's territory without taking a breath until she makes it back to her side. Everyone she touches is out and joins her team. The opponents can try to capture that player and prevent her from getting back to her side. If she does not make it back to her original side before she runs out of breath (i.e. she stops saying "kabaddi-kabaddi") then she will be out and join the opposing team. The teams take turns being the offense and defence. The team with the most players on their side wins.

### Colours (a Sangam game)

The leader calls out a colour. The players must all run to touch something that colour. The leader calls out another colour and the players run again. Sometimes the leader can call out two or three colours at the same time, and the players must find a way to touch all the colours at one time. Players cannot use their own clothing and should always take at least 5 steps each round.

At Sangam, they often play this game using Hindi words for colours.

Hara = Green; Narangi = Orange; Lal = Red; Zambala = Purple; Pila = Yellow; Nila = Blue; Gulabi = Pink

### Uffangali

The dried beans are piled in the centre of a flat area. Girls take turns blowing one puff of air onto the pile, trying to scatter the beans. After one blow she can pick up the beans that are not touching another bean and puts them in her own pile. Other girls take turns until all the beans are picked up. Winner is the girl with the biggest pile.

### Fruit Basket (a Sangam Game)

The girls sit in a circle. Each girl is a fruit. There should be many of the same fruits, for example 6 apples, 6 oranges, etc. One girl is in the middle. That girl yells the name of a fruit such as "banana" and all the girls who are bananas must stand up and run to sit in the chair of another banana. The girl in the middle also runs for a chair. The girl who does not get a chair will stand in the middle and call out the next fruit. Sometimes, the child will call "fruit basket" and everyone will run for a new chair.

It is fun to use fruits that are common in India, such as: papaya, banana, pomegranate, sweet lime (mosambi), orange, pineapple, coconut, etc.

### Sathi Khoj (lost a couple)

Girls find a partner and stand in a circle facing each other. Girls in the outer circle all turn right and those in the inner circle turns left. When the Leader blows whistle or calls GO

both circles start to run, but each circle runs in the opposite directions. When a girl finds her partner, they hold hands and sit down wherever they can. The couple who sits down last will be out of the game.

### Indonesia

#### Sumatra: Semut, Orang, Gajah

The large Indonesian island is home to the Sumatran elephant, which has made its way into this kids' game, similar to the American "Rock, Paper, Scissors." Children play Semut, Orang, Gajah to determine the first player in a game or simply for fun.



Players pump their fist up and down to the count of three. On four, they straighten their arm and give one of three signs:

Pinky out is "ant" (semut),

Pointer finger out is "man" (orang),

Thumb out is "elephant" (gajah).

The elephant beats man because it is stronger; man defeats the ant because he can step on it and squash it. And the ant? It can crawl into the elephant's ear, bite him, and drive him crazy, so the ant beats the elephant. If players make the same signs, they go again. Two out of three wins.

## *Ireland*

### Greetings game

Girls in two circles facing each other and move round singing

Tune We are sailing

We are travelling

We are travelling around the world to you

Leader calls out a country and girls do relevant action with the girl opposite

England shake hands

France peck both cheeks

Dutch/Swiss 3 pecks alternate cheeks

Italy peck both cheeks and hug

Russia hug warmly

India place hands together and bow

China put both hands together and bow from waist

Eskimo rub noses

Afro/American say give me five

### Ladybirds and greenfly

Girls divided into two teams – ladybirds and greenfly. All the greenflies are given containers containing pieces of paper which they scatter around the floor. The ladybirds then take these containers and while the greenflies count 1, 2, 3 etc they have to pick up all the paper as quickly as possible. Teams change places and play game again; winner is the team with the lowest count.

### Lighthouse or (Shipwreck)

The Leader is the lighthouse. Half the group are ships and put on the blindfolds (use neckers) at one end of the room. The other half are rocks and distribute themselves on the floor between the ships and the lighthouse. Please ask the rocks to keep their hands and feet in to minimize tripping. The rocks also should not clump up.

