



Out into the sun!

Outdoor children's games

digital offer for creative learning

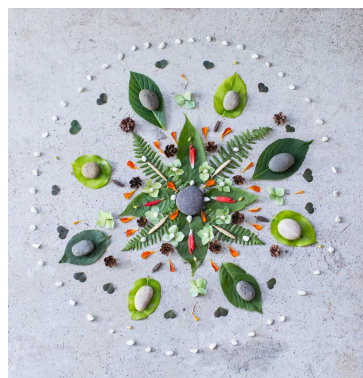
Now is the time of the year for the sun shining every day and alluring us outside. Out there, in nature it is warm – we can move freely, have space and can find nice flowers and stones, that can be used to create many beautiful things – natural mandala for example.

The mandala comes from the old Indian language Sanskrit and means „circle“. If you draw or create a mandala, you will come to peace. In the religion buddhism a mandala symbolises the universe. They're made up of many signs and lines and can come out quite diversely, as you can well see in the small images below.

Instruction:

When you're out on a little walk you can make a natural mandala. Collect things such as stones, twigs, leaves and lay them down on a lawn or on sand to form a circle. Pick one of your findings and place it in the middle of that circle. Now try and place down the leaves, the stones and fruit in a way that they point towards the middle. You're now done with your natural mandala! Leave it there so the next person passing by can be delighted about your beautiful mandala!

Children all over the world have always created fun games to play with friends outside. Fantasy still holds the best toys, right? On the following pages you will find instructions for games that are loved all over the world. Have fun playing them!





Language Hop

Sports games and cognitive training

Rope games are popular all over the world, particularly rope skipping. No matter if alone with a shorter rope or with friends and a longer rope, the idea stays the same: you skip the rope and shout a saying (pat-a-cake, pat-a-cake, bakers' man...). If you're using a saying or not, does not matter much, but why not count in foreign languages? Have you ever tried counting in Russian or Turkish? Try it out now, it's some fun and, by the way, you're learning a few words in a new language easy-peasily! .



	Deutsch	Englisch	Französisch	Russisch	Spanisch	Türkisch
1	Eins	One	Un	Adin	Uno	Bir
2	Zwei	Two	Deux	Dwa	Dos	Iki
3	Drei	Three	Trois	Tri	Tres	Üç
4	Vier	Four	Quatre	Tschtyri	Cuatro	Dört
5	Fünf	Five	Cinq	Pjat	Cinco	beş
6	Sechs	Six	Six	Scheßt	Seis	Altı
7	Sieben	Seven	Sept	Sem	Siete	Yedi
8	Acht	Eight	Huit	Woßim	Ocho	Sekiz
9	Neun	Nine	Neuf	Djewit	Nueve	Dokuz
10	Zehn	Ten	Dix	Djeßit	Diez	On
11	elf	Eleven	Once	Adinatzat	Once	On Bir
12	Zwölf	Twelve	Douce	Dwinatzat	Doce	On Iki
13	Dreizehn	Thirteen	Treize	Trinatzat	Trece	On üç
14	Vierzehn	Fourteen	Quatorze	tschityrnatzat	Catorce	On dört
15	Fünfzehn	Fifteen	Quince	Pitnatzat	Quince	On beş
16	Sechzehn	Sixteen	Seize	Schyßnatzat	Diecisiéis	On alti
17	Siebzehn	Seventeen	dix-sept	Simnatzat	Diecisiete	On yedi
18	Achtzehn	Eighteen	Dix-Huit	Waßimnatzat	Dieciocho	On sekiz
19	Neunzehn	Nineteen	Dix-Neuf	Diwitnatzat	Diecinueve	On dokuz
20	Zwanzig	Twenty