

## HOPSCOTCH (game)

The **Bell**, also known as **riga**, **World** or **week**, is a children's game that can be played by one or more players.

### The path

To play hopscotch we must trace the path with chalk on the surface available.

The design varies but it is usually composed of a series of rectangular boxes with blocks with two lateral boxes. At the end of the path there is the base (it may be rectangular or semi-circular). The player must turn around to complete the path. Finally, boxes are numbered progressively.

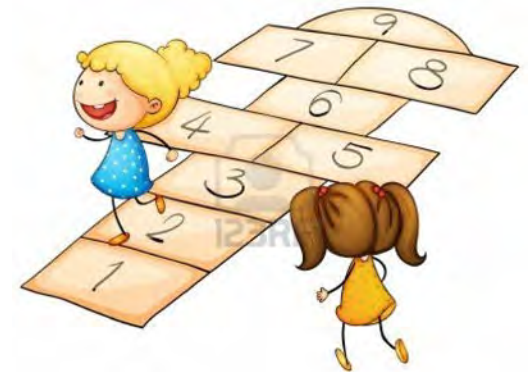
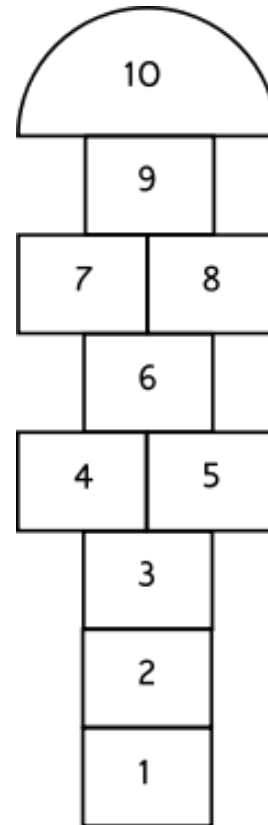
### How to play

The first player throws his mark (usually a stone or a [Cap of bottle](#)) in the first box. The stone must land inside the box without touching any line or bouncing out. The player then jumps from one box to another along the way, but without entering into the box where his mark is so he has to make a longer jump than usual.

You have to jump on one foot for single boxes while two blocks side by side let you place both feet (unless one of the two is occupied by the mark), allowing you to recover your balance. Once you reach the base you can stop and then turn round, making a half turn, and track back your steps always respecting the rule of single or double support feet depending on whether it is a single box or two boxes side by side. Once you arrive at the square with your mark you must collect it, without losing your balance, and complete the path back to the starting point. After successfully completing the round-trip, the player throws the mark in the box marked by number two and so on.

If the player touches a line, a box not due or loses balance, the turn passes to the next player. When it is his turn again, it will resume from the point at which it was interrupted.

The first player to complete one course for every numbered box wins the game.



## STATUES

### General rules

1. A person starts out as the "Curator" and stands at the end of a field. Everyone else playing stands at the far end (distance depends upon the playing area selected). The object of the game is for a "Statue" to tag the Curator, thereby becoming the Curator and resetting the game.
2. When the Curator turns their back to the field, and the "Statues" attempt to race across and tag the Curator.
3. Whenever the Curator turns around, the Statues must freeze in position and hold that for as long as the Curator looks at them. The Curator can even walk around the Statues, examining them. However, the Curator needs to be careful - whenever their back is turned, Statues are free to move.
4. If a Statue is caught moving, they are sent back to the starting line to begin again (or thrown out of that round, whichever way is preferred.) Usually, the honesty of the Curator isn't enforced, since being a Statue is more desirable.

