

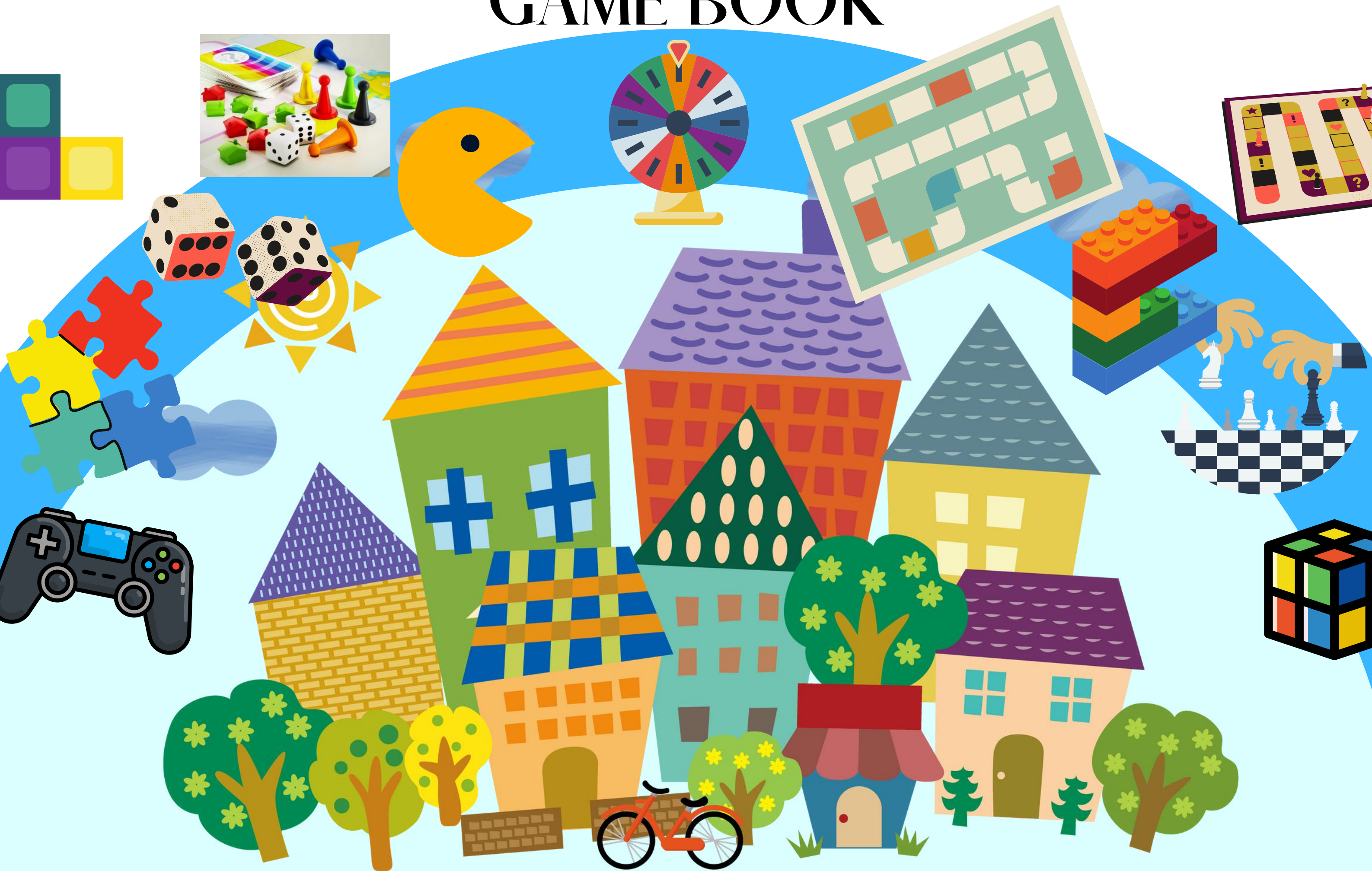


Co-funded by the  
Erasmus+ Programme  
of the European Union



# TAG

## GAME BOOK



Created by  
Town Accessed with Games  
Erasmus Plus Project

# OUR PARTNERS



COORDINATOR COUNTRY  
GERMANY



SLOVENIA



SPAIN



GREECE



TÜRKIYE

COMENIUS-SCHULE STÄDT. GEM. HAUPTSCHULE DOHLER  
STRASSE, MÖNCHENGLADBACH, GERMANY

OSNOVNA SOLA PUCONCI, PUCONCI, SLOVENIA

CEIP PEDRO I, TORDESILLAS, VALLADOLID, SPAIN

9 DIMOTIKO SCHOLEIO IRAKLEIO ATTIKIS - GREECE

YUSUF SAVAŞ PRIMARY SCHOOL, TÜRKIYE

FAIK ŞAHENK PRIMARY SCHOOL, TÜRKIYE



# Name: Master of Numbers

**Type of the game:** Party Game; Learning German words with movement

**Age:** up to 5 years

**Materials:** cards with numbers from 1 to 10 (or more)

**Group Size:** various

**Objectives:** Powers of retention; learning words with movements

**Preparation:** Cards are made of cardboard (size approx. 10x10 cm). A number from 1 to 10 is written on one side of each card. To make the cards more durable, they can be laminated.

**Advantages:** The game is a lot of fun for the children and can be modified in many different ways. It can be played indoors as well as outdoors. Other words can also be introduced. It also requires little preparation and can be used spontaneously.

**How to play:** The playgroup stands in a circle. The playing cards are in the centre of the circle. Now the teacher picks up the card with '1', holds it up and says out loud: 'one'. A student receives this card and thinks about a body movement (e.g. jumping on the spot, jumping jack, turning around once...). Now the student repeats the word 'one' and makes the body movement. The group does it, too. The card is put back in the middle and now comes the '2', another student thinks of a new movement, the group repeats. This continues until the '10' is reached.