The lighthouse goes "WOO WOO" to guide the ships. The rocks go "SWISH, SWISH" quietly to warn the ships of their presence. On go, the ships navigate between the rocks to the lighthouse. If they touch a rock, they are sunk and must sit on the floor (and go "swish, swish" also). When all the ships have made it to the lighthouse (or have been sunk), the rocks and ships switch places

### Lucky Leprechaun Says

Like Simon Says

One girl chosen as Lucky Leprechaun who will call out instructions e.g. Lucky Leprechaun says hop on one leg and everyone hops on one leg. If they say stop everyone must continue until she says Lucky Leprechaun says stop

### Hot Potato

The Irish potato famine was one of the many reasons that people from Ireland emigrated to the United States. Try this fun game

Everyone forms a circle and a potato (or ball) is passed around the circle. If you drop the potato you must go down on one knee, if you pass it successfully the next time it comes passed you may stand up again. The leader can introduce more potatoes to increase the difficulty.

Japan



### Japanese Balloon Game

The group stands in a circle. The leader has half a dozen balloons. Into each a message has been inserted before the balloon was blown up. One at a time, a balloon is passed from player to player around the circle, until the leader blows a whistle. The player holding the balloon when the whistle blows must go to the centre of the circle. She must sit on the balloon until it bursts, then read the note, and perform the action or answer the question contained in the message.

### Colourful Carp

Divide girls into even-sized groups. Prepare fish shapes for each group choosing a different colour for each set of fish. Give each girl a rolled-up newspaper. Mark a circle on the floor and spread the fish evenly around the floor. Challenge each group to move their fish into the circle using the newspaper and not touching them

### Nose, Nose, Nose, Mouth

The players sit in a circle and imitate the leader, jan-who taps his or her nose three times and mouth once, while saying "hana, hana, hana, kuchi," meaning, "nose, nose, nose, mouth." The leader continues to repeat the phrase but may touch any features in any order, regardless of the words being said. The players must do what the leader says and not what the leader does. A player failing to do this must become the leader or allow his or her cheek to be daubed with flour and water. The names of the features are me-eye; mimi-ear; hana-nose; kuchi-mouth.

### Jan-Ken-Pon

This is the Japanese version of stone, paper and scissors.

Two girls face each other and together they say Jan-Ken-Pon. On Pon they bring one hand forward to represent stone, paper or scissors

Stone beats scissors because it blunts them

Scissors beat paper because they can cut it

Paper beats stone because it can wrap or cover it

Change partners and repeat game

Could give all girls 5 counters at start of game and if win a game have to give counter to other girl. If a draw either continue until a winner or move partners

### Big Lantern

The players sit on the floor in circle formation. The game is started by one player putting hands close together and saying, "Big Lantern." The next player says, "Little lantern," and puts hands far apart, and so on the game continues. Interest in the game may be increased by having players drop out of the game when they fail to follow the leader, the winner being the last player to move their hands incorrectly

### Oriental Ball

Girls stand in a circle with Leader who holds a large ball. The ball is quickly thrown at random about the circle. When a girl catches the ball, those on either side must raise the arm nearest to the girl with the ball and hold it in the air until the ball is passed to another girl. If a girl misses the ball or fails to raise the correct arm when their neighbour catches the ball, they sit down on the floor and so on!

### Konnichiwa

Girls run about and do the actions when Leader calls out different words

Konnichiwa – bow to say 'hello'

Sayonara – wave goodbye

Mochi-cakes – pretend to eat rice cakes

Green tea – pretend to drink green tea

Crane – symbol of good fortune – flap arms like wings

Sumo – popular Japanese wrestling – stand in Sumo stance!

Kenya

Forest Fire



All girls lie on their backs.

Leader shouts "Fire in the forest", "Fire in the house", "Fire on the farm", "Fire in the shops" etc.

When they shout "FIRE ON THE MOUNTAIN" all girls jump to their feet.

The first girl on their feet takes over as the new caller.

### Lion King

Girls stand in a circle, all except one who stands in the centre this is Simba. The others pretend to be impala grazing in the grasslands. At a specified sound or signal (music stops, lights flicker) Simba will try to catch one or more of the impala for his supper. Once they are tagged, the girls become part of the pride and now must hunt for food with Simba. The game is over when all the impala are turned into lionesses

### *Mexico*

#### Mexican Traffic Police

Divide the girls into teams. Each team is given the same number of beans, so that each girl has 2 or 3 beans, depending on how many girls per team. The girls run in every direction, pretending to be cars, buses, trucks, horses, donkey carts, fire engines, etc. Feel free to yell out Spanish words! (Ole! Adios! Burrito! La Cucaracha!) The traffic in Mexico City is very busy & very noisy. One girl (or Guider) is the Traffic Police Officer. When the Police Officer holds up her hand, all the traffic must stop. Any vehicle that is caught moving must pay a fine of 1 bean. At the end of the game, the teams count their beans & the team with the most beans is the winner.