## Un Due Tre Stella

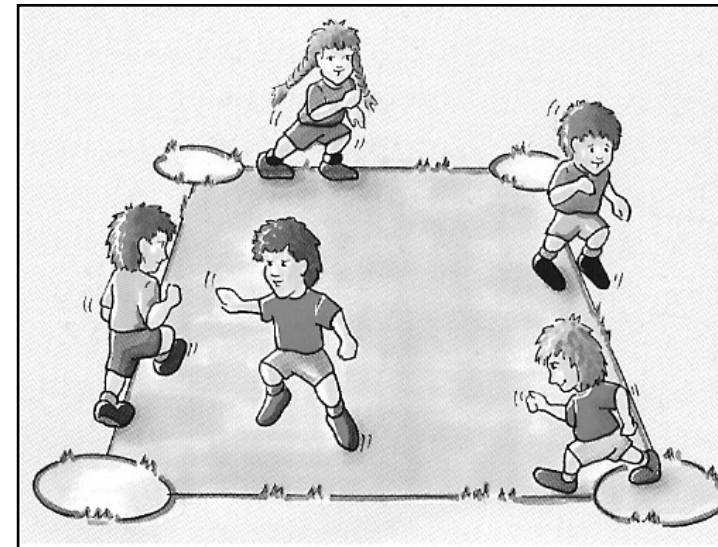


## LUCERNE

**Lucerne** is a traditional children's game, it is usually played outdoors or in a large room and there must be a minimum of five people.

### General rules

A player, usually chosen at random, is "in the middle." While others are in the four corners of the space that is more or less a square. The aim of the game is to swap places occupying the canton without being caught by those who are in the middle. Those who remain without a corner are "in the middle". If there are many players variants are possible by increasing the number of cantons and also increasing the people those who are in the middle.



## FLAG TAKER

Flag taker is a traditional game for children that is done outdoors or in a large environment. It is played by two teams with the same number of players, plus one additional person, the "flag carrier".

### General rules

The game consists of a person holding a flag between two rows of teams from the same number of players, which are numbered in ascending order (for example, 10 on one side and 10 on the other). The auctioneer (ie the one who holds the flag) yells a number, at which point the player on a team that has that number and the player on the other team with the same number run to reach the auctioneer first and steal the flag. The first player to take the flag and run to his "home" without getting caught by the other competitor has won and in doing so earns a point for his team



## HIDE AND SEEK

### General rules

One person is "IT" and "it" is the seeker, or the person who will look for the other players.

The person who is IT stands at the base (home).

IT covers their eyes or turns around.

IT counts to an agreed number, or recites a tune or particular words, while the rest of the players hide.

When the counting or rhyme is finished, IT says "Ready or not, here I come" or "Coming, ready or not" and runs to find everyone.

The people who are hidden remain hiding until they are found and the last one to be found is the winner.

### What you need

An open space with places to hide.

An agreed spot for the base or home.



## POISON BALL

This is a game for any number of people. It's usually played with a large ball, like a basketball and needs a big playing area.


1. Choose two people to go on each end. Everyone else goes in the middle.
2. The people on the ends take turns to throw the ball at the people in the middle. Anyone in the middle who is touched by the ball is out.
3. If a person on the end throws the ball, and someone in the middle catches it before it touches the ground, the person who caught it gets a life. This means that the next time they get hit by the ball, they don't have to go out. Each life can only be used once.
4. If a person on one end throws the ball straight to the person on the other end and he catches it before it touches the ground, he calls out "FREEZE!" and everyone in the middle must stop where they are without moving. They're not allowed to move again until the person on the end has thrown the ball.
5. The game continues until there is only one person left in the middle, or until everyone is out. The last two players to go out are on the ends for the next game.

### General rules

1. If you're in the middle and you get hit by the ball you have to go out, unless you have a life saved for yourself.
2. You can get a life by catching the ball when the person on the end throws it, without letting it touch the ground.
3. You can have more than one life. If you catch the ball three times in a row you get three lives.
4. When you get a life, you can choose to save it for yourself or give it to someone who's out. If you give it to someone who's out, they're in again, and come back into the middle.

# St. Patrick's Day

Let's sing together



Let's wear green and dance a jig,  
Let's wear green and dance a jig,  
Let's wear green and dance a jig,  
On St. Patrick's Day.

Let's find a shamrock with four leaves,  
Let's find a shamrock with four leaves,  
Let's find a shamrock with four leaves,  
On St. Patrick's Day.

Let's look for leprechauns on their way,  
Let's look for leprechauns on their way,  
Let's look for leprechauns on their way,  
On St. Patrick's Day.

Let's search for gold at the rainbow's end,  
Let's search for gold at the rainbow's end,  
Let's search for gold at the rainbow's end,  
On St. Patrick's Day.

**YOUR LOGBOOK...**

# COMENIUS PROJECT

## ITALIAN TRADITIONAL GAMES