# Name: Fisherman, fisherman, how deep is the water?

---

**Type of the game:** fun game with movements

**Age:** 6 - 12

**Materials:** a wall or line and a space about 10 meters long

**Group Size:** various

**Objectives:** reaction, motor skills

**Preparation:** enough space for movement

**Advantages:** the game can be played by larger or smaller group, handle defeat and victory, follow rules

**How to play:** On one side is the fisherman, on the other the fish (all the other children). The fish call: "Fisherman, fisherman, how deep is the water?" The fisherman says a number e.g. "Four hundred meters!" Then the fish call: "And how do we get across?" The fisherman thinks of a way of moving and calls for example: "Hop on one leg!" or "Crawl!". Everyone, including the fisherman, hops or crawls to the other side. Meanwhile, the fisherman tries to touch as many fish as possible. Each caught fish also becomes a fisherman in the next round. In each round, the fishermen can think of a new way of moving. The game goes on until there is only one fish left at the end, which escaped from the fishermen. This fish/child is the winner and can play the fisherman in the next round.





# Name: Where is the chicken?

**Type of the game:** Party Game

**Age:** up to 6 or 7 years

**Materials:** a chicken toy that makes sound

**Group Size:** various

**Objectives:** reaction, speed, teamwork, develop perception

**Preparation:** It has to be a clear line where the children take place and enough space between the line and the person who has the chicken.

**Advantages:** This game is an outdoors game. The whole group plays against one person so team work is mandatory. In addition, the group size is not limited.

**How to play:** A game master is selected and moves away from the group about 15 meters. The chicken is placed on the ground in front of that person. The group stands in a line next to each other. The chosen person turns and yells, "Where is the chicken?" and turns back to the group. During the time that the game master is turned around, the group is allowed to move and try to get the chicken. If someone continues to move after the person has turned back, everyone will be sent back to the beginning. If someone manages to get the chicken without being seen, has to hide or give the chicken to others that they hide it. The game master can select three people from the group who must raise their hands on command to show that they do not have the chicken. The aim of the game is to get the chicken over the finish line undetected and in teamwork.





# Name: Animal sound memory

---

**Type of the game:** learning fun game

**Age:** 4 - 9

**Materials:** animal cards 2 each, e.g. 2 x dogs, 2 x cats, 2 x tigers etc.

**Group Size:** various

**Objectives:** learning words with sounds, movement

**Preparation:** cards are laminated, a room where the children can move freely

**Advantages:** The game can be played indoors and outdoors and it is perfect for animal vocabulary in other languages. Also, children learn to work in pairs.

**How to play:** Each child gets a face down memory card with pictures of animals and then spread out in the room. At the command of the game master, all children move like the animal whispered to them and make the appropriate noise. The children's goal is to find their partner - i.e. the child who makes the same noises. The children who have found each other hold hands and sit down on the mat. When all pairs have found each other, a new round begins.





# Name: Journey to Jerusalem

**Type of the game:** Party Game

**Age:** up to 4 or 5 years

**Materials:** chairs, music

**Group Size:** various

**Objectives:** Reaction, speed

**Preparation:** One less chair is needed as children play along. Half of the chairs are placed side by side in a row, the other half placed back to back opposite each other. The music is provided.

**Advantages:** The game is a lot of fun for the children and can be modified in many different ways. It can be played indoors as well as outdoors. If there are no chairs spontaneously, other items can be placed on the floor for the children to take. In addition, the group size is not limited.

**How to play:** The children are now walking around the chairs. As soon as the music stops, each child has to find a chair and sit down as quickly as possible. The child who did not catch a chair is eliminated. A chair is now taken away. The music starts again and the 'journey' continues until there is only 1 child left, the winner.



# Name: New European Language Game – Hungry dice



**Type of the game:** board game

**Age:** 7-8 years

**Materials:** playing boards, dices, pencils, pieces of paper

**Group Size:** 2 players

**Objectives:** Pupils:

- understand and say food words in English,
- understand game concept (grid movement with 2 dice),
- develop logical thinking

**Preparation:** Pupils draw a chart with 2 columns on a piece of paper and write in the initials of their names. They write in the points in the charts.

**Advantages (optional):** Not only do the pupils learn a second language (English), they also develop maths and logical thinking abilities. They also learn to orientate and move around the grid.

**How to play:** Both pupils throw 2 dice. The game is started by the pupil, whose dots sum is higher. Pupils then take turns in throwing 2 dice and name the food in English. The number of dots on the first dice mean horizontal grid orientation and the number of dots on the second dice mean vertical grid orientation. Pupils find the grid cell, where the 2 dice meet and name the food. Each correct word means one point for the pupil. Who will be the first to collect 10 points?





## Name: New European Game on Mathematics

**Type of the game:** Bingo

**Age:** 4 - 6 years

**Materials:** “Marjanca”, worksheet

**Group Size:** 1 - 4 pupils

**Objectives:** pupils:

- get acquainted with the traditional toy “Marjanca”
- consolidate numerical representations
- consolidate the symbolic notation of numbers
- develop attention, concentration, perception,
- follow the rules of the game
- know how to participate in a group

**Preparation:**

Pupils (pairs, groups) prepare the game “Marjanca” on the table. Everyone gets a piece of paper on which numbers are written with symbols. A stamp for each player is given to a player.

**Advantages (optional):**

While playing the game, students repeat and consolidate the notation of numbers, their numerical value, and naming. When playing, they respect the rules and are tolerant of each other.

**How to play:**

Pupils prepare the game “Marjanca”. With a stick at the side of the toy/Marjanca, they push the ball to the top, where it then rolls down the playing board and stops at a hole, from which they count the number of dots, then convert these dots into a number and look for the symbolic notation of the number on the study sheet, and if they find it, they cover it with a stamp. The winner is the pupil who first covers all the numbers on the sheet with a stamp.



# Name: New European Game on Environment and



## Climate Change - A Happy Dustbin



**Type of the game:** board game

**Age:** 6 - 10 years

**Materials:** game board, dice, toy figures, question cards, trash picture cards

**Group Size:** 2 - 4 pupils

**Objectives:** pupils:

- consolidate how we separate waste
- develop attention, concentration, perception
- follow the rules of the game

**Preparation:** Pupils prepare the game board on the desk. Each chooses two figures of the same colour. They put question cards and trash picture cards on the game board. They use a dice.

**Advantages (optional):** Pupils repeat and consolidate the meaning and method of waste sorting. In the game, they follow the rules and are tolerant of each other.

**How to play:** Pupils prepare figures. The pupil in turn rolls the dice. He starts playing on the game board when he rolls a six. He rolls the dice again and starts moving across the fields. When he arrives at the coloured field, he takes a card with the picture with a picture of the waste and determines where it belongs. With the correct answer, he continues the game if he does not return to the beginning. In case the competitor lands on the field with the question, he takes the card with a question and answers it. If the answer is correct he continues the game if not once he does not roll the dice. The winner is the one who is the first to take both figures to their “eco island”.





# Name: New European Game - Healthy food Memory game

**Type of the game:** board game: memory game, cover game, food pyramid (perception, concentration, attention)

**Age:** 6 - 10 years

**Materials:** 24 picture cards, the empty healthy eating pyramid

**Group Size:** 1 - 4 children in a group

## Aims:

- children gather as many pairs as possible
- children sort and place the pictures on the healthy food pyramid
- children reinforce their knowledge what the healthy meal is consisted of
- children reinforce their knowledge about the importance of eating different foodstuff
- children develop perception, concentration and attention
- children train their memory

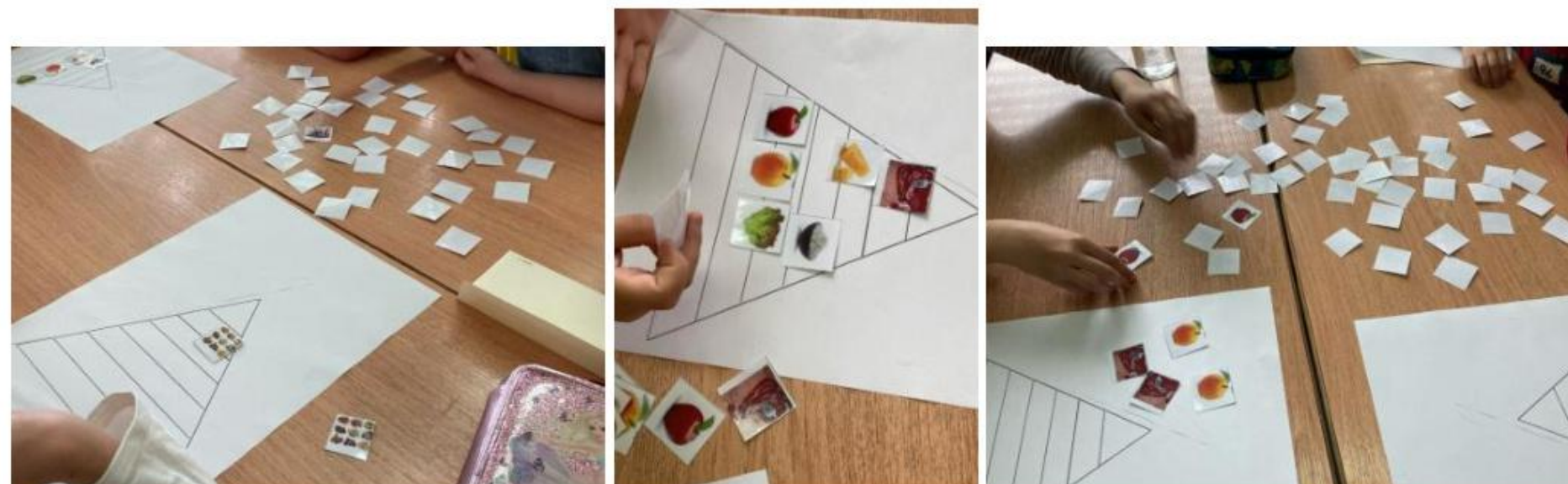
**Preparation:** prepare 24 pairs of pictures and draw the empty healthy food pyramid

**Advantages (optional):** children repeat the number of the meals they should have, what is a healthy meal and the meaning of the classification of the foodstuffs.

## How to play:

- children get 24 pairs of pictures and the piece of paper with the empty healthy food pyramid
- children have look at the pictures
- they put the pictures upside down on the desk and mix them well
- one child turns over a picture and tries to find its pair
- when he finds the pair he puts it on the right place in the food pyramid
- if he doesn't find the pair he turns the card over and puts it in the same place on the desk.

The winner is the one who has found more pairs and places them correctly in the food pyramid. While playing the game children reinforce their knowledge of the importance of the healthy diet.





# Name: New European Game - Healthy Diet

## The Food Pyramid

**Type of the game:** Jigsaw puzzle - the Food Pyramid (perception, attention, concentration)

**Age:** 6 - 10 age

**Materials:** pieces of the jigsaw puzzle

**Group Size:** 1 - 4 children in a group

**Aims:**

- put all the pieces together to get the whole picture
- children develop perception, attention and concentration

**Preparation:** before playing the game, children name the food on the pieces of the puzzle

**Advantages (optional):** children review how healthy meal is composed and what nutritional ingredients it contains

**How to play:** Children get the pieces of the jigsaw puzzle on the desk. They have to put all the pieces of the jigsaw puzzle to get the whole picture. Children search for the pieces of the jigsaw puzzle and put it together to get the whole picture. The winner is the group which first correctly completes the puzzle.

After the food pyramid is completed, children revise what a healthy should contain.





# Name: New European Game - Healthy food Health wheel

---

**Type of the game:** guessing and alertness game

**Age:** 5 years and older

**Materials:** covered and perforated pots, household elastic, various herbs, a spinner, photos with herbs (those in the pots), tokens, (optional for older children - a template with fields with a healing effect)

**Group Size:** children of 1 class, smaller or larger group

**Aims:** children name the herbs, they recognize the herbs by smell, children develop sensitivity (focus on stimuli), optional for older children - know therapeutic effects of herbs

**Preparation:** into paper pots (reusage) we put dry or fresh herbs and cover them with the piece of paper with the opening. The paper is fastened with the elastic. On the outside at the bottom of the pot we stick a picture of the herb. On the spinner we stick the photos of the herbs which are in the pots. We prepare tokens (cut out of cardboard, plastic bottle caps or buttons, etc.)

**Advantages (optional):** it can be played inside or outside, the numbers of herbs can be added as an option, it can be used as a competition game, it can be used as a gaining knowledge of therapeutic effects (cleansing effect, raising physical resistance, cough relief, etc.)

## How to play:

- Before playing the game children get to know herbs. We make a tea party
- A child rotates a pointer on the spinner and names a herb
- By the smell at the opening a child tries to find the herb. He can check the answer on the photo at the bottom of the pot
- In case his answer is correct, he gets a token
- The winner is the one who has the most tokens
- Optional for older children: a child places his token (tokens must be different colours or shapes, etc) on the field with right healing effects.





# Name: New European Sports Game – Frogs in the Swamp

---

**Type of the game:** sports game

**Age:** 10 or older

**Materials:** a big indoor or outdoor space, multiple benches, multiple mats, half as many balls as players, jerseys in 2 different colours

**Group Size:** children of 1 class, smaller or larger group

**Aims:** follow the rules of the game, encouraging cooperation between children, getting used to a competitive way of measuring skills and acceptance of defeat in sports.

**Preparation:** children need to be warmed up, rules of the game must be repeated

**Advantages (optional):** it can be played indoors or outdoors, the number of players can be larger or smaller, it can be played by adult, mixed groups - children and adults.

## How to play:

- 2 teams - the captains choose it's team players
- half as many balls as the players
- field divided in 2 halves
- at the back of each half, there are 2 mats - swamps
- in front of the mats, there are 2 players - defenders (usually the tallest)
- the other players (frogs) are running around and trying to hit the players on the opposite team
- the player that is hit by the ball, needs to go to the opponent's field and stand in the swamp (mat)
- when the player from the swamp catches the ball from it's team, he may return to his team field
- the defenders try to block the ball, from the players in the swamp
- the ball can be used as a shield
- players can steal the ball from it's opponents field (it's easier when there are less opponents in the field)
- the team wins when all their opponents are in the swamp



Name: **CRANIUM HULLABALOO**



**Type of the game: GAMEBOARD**

**Age: 4+**

**Materials:** Cranium Hullabaloo consists of 16 colored vinyl pads and 1 talking console.

**Preparation:** Take off your shoes. Spread all 16 pads on the floor. Mix up the shapes and colours. Put your Hullabaloo on the floor nearby

**Advantages (optional):** Gross Motor Skills. Coordination, balance, cooperation, visual discrimination

**How to play:** The announcer will give directions for the kids to follow: Jump to a red, spin to vegetable, put your nose on a square. When the announcer says, "FREEZE", the player on the lucky pad wins and gets to do a victory jump, take a bow or, do a funky dance.

Kids love this game and it really helps to get their wiggles out and teaches them that moving around and exercising can actually be fun. The announcer's instructions get faster and faster as the game progresses and each round is pretty short, so most kids will have the chance to win once or twice. Also, the announcer periodically reminds the players that more than one person can be on the same pad. This really cuts down on fighting and arguing because the kids realize it's not a race, it's just fun.







Name: **THE FROG**

---

**Type of the game:** TRADITIONAL SPANISH GAME OUTDOOR

**Age:** +5

**Materials:** a table with 9 holes, a frog figure with its mouth open, a bridge, a windmill and 10 tokens.

**Preparation:** this game can be played individual or in groups. If you choose to make groups divide your pupils into groups of 5 people maxim. Then prepper the table with the frog, the bridge and the windmill. Then mark a line 3 metres away from the table.

**Advantages (optional):** Gross Motor Skills, visual discrimination, coordination cooperation, menta calculation.

**How to play:** each team or each student has to introduce the tokens into the different figure (frog, bridge, windmill) or into the holes. They will launch the tokens from three meters. Each student has 10 tokens

Depending on the place where they put the tokens, they will achieve a punctuation

Frog: 50 points

Windmill: 25 points

Bridge: 10 points

Holes: 5 points

Finally, the pupils must calculate their punctuation and their partner's punctuations in order to discover the winner.



Name: **YOGA SPINNER**



**Type of the game: GAMEBOARD**

**Age: 5+**

**Materials:** 54 yoga pose cards. Spinner

**Preparation:** Take off your shoes. Divide the cards according to colour and place each of the decks face down. Put your Yoga Spinner game on the floor nearby

**Advantages (optional):** Gross Motor Skills. Flexibility, balance, coordination

**How to play:** Your goal is being the first player to collect a card in each of the four colours. The youngest player spins the Spinner and follows instructions according to the Spinner Guide. To collect a card, a player must perform the yoga pose illustrated on the selected card for 10 seconds. Otherwise, the card is returned to the bottom of its corresponding deck. The game continues with the next player to the left. If you're the first player to collect a card in all four colours- YOU WIN!





**Name:** Guess who

**Type of the game:** English game

**Age:** +7





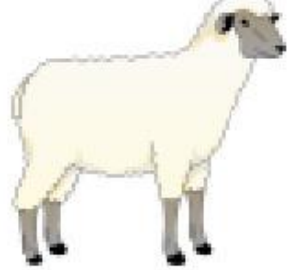
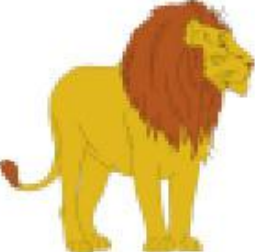





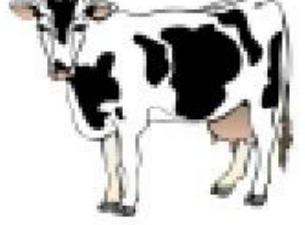




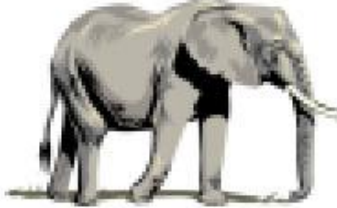













**Materials:** Board with animals

**Preparation:** Put de animals board on the table

**Advantages (optional):** Attention, language skills

**How to play:**

Each player secretly chooses an animal, and then both takes turns in asking yes or no questions to correctly guess the opponent's choice. Use something to cover up eliminated animals. Whoever guesses first wins!



**Name:** "El pañuelo"

**Type of the game:** traditional outdoor Spanish game

**Age:** + 5

**Materials:** piece of fabric (scarf)

**Preparation:** make two teams and mark two lines for each team. One line face the other

**Advantages (optional):** Motor Skills and coordination.

**How to play:**

We divide the pupils into 2 groups and give each kid a secret number. All the kids must to have their own number. The numbers will go from 1 until the number of children the group has. Both teams must have the same numbers

When the kids know the numbers, each team has to put in her line facing the other team. The teacher will be in the middle with the "scarf". And the teacher will say a number. When the student listens her or his number he or she must run, catch the "scarf" and come back to the line without the other player grab her or him. But remember you only can grab the other player if he or she has the "scarf".

The winner team will be the one who has caught the "scarf" the most times.





**Name:** Lyrics training

**Type of the game:** Technological game

**Age:** +4

**Materials:** Tablet, computer

**Preparation:** Put de animals board on the table

**Advantages (optional):** language skills

**How to play:** Through the song: “ **Yes, I can! Animal Song**”

<https://www.youtube.com/watch?v=Ir0Mc6Qilo>

Students try to complete the lyrics with the words throughout the next game:

<https://es.lyricstraining.com/play/yes-i-can-animal-song/HymUHg26py#vVI/c!Aleforum14>





**Name:** My name is...with a twist

**Type of game:** icebreaker

**Age:** 6-100

**Materials:** no materials needed

**Group size:** various

**Objectives:**

- to “break the ice”
- to lower stress levels
- to introduce group members in a fun and energetic way



**Preparation:** No special preparation is required

**Advantages:** “My name is with a twist” is a simple icebreaker which can help group members introduce themselves in a fun way! You can play it anywhere - indoors or outdoors.

**How to play:**

1. Pick someone to go first.
2. Ask this person to introduce themselves by saying their first name, while making some sort of movement or doing an action/gesture.
3. The person to the right repeats the 1<sup>st</sup> person’s name while also repeating the actions they performed.
4. Each group member continues until all participants have introduced themselves with a name and respective actions/movements/gestures.



Name: **QR code Scavenger Hunt**

---

**Type of the game:** party game, school game

**Age:** 6-100

**Materials:** smartphones/ mobile devices with a QR Code Scanning app downloaded onto the devices/ internet

**Group Size:** various

**Objectives:**

- to cultivate problem solving skills
- to enhance digital literacy
- to boost collaboration
- to actively engage students in the learning process



**Preparation:** Set the scene and gather the clues and the riddles/problems/puzzles that you want your students to solve. Use an online QR code generator to generate the QR codes (for example, <https://www.qrcode-monkey.com/>), download and print the QR codes that you have generated and place them in different places at school.

Give clear instructions to the students and have fun!

Let the games begin!

**Advantages:** QR Code scavenger hunts are new-age fun activities for teachers and students. They are used to actively engage students in the teaching/learning process and help them check and retain their knowledge and skills. QR Code Hunts are activities you can use to encourage students to get active while discovering and scanning QR Codes hidden all around the school, classroom or local area.

Digital Scavenger hunts are some of the best party games as well since they can make the party more eventful and fun. The opportunities are endless!

**How to play:** The class is split in groups of 3-4. Each team uses their device to scan the barcodes which are displayed in various places in the school premises. These QR Codes when scanned reveal questions that students need to answer on their answer sheets or suggest activities/exercises that students need to complete. The winner is the first team to return to Station 1 (where the teacher is) with the most correct answers in the time available.





**Name:** “Run, run, I’m the gingerbread man” Ste(a)m activity

**Type of game:** STE(A)M game

**Age:** 6-17

**Materials:** Spaghetti, marshmallows, plasticine, tape, toothpicks, elastic, pipe cleaners, glue.

**Group size:** up to 20 students

**Objectives:**

- To cultivate engineering skills.
- To foster creativity.
- To enhance problem solving skills and critical thinking.
- To improve collaboration skills.

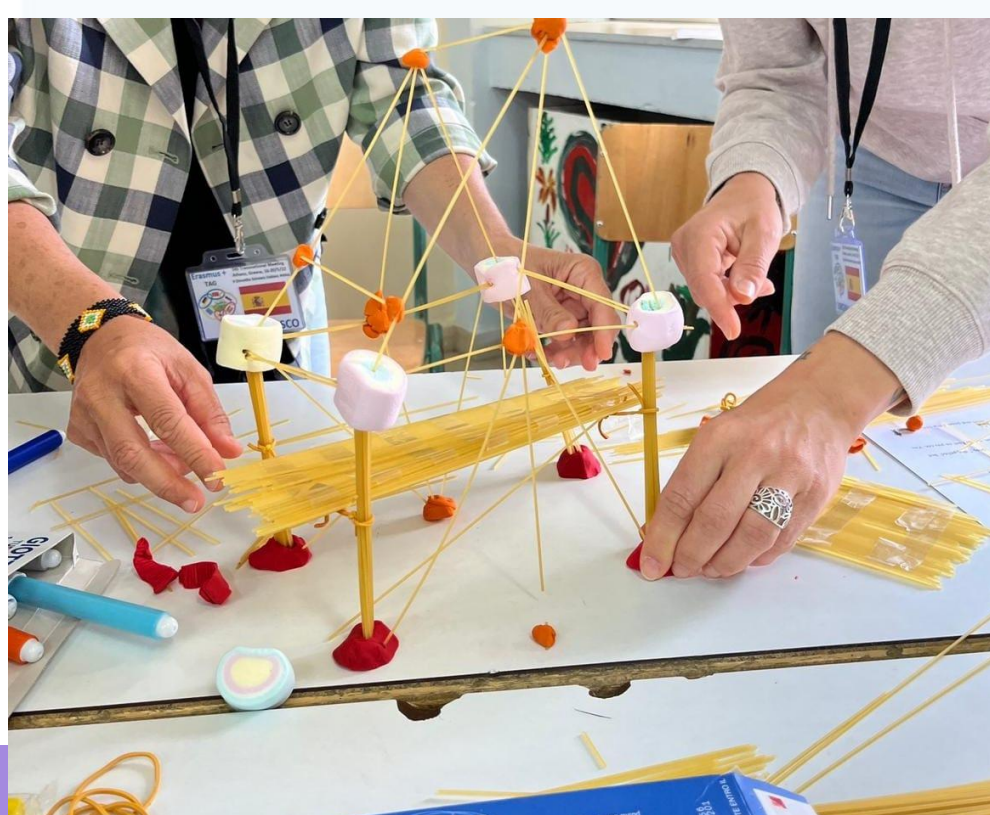
**Preparation:**

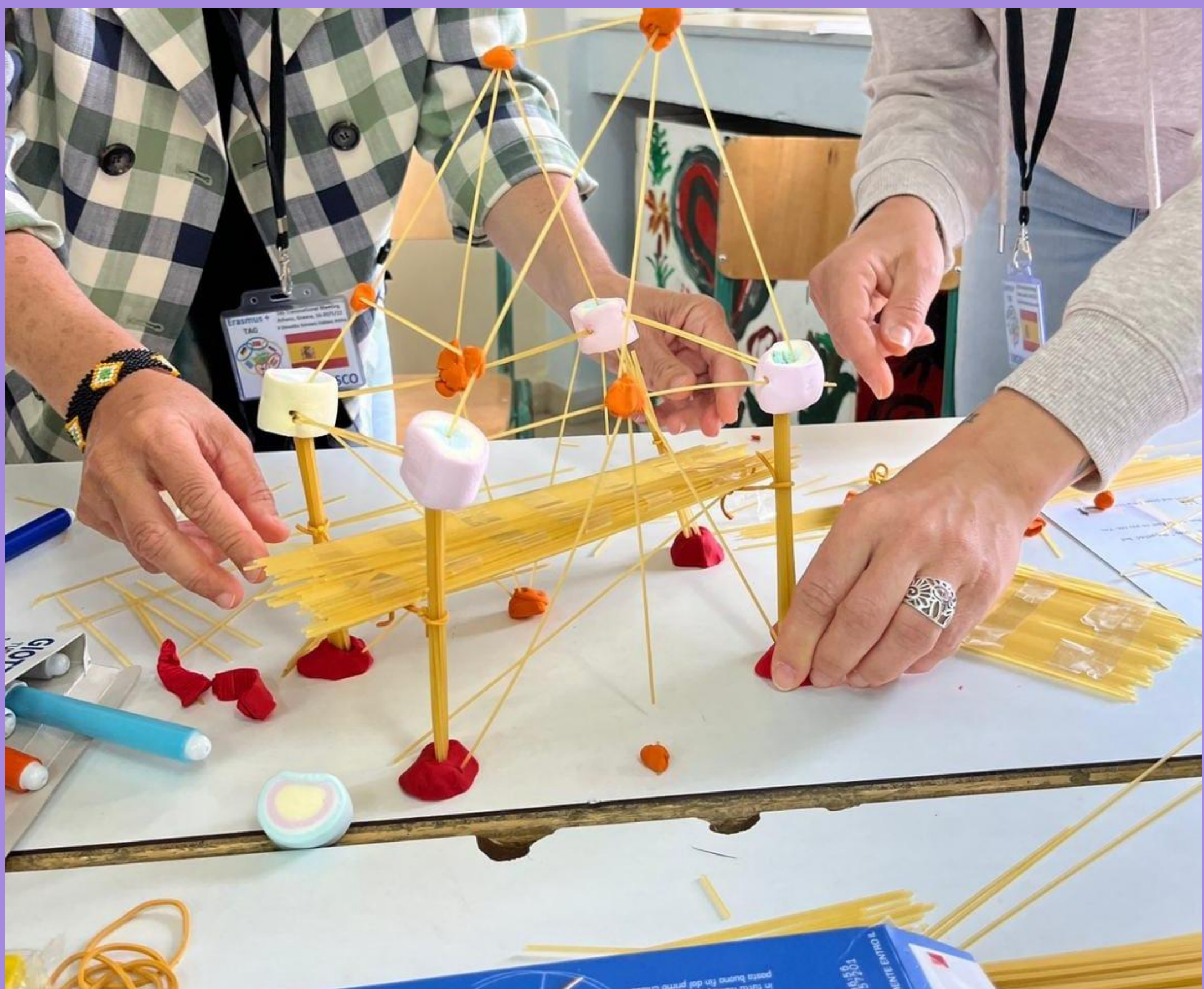
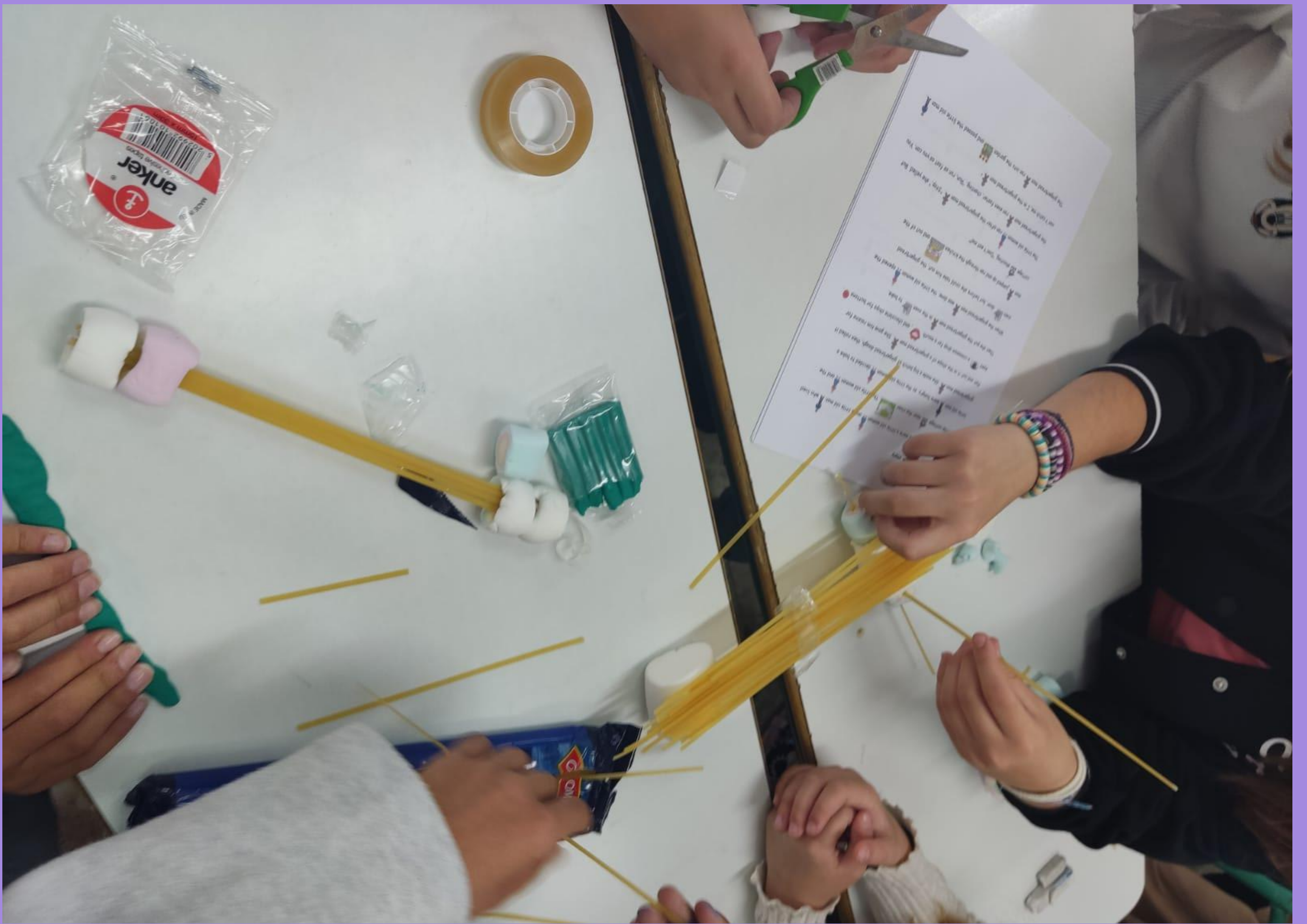
**Advantages:** To solve real life problems in a fun and creative way with simple materials.

**How to play:** Divide the group in groups of 4-5 students. Start reading the story of Gingerbread Man. At some point, when Gingerbread has reached the river, stop reading and state the problem by saying:

*“Oh no! Gingerbread Man has reached the river and can’t get across! The sly fox seems to be really hungry, too. Please hurry. Can you make a bridge to help him cross the river?”*

Give the students 45 minutes to solve the problem by building a bridge with the materials that they can find on their desks.







**Name:** “Find the landmark and pin it on the map”

**Type of game:** Geography game

**Age:** 10-15

**Materials:** laminated pictures depicting famous landmarks/paintings etc., a world map

**Group size:** various

**Objectives:**

- To practice geography
- To cultivate collaboration/cooperation skills
- To introduce the concept of Cultural Heritage and highlight its importance

**Preparation:** find and laminate pictures depicting famous landmarks, paintings etc., find a world map, set the scene by introducing Cultural Heritage as a term.

**Advantages:** An easy to make and play game at school (indoors and/or outdoors)

**How to play:** Pieces of laminated pictures depicting famous landmarks, paintings, etc., are hidden in the schoolyard. The students are invited to work in groups of 3-4 in order to find the pieces. Then, they must put them together (in this case they have to collaborate with the players of the other teams too) and use some blue tack to pin them on the map (on the country they belong to) which is located in the centre of the schoolyard. The teams are encouraged to use their knowledge as well as their mobile phones, to surf the Net and search for information. They have approximately 20 minutes to find the landmarks and pin them on the map. In this game the teams don't play against each other but rather against time.





**Name:** **Whispering Trees**

**Type of game:** classroom game

**Age:** 8-12

**Materials:** none

**Group size:** 5-20

**Objectives:**

- To improve listening skills
- To cultivate speaking skills
- To learn simple information about famous landmarks

**Preparation:** No special preparation is required

**Advantages:** A fun classroom game that can improve listening and speaking skills. It can be played indoors as well as outdoors.

**How to play:** The class is divided in two groups. The students are asked to form two queues and stand. The teacher approaches the students standing at one end of the line of team A and whispers a short phrase/sentence related to a well-known landmark in their ear. **For example,**

*“The Acropolis is a famous citadel located in the city of Athens”.*

Then the student must whisper what he/she has heard in the ear of the person standing behind him. Each student repeats the phrase/sentence to their neighbour (aka the student standing next to them) until it gets to the end of the line. The last student must reveal what he/she has heard out loud. If the phrase/sentence is correct, then they get 1 point. The team with the most points wins!