Tips - It helps to get the girls into the spirit if the Guider makes lots of traffic noise. The traffic police officer can catch more girls off guard if she varies the length of time the traffic can move. A sudden stop will catch more vehicles!

### The Blind Hen

The game starts when you choose somebody to be the hen. A handkerchief is put over the hen's eyes and turn the now blind hen for a few seconds (you may also have the girl cover and close her eyes if you do not have a handkerchief or bandana handy). After that, everybody runs, and the blind hen must catch somebody and guess who that person is and say what his or her name is. If the blind hen is right, that person becomes the new blind hen. If not, the hen is blindfolded again and the game continues.

### *New Zealand*

#### Clapping

One girl goes out of the room and the rest choose an item in the room they want her to touch. When the girl returns, the others all start clapping. The clapping gets louder or quieter depending how close the girl is to the object; she must try and guess what the object is.

#### Pippin Door

One in middle of a circle called "Pippin", eyes shut. All in circle dance around saying "one, two, three, four, who is at the Pippin Door? One, two, three, four, who is knocking at the door?" Pippin points, and the nearest girl must say "it's me" in a disguised voice. If Pippin can guess correctly, she gets another turn in the middle.

#### Fires on Mount Cook

Mount Cook is New Zealand's highest mountain

Players form a double circle with the same number in each. "It" stands in the centre and starts the game by calling out "Fires on Mount Cook, girls, run, run, run"

Players in the outer circle then run clockwise around the outside of the inner circle, when "It" calls "Fires out" each runner must stand in front of a player in the inner circle

Meanwhile "It" has already stepped in front of a player. The person left out becomes "It" in the next round. Players who ran are now the inner circle, so a different group has a chance to run

### Opposites

In New Zealand the coldest month is July and warmest is January.



When it's daytime in the UK, it is night-time in New Zealand  
As leader calls girls must do action  
Daytime pretend to sleep  
Night-time run around  
July shiver  
January pretend to be hot  
New Zealand run for home leader tries to catch  
The first girl caught becomes the catcher next time

### Sheep Tag

One girl is "it". When she tags another girl, they must lie on the ground on their back and wave their feet in the air whilst saying "baaaa baaaa" in a pitiful sheep voice. Other girls who, while evading "it", tag them on the leg and say, "She'll be right Mate!" can free them. Swap "it" frequently to ensure all girls are involved in the game.

"She'll be right Mate" is a Kiwi saying meaning "it will work out fine in the end". It is always "she" and never "he"

### *Oman*

#### Build It

The idea for this game results from the fact that most of the country is sandy desert  
30 pots, which can be made to look like sandcastles are laid around the room/space  
half of them up the correct way, and the other half the wrong way up. The idea is that the girls are split into 2 teams, one team to put them up the correct way, and the other the opposite. On the word go the girls must turn the pots up the way they want them to be. On the word stop, the game is over. The winner is the team who has the most pots up their way

### *Norway*

#### Every second Counts

Girls in a circle and say following rhyme:

*Quickly, very quickly, runs the little hare*

*Quickly, very quickly, who's going to be first there?*

*Slowly, very slowly, creeps the tortoise so*

*Slowly, very slowly, along the track he goes.*

They pass the hare round and then the tortoise on the second verse. When the rhyme ends those girls holding the hare and tortoise must run round the circle and back through the gap to place animals in the centre. Who will be first?

### Snowballs

Everyone runs round the room and at the blow of a whistle they must move in a different direction in a different manner. The Leader calls out a number and they must form groups of that number (snowflakes). If a Leader calls out "snowballs" they all have to join up together to form one big "ball"

### *Nepal*

#### Balloon over Everest

Nepal has the world's highest peak – Mount Everest

Challenge the girls to keep a balloon in the air for as long as they can as a team. They must work together to keep a balloon up by pattering or blowing on it. Make it harder by having smaller teams who must only touch the balloon with certain parts of the body like their nose or elbows! Who can keep going the longest?

