

# INTERNATIONAL GAMES

## INTERNATIONAL SHOPPING:

To play: The players are in patrols, grouped in various parts of the room. The game leader has a list of items that could be bought in a store. One person from each patrol, the "shopper" comes to the leader. All are given the same items (whisper so the rest can't hear.) They return to their patrol which is the "shop" and act out what they want to buy, because the 'shopkeepers' don't understand English. The first patrol to guess correctly wins, and new shoppers go to the game leader. Try these items: Umbrella, pound of butter, jar of honey, wedding ring, bikini, ballet shoes, pencil sharpeners, bicycle pump, automobile tire, nosedrops.

## 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 balloons were 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.

## RABBIT WITHOUT A HOUSE – ( BRAZIL)

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 have to run and find another house. The rabbit left without a house becomes "it"

## BEAN GAME

Guider calls out various types of beans and the girls perform the correct action.

RUNNER BEANS- run around

JUMPING BEANS- jump

BAKED BEANS -lie out in the sun

CHILLI BEANS- shiver

FROZEN BEANS- stand still

BROAD BEANS- stand with legs as far apart as possible

FRENCH.BEANS- say "Oh La La!"

## SOUVENIR KIM'S GAME

EQUIPMENT: approximately 20 souvenirs from different countries

TO PLAY: place all the items out on tray, or in the centre of the circle. Give the participants 1 minute to memorize the items. Take the items away and then have the participants write down the names of as many of the items as they can remember.

For Sparks, first break them into small groups, each with a leader who will write down the answers for them. Or modify any other way that works for your group.

## THE SIT GAME

Challenge the unit to all sit down together without using a chair and without sitting on the ground. The solution is easy - if they co-operate.

All the girls should stand in a circle and turn so they face the back of the girl on their left - or right. They all then sit down at the same time so each girl sits on the knees of the girl behind her. If they all do this at the same time they should all be supported and be supporting. To show that they have done it successfully ask each girl to raise both her hands in the air. You may need to have a few attempts before it works successfully!

This game is to teach the power of cooperation.



## KWANZAA (AFRICAN) MINI MUSIC MAKERS

Materials needed:

- two empty film canisters
- two craft sticks
- coloured vinyl tape
- black marker or paint
- scissors



What to do: Paint the craft sticks black. Decorate the sticks and the containers using coloured vinyl tape. Cut a slit in the tops to hold the craft sticks securely. Fill containers half full with rice, beans or beads. Replace the tops. Push in the craft sticks.

## STAND UP

This is a simple little game to get everyone warmed up. Two players sit on the floor back to back. Lock your arms at the elbows. Without using your hands or unlocking your arms, stand up.

Pretty easy, huh? Well try again, but this time with three people. Still too easy? Keep adding people, one at a time. See how many people you can work up to. It only counts if everyone can stand up!