**Name:** Recreating famous paintings with household/classroom objects and taking pictures

**Type of game:** classroom game

**Age:** 9-12

**Materials:** materials that can be found in the classroom/at school

**Group size:** 15-20

**Objectives:**

- To cultivate artistic and problem-solving skills
- To learn about famous paintings
- To boost collaboration skills
- To think outside the box



**Preparation:** Download and laminate famous paintings that you can find online. Then hang them on the walls of your school/classroom.

**Advantages:** A fun activity inspired by the “Getty Museum challenge” which began during quarantine and can be easily applied in the school environment.

**How to play:** Divide the students in groups of 4-5. Encourage them to choose their favourite painting (that they can find on the classroom walls). Ask them to find things/materials/props that are in the classroom and invite them to recreate the artwork with those items. They can also take pictures and compare their recreation with the original.

# Name: Find Me



**Type of the game:** Ice Breaker Game

**Age:** 5 years and older

**Materials:** Balloons, pencils, as many as the number of people. Music

**How many people?:** for large groups

**Objectives:** To enable people to meet and communicate with each other

**Preparation:**

Balloons are inflated. Each child is given one balloon. They are asked to be in a ring-shaped row.

**Advantages:**

The game is great fun for kids and can be modified in many different ways. It can be played indoors as well as outdoors. The material is simple and ubiquitous. It allows children to communicate with each other.

**How to play?**

Children line up in a circle. Each child writes their name on the balloon. When the music starts to play, everyone throws their balloons somewhere far away. When the music stops, you must catch the nearest balloon and give it to its owner.





# Name: Listen-Jump-Win!

**Type of the game:** language teaching game

**Age:** 5 years and older

**Materials:** paper and pen

**How many people?:** 4 and more

**Objectives:** Making language teaching fun

## **Preparation:**

The words are determined. The words in the mother tongue are written on the front side of the paper and the words in the foreign language are written on the reverse side.

## **Advantages:**

The game is great fun for kids and can be modified in many different ways. It can be played indoors as well as outdoors. It supports language learning. It provides incentives and amenities for children.

## **How to play?**

The words written in the mother tongue are lined up side by side. Students line up behind the papers. The referee says the words written in the mother tongue in the foreign language. The student who cannot find the word spoken in the foreign language or jumps to the wrong word is out of the game. In the next step, the orientation of the paper changes. This time, the referee says the word in the native language and asks them to jump on the paper written in the foreign language.



# Name: Five Stones



**Type of the game:** Traditional Game

**Age:** 6 years and older

**Materials:** Five small stones

**How Many People? :** 2 - 4

**Objectives:** Developing hand eye coordination in children

## **Preparation:**

Children sit on the floor facing each other. Five small stones are placed on the playground and the child who will start the game first is selected by drawing lots.

## **Advantages:**

The game is great fun for kids and can be modified in many different ways. It can be played indoors as well as outdoors. The material is simple and ubiquitous. It is effective in helping children develop hand-eye coordination.

## **How to play?**

The first person determined by the lottery starts to play. He takes one of the stones in his hand, throws it into the air, while he is in the air, he must take one of the other stones and hold the stone in the air. The player must be fast. He collects the stones first one by one, then in groups of two, three and four and moves on to the next stage. In the last stage, he throws all the stones into the air and holds them with the back of his hand, and this time he catches them with his palm. The more stones you have in your palm, the more points you score.



# Name: STEM Challenge



**Type of the game:** Cooperative creative play

**Age:** 5 years and older

**Materials:** Material selection by subject

**Group Size:** 2 and more

**Objectives:** Developing creativity skills and teamwork awareness

**Preparation:**

The subject is determined. A list of instructions and materials are prepared according to the number of groups.

**Advantages:**

The game is great fun for kids and can be modified in so many different ways. It can be played indoors as well as outdoors. It supports teaching. It provides incentives and amenities for children.

**How to play?**

Players are sorted into groups. Groups should produce products according to the instructions using the materials provided. The team that reveals the product in the shortest time wins.



# Name: What is the password?



**Type of the game:** Cooperative play

**Age:** 5 years and older

**Materials:** various papers, pen. (Materials can be varied)

**Group Size:** 2 and more

**Objectives:** to provide experience of working together and cooperation among children

## **Preparation:**

The subject is determined. Encrypted messages related to the subject are written on paper. Messages are stored in different places from each other. It is important that all messages merge at the end of the game and produce a common message.

## **Advantages:**

The game is great fun for kids and can be modified in many different ways. It can be played indoors as well as outdoors. The material is simple and ubiquitous. It enables children to work collaboratively.

## **How to play?**

Players are divided into groups. The referee asks the first question and asks them to find the answer from the hiding place. Each answer allows to find another question. At the end of the game, all the answers are combined and the game is decrypted. (The password can be combined into a puzzle)



# Name: Classic Memory Game



**Type of the game:** Memory Game

**Age:** 4 years and older

**Materials:** paper, crayons

**How many people?:** 2

**Objectives:** To make your teaching fun

## **Preparation:**

The subject is determined. This may be related to language teaching, mathematical operations and other subjects. Matching cards are prepared.

## **Advantages:**

The game is great fun for kids and can be modified in many different ways. It can be played indoors as well as outdoors. It supports learning in every subject. It provides incentives and amenities for children.

## **How to play?**

The subject is determined. This may be related to language teaching, mathematical operations and other subjects. The cards are prepared and placed face down on the table in a mixed order. The order of the players is determined by drawing lots. The first person to start the game chooses two cards. The player who finds the same or related cards facing each other receives the cards. If the cards are not the same, they are closed back. The player who finds the most pairs of cards at the end of the game wins.