### *Netherlands*

#### Cheese Pie

Girls are in teams, with one being a hole by standing facing the rest of the team with legs wide apart. Each member of team who are mice must go through the legs of the hole to collect a piece of cheese – yellow card in a cheese shape cut into pieces. When all the pieces are collected the cheese must be put together. Who will be first? Another girl becomes the hole to play again.

### Sweet sharing



Girls in groups of 4/6 and each are given 3 sweets. They throw a dice in turn, if a 6 they place 1 sweet in the centre, with a 4 they give a sweet to the girl on the right and with a 2 to the girl on the left. Who has the last sweet? Share afterwards.

### Shoe Game

All girls sit in a circle. They each remove one shoe and keep it in their right hand on the floor. Everyone sings:

*I will pass this shoe from me, to you, to you*

*I will pass this shoe from me, to you, to you*

When the song starts, she taps her shoe in front of herself, to the right, to the left and repeats for the second line

On the final 'to you' she drops her shoe in front of the girl to her left. The song continues and each girl now uses the shoe that has been placed in front of her

### Flying Dutchman

Everyone is in a circle facing inward holding hands except for two girls who are outside the circle also holding hands (The Flying Dutchman). The Dutchman circle the world looking for a harbour. Upon breaking a hand hold somewhere around the circle, the Dutchman proceeds to run round the circle and get into the gap created before the two whose grip was broken can join hands and race in the opposite direction around to the same gap. Losers become the new Dutchman

### Philippines

#### Cat and Dog (Pusa at Aso)

One girl is chosen to be dog and sits in middle of circle guarding her bones (pile of beanbags, pencils or similar)

All other girls are cats & sit in a large circle round the dog.

The cats must steal the bones. The dog must stop them by tapping them with her hands and feet but cannot get up, just stretch out.

If she touches a cat, they swap places.

The game finishes when all the bones have been taken.

### Cat and Mice

The players choose a leader, the cat. The other players, the mice, sit in a semi-circle in front of the seated cat. Piled in front of the cat are treasures, objects such as stones, sticks, balls, leaves, or flowers. The cat guards the treasures while the mice try to divert the cat's attention and steal one or more of the treasures and toss them behind a shoulder before being tagged by the cat. If tagged, the treasure goes back to the cat. When all the treasures are stolen, the game can start again with a new cat.

### Papua New Guinea

#### Fishes

Circles large enough to stand in are drawn or taped on the ground (or hula hoops can be used), one fewer than the number of players. One player is the leader and all the girls are given the name of a local fish, (e.g. rainbow fish, gudgeon, bull shark, catfish, hardyhead, cardinal fish, goy, pony fish). The leader walks around and calls out the name of a fish. Anyone with that fish name falls into line behind the leader. The leader continues calling out fish names and they join the line. At any time, the leader may call out "the sea is rough". Then everyone in the line including the leader tries to get into a circle. The one left out becomes the new leader.

### Peru

#### Wolf

The players stand in a circle with one player in the centre - the wolf.

The other players call to the wolf, "Wolf, wolf, are you ready?"

Wolf: "No, no, I'm putting on my socks"

Other players: "Wolf, wolf, are you ready?"

Wolf: "No, no, I'm putting on my shoes" (or another piece of clothing)

Each time they act putting on the clothes they name. But unexpectedly they will answer, "Yes, I'm ready and here I come!"

All the players scatter and rush to an agreed safety area. The wolf tries to tag a player before they are 'home'. If they succeed, then that person becomes the wolf.

### *Pakistan*

#### Mazdoori

Girls divided into two teams – one called the "Mazdoor" or labourers, who stand opposite each other. The Mazdoor walk towards the other team chanting

"If there is some work, let us do it. You will never find labourers like us"

The other team say, "What work can you do?"

The Mazdoor say, "Any kind of work"

The reply is, "All right, then, do your job"

The Mazdoor mime an action they have decided on beforehand, such as hammering (joiners) or digging (gardeners). The other team tries to guess their occupation. If right, the teams change places

### *Russia*

#### Dragon, Princess, Warrior:

Split the girls into two groups. Each group must decide amongst themselves which figure they want to be. The groups line up facing each other and on the count of three reveal which figure they have chosen, by shouting it out, and by performing the chosen action:

Princess: Curtsey

Dragon: make claws with hands and raise into air

Warrior: Pretend to draw sword

(Dragon beats princess, princess beats warrior and warrior beats dragon)

## Red Square

Red Square is a famous landmark in Russia

Materials need to be prepared beforehand but if laminated can be used again and again. Cut triangles, squares, and circles (this makes a set) that are the same size from different coloured card or paper. If numbers are below 18 you might just want to use 2 colours, above this use more colours. At the start of the game give out one shape to each of the girls. There are only three commands: colours, shapes, or mix. On the word colour all the shape of the same colour needs to get together, on the word shapes all the shapes of the same shape need to get together. On the word mix they must get one of each piece next to each other.

## Sweden

### Hoken Flyger Høgt - The Hawk Flies High

Everyone stands in a ring. When the leader calls out, "The hawk flies high," everyone jumps. The leader varies the calling with different kinds of birds; "The seagull flies high, the eagle flies high" and so on. After every call the girls jump. After a while the leader starts calling other animals that cannot fly, for example, "The mouse flies high." Now, you should not jump! The ones that jump anyway take one step backwards. They now have to help the leader identify those who jump at the right time and those who don't.

### Alla Djuren Byter Bo - All Animals Change Dens!

Everyone stands close to a tree, a stone, or anything that you decide is your den. Mark your den with a jacket, a backpack or something else that you have with you to make it visible. One girl stands in the middle of the dens without one of their own and calls out, "All the animals change dens!" Everyone must change their den. The girl left without a den will now stand in the middle and call out. You can decide on how the animals move; like a frog, on their hands and knees, hopping on one leg, backwards, etc.

### Mr. Bear

You will need at least three people, a place for "home", and the bear's den.

One person is Mr. Bear. He is trying to sleep in his den.

The other players sneak up to Mr. Bear and whisper, "Mr. Bear, are you awake?"

Mr. Bear pretends not to hear them. Then the players yell, "MR. BEAR, ARE YOU AWAKE?" This makes Mr. Bear furious! He chases them all and tries to catch them before they reach home, which is the safe place. Everyone tagged by the bear before reaching home becomes Mr. Bear's cubs. They go back to the den with Mr. Bear.

When the remaining players come back to wake up Mr. Bear again, the cubs help Mr. Bear catch them.

When everyone has been caught, Mr. Bear picks someone else to take his place

### Don't wake the bears

This game is about not waking the bears up.

Create a square approx 6m x 6m squared out of rope or chalk.

Spread photos or pictures of bears liberally in square.

Divide girls into two sections, half at opposite sides of the square.

One side are the "guides" and the other the "rangers", who are blindfolded.

One at a time, the guides direct the blindfolded rangers through the bear pit, helping to avoid them standing on a bear.

If they stand on a bear, they are eaten and out.

Could put them into teams and make it a competition to get the most team members through the pit.

Give the winners a small packet of gummy bears each.

### Gooddag

In Swedish Gooddag means Good Day. This game is often played at the beginning of the school year as a way for the children to get acquainted

Players hold hands and form a big circle. One person is chosen to be it.

It runs around the circle and taps one person on the shoulder. This person and it run in opposite directions. The other players leave this person's spot open.

When the players meet, they shake hands and say to each other "Gooddag", and then race in opposite directions to the empty spot.

The player to the spot first is safe, the other is the new It.

Adaptation – You could use other languages such as



Buenos Dias – Spanish, Bonjour – French, Guten Tag – German, Ni Hao Ma – Mandarin, Salamu – Swahili.

### Pearl Fishing

Girls in groups of three – father, mother, child in one large circle. They are waiting to go pearl fishing. In the centre of the circle are four different coloured buttons or circle of card e.g. red, white, black, yellow. Each colour has a value 1,5,10 and 20 but the girls are not told this. The leader calls out father, mother or child. They run around the outside of the circle, back through their place and into the circle where they can pick up a “pearl”. The game continues until everyone has run twice. The value of the “pearls” each family have collected is added up and the family with the highest number is the winner. Repeat with different values

### *Spain*

#### Bomba

Girls form a well-spaced circle standing up, a leader stands in the middle and a ball is given to one of the girls. The leader starts counting down from 10 and when they reach 0 they say bomba, meanwhile the girls are passing the ball around the circle, the girl that has the ball when the leader says bomba has to sit down with their legs sticking out straight in front of them. This is then repeated, but when the ball come to the girl that is sitting down, the one before them has to step over their legs and then pass to the next girl, and then repeated until all but one girl is left standing.

Warn girls to keep their legs straight and give plenty room for those stepping over (when most are out it becomes a bit like the ladders game in a circle)

#### Pelele

Used to usher in spring

Place a teddy bear on a blanket that is held on the edges by all the girls. As the girls chant the verse, Pelele is tossed up as high as possible into the air (one toss for each line)

*Pelele, Pelele your mother loves you, and your father too.*

*We all love you, so up with you*

Could use a parachute instead of a blanket

### Spanish Fleas

Tie a balloon (flea) to the ankle of each girl. When the leader calls out “Spanish Fleas are around” everyone tries to stomp on the fleas

### La Araña (The Spider)

Draw or mark two parallel lines on the ground about seven metres apart. This is the spider’s web. Choose one girl to be Araña, the spider. They must stand in the space between the lines, while the rest of the girls stand behind one of the lines.

The spider shouts out “Araña!” and all the other girls must cross to the other line. The spider must try to tag girls who are in her web, anyone she touches joins hands with her to become a bigger spider. Once the spider is made up of more than two, only the girls on the end of the spider can tag – the chain should not be broken. Keep playing until only one girl has not been caught.

### *Sudan*

#### Sheep and The Hyena

One girl is the sheep, another is the hyena and the rest of the girls are the fence. The fence girls hold hands and form a circle with the sheep inside the circle and the hyena on the outside. The fence girls must stay close together to stop the hyena from getting inside the circle. When the hyena breaks through, the game ends and two other girls can become the sheep and hyena

### *South America*

#### Stealing the Sombrero

This game is played by children all over South America.

Each girl needs a sombrero type hat— you could make these, buy them or use other objects to be the hat.



You can play to music or using a whistle, the children move around a given space, trying to steal each other's hat from their head. They stop when the music stops or a whistle is blown - If you have lost your hat you are out, If you have gained another person's hat, you must wear both and try not to have them stolen, in the next round!

### *Singapore*

#### **Eagles and Chicks**

Everyone stands in a line, one behind the other holding the waist of the girl in front.

The girl at the front is Mother Hen. One girl chosen to be the Eagle.

At the signal, the Eagle swoops down, running this way and that, trying to catch the end chicks. Mother Hen and the other chicks dodge. No one to let go of the chick in front of her

### *Scotland*

#### **Burns Supper**

Girls sit on chairs facing outward and given name – haggis, neeps, tatties. When name called all girls with that name must run round circle clockwise and back to place. If last that girl turns chair round. When Burns Supper called everyone runs

#### **The Loch Ness Monster**

Girls in small groups, each group has a sheet of paper and red, tallow, blue, orange, green red marker pens shared between girls in group

Leader calls out the description of Nessie and girl with that colour pen must complete that part of Nessie

Nessie has

4 black eyes

yellow teeth

blue and orange spots

Nine spikes

green and yellow stripy tail

A horn on her nose

5 sharp red claws on each foot

### *Switzerland*

#### **Don't Look Back, The Fox Walks Around**

This game can be played by any number of children who sit in a circle facing each other.

Choose one girl to be the fox. The fox walks around the outside of the circle behind the other children.

The fox carries a piece of fabric, a small stone or another object.

The fox drops the item behind one of the girls in the circle.

As soon as that girl knows the object was dropped behind them, they jump up and try to catch the fox.

The fox runs and tries to get back around the circle and sit in the seat of the girl who was tagged.

If the fox makes it back to the girl's seat, the other girl becomes the fox.

If the fox is tagged, however, they play the fox again and chooses another girl to tag.

If the girl who is tagged doesn't know the item was dropped behind them, and the fox can run around the circle before that girl realizes it, the tagged girl becomes a "lazy egg" and must sit inside the circle until another girl becomes a lazy egg.

### *Taiwan*

#### **Catch the Chicks**

Children playing the game pretend they are an eagle, a hen, and some chicks. All the chicks stand behind the hen in a row, and the hen tries her best to protect her babies.

When the game starts, the eagle tries to catch the chicks. If a chick is caught by the eagle, then the eagle wins the game, and the chick who is caught is the eagle in the next game.

#### **Multiples (Buzz)**

Players sit in a circle and start counting round the circle from "one." If the agreed figure for the game is seven, each time the number being called includes the figure seven or is a multiple of seven, the player keeps quiet and clasps their hands together. If anyone makes a mistake the leader records a point against them. When the girls become good at this game, add one or two other numbers, so they will have to keep very sharp not to get caught with numbers four, six and eight going on at once.

For one number the player clasps hands. For the second number he will put both hands above his head. For the third number he can nod his head. Most players will find thinking of two numbers at once difficult enough.



## Trinidad

### I let her go-go

Players in pairs form a circle facing each other. They sing:

*I let her go-go (ee-ay)*

*I let her go-go (ee-ay)*

*I let her go (hold note for three counts)*

*I let her go! go! go!*

Every time the girls sing the word "go" they clap each other's hands.

On the first line, they clap their partners hands twice, on the second line they clap the hands of the girl standing on their partners right twice. On the third line they clap their partners hands just once then use the two held beats to move to the right and face another partner.

On the last line they clap their new partners hands three times. As the girls move on round the circle, they sway their hips and hold an imaginary jar on their heads

## Thailand

### Mah Kha Diew

Pronounced mah kah DEE-o means horse with one leg

Draw a circle with chalk. Choose somebody to be IT. IT stands inside the circle. Players move in and out of the circle by hopping. Players inside the circle can be tagged by IT. But IT can only use her foot. As IT tries to tag the players, they can run inside the circle or hop to get out of it. Once IT tags a player, that player becomes IT

### Chuang Chai – Catch the Chuang

Make a chuang which is a towel or large piece of cloth tied in a knot to resemble a ball with a tail. The chuang is thrown back and forth between the two teams until one player fails to catch it. That player then joins the opposing team. The game ends when one team has lost all its players

### Phong!Phang!

Phong!Phang! means "dead! or! alive". This Thai game is a version of Blind Man's Buff

One girl chosen to be "The Fish" and blindfolded and made to turn around three times. The other girls hold hands and walk around them starting a question and answer rhyme.

Catch me if you can – The fish swims by – The fish is blind – Catch me dead or alive what will it be, a dead or a live fish?

If "the fish" answers "a dead fish", the other children can move around freely when it comes around to chase them but if it answers a live fish, everyone must freeze even when caught.

The fish must guess who the person is and if he guesses right he will be replaced by that person

### Gradai Kha dee-o (One-legged rabbit)

Mark a dividing line along the middle of the playing space. Girls in two teams stand on opposite sides of the boundary. One team chosen to be the rabbits.

The rabbits take it in turns to hop (bunny hop or on one leg) over to the other side and tag a girl from the other team. Girls on the other team must try to escape the rabbits by hopping away but they must stay within their side of the boundary. Two or three rabbits could go over at a time to make it harder. When a rabbit has tagged someone they must hop back to the rabbit's side and another rabbit goes to tag someone

## Turkey

### Ebe, Come To Us

All except Ebe (pronounced eh-beh) or "It" stand in a circle, at arm's length from one another; Ebe stands in the centre of the circle. The following chant is used continuously throughout the game, with the players in the circle clapping as they chant:

*Ebe, Ebe, come to us now,*

*And hit our hands from a distance somehow.*

*If our hands you cannot hit,*

*then again you must be It.*



Ebe runs from one player to another, trying to slap a player's hand before the player can put them behind their back. When Ebe succeeds in slapping someone's hands, that player becomes Ebe, and the first Ebe takes their place in the circle. The same procedure is repeated, along with the chant. The end of play is determined by common consent. There are no "winners" or "losers."

### Run Rabbit Run

All the players except two form a circle, with their hands firmly linked. The other two players – one chosen as the rabbit and the other as the dog -- are stationed in the centre of the circle and outside the circle, respectively.

A chant accompanies the play:

*A rabbit was sleeping in that ditch, was sleeping.*

*Rabbit look at me. This isn't safe for you!*

*Hop, rabbit! Hop, rabbit!*

*A dog was barking over there, was barking.*

*Bow! Wow! Wow! (Turkish: Hav! Hav! Hav!)*

*His teeth are sharp, and your teeth are thin.*

*Run, rabbit! Run, rabbit!*

All the players in the circle chant the first four lines as they move clockwise in the circle with their hands tightly joined. On "Hop, rabbit! Hop, rabbit!" the rabbit hops about inside the circle. The players in the circle chant the last two lines, still moving clockwise. On "Run, rabbit! Run, rabbit!" the chase begins, with the players in the circle trying to keep the rabbit safe from the dog, and the dog, in full pursuit, trying to break through to the rabbit. If the dog gets into the circle, the rabbit runs out, and the players try to keep the dog in. When the rabbit is caught, the game begins again, with a new rabbit and a new dog chosen by the players from among their own number

### United States

#### Frog in the lea

Five girls are chosen to be frogs and sit cross-legged in circle facing outwards. Rest of girls are in a circle around frogs and skip round singing "frog in the lea, can't catch me". Frogs without uncrossing legs must try to touch others. Anyone caught changes places with the frog.

### Red Light, Green Light

One girl the caller and faces the wall, the rest line up at the other end of hall. When call phrases girls do appropriate action:

Green light      walk around

Red light      caller turns round and everyone freezes

Anyone seen moving must return to the start. The first girl to touch becomes the new caller.

### Baby Daisy

Girls in teams named front to back after flowers – last girl is Baby Daisy. When flower is called, girl runs to end of room and back to place. When Baby Daisy is called, this girl must crawl through the legs of her team before running to end and straight back to place. When garden is called, everyone runs

### Dodgeball

Girls in teams and using one or more softballs must try and eliminate members of other team by either hitting them below the waist, catching a ball thrown by opposite team.

If manage to catch ball can invite one of own team who has been eliminated back into the game. Winning team is that which eliminates all the other team

### Traffic Lights

One girl is the traffic cop and stands at one end of the room with back towards the other girls. When cop calls

Green light      the others run towards them

Yellow light      freeze

Red light      they all sit down



After each call the cop turns quickly. If they see anyone moving on green or yellow, they return to the starting line. The last girl to sit down on red also goes back. The first girl to touch the traffic cop takes their place for the next round

### *Uruguay*

#### **Ducks in the Pond**

Everyone forms a circle round an imaginary pond. Leader calls out instructions for everyone to obey:

Ducks in the pond            everyone jumps forward

Ducks out of pond        everyone jumps back

If the leader says

In the pond or out of pond girls must not move.

Anyone moving is given a token and the game repeated. The girl with the least amount of tokens is the winner.

### *Vietnam*

#### **Bamboo Jacks (Choi Chuyen)**

This could be played in teams, all of which need 5 pairs of chopsticks and a ball.

The game commences with all the chopsticks on the ground, the first girl throws the ball upward, picks up a chopstick with one hand and catches the ball with the same hand. This continues until all the chopsticks have been picked up off the ground. If a player's hands are not swift or if her eyes are not sharp, or if she fails to coordinate the two, she will lose her turn. Then the turn will pass to the next girl.

#### **Cat and Mouse (Meo Duoi Chuot)**

Girls stand in a circle, holding hands which are raised over their heads. One girl is chosen as the cat and another as the mouse, they stand back to back in the middle of the circle.

When the Leader counts from 1 to 3, the mouse starts running and the cat must chase after it. The cat wins the game when the mouse is captured. At the beginning of the game, everyone in the circle also start singing the song below.

*Please come over here*

*Hand in hand*

*Stand in a large circle*

*The mouse will run through the hole*

*The cat will run after it*

*The mouse tries to run as fast as possible*

*But it cannot escape*

When the others sing the last sentence, the mouse starts to run, and the cat must run after it. However, the cat must run the same route and manner as the mouse. The cat wins the game when it catches the mouse. Then the two exchange roles. If the cat runs into the wrong hole, it will be dismissed from that round.

If it fails to catch the mouse in a certain period (usually from three to five minutes for) it will exchange its role with the mouse. The game will then continue

### *Wales*

#### **Sheepdog Trials**

Girls are divided into teams with a "pen" made of chairs facing each team. Girls roll a ball (their sheep) into the pen from behind a line. Points can be awarded for each "sheep" penned. Try with different sized balls

#### **Wakey Wakey Mr Dragon**

One girl is Mr Dragon and is trying to sleep in his den. The other players sneak up to Mr Dragon and whisper 'Wakey Wakey Mr Dragon'. Mr Dragon pretends not to hear them. Then the players shout 'WAKEY WAKEY MR DRAGON', this makes Mr Dragon cross and he tries to catch them before they reach home. Anyone tagged becomes Mr Dragons baby dragons and go back to his den. They help Mr Dragon to catch those who have tried to wake him. When everyone is caught Mr Dragon picks her replacement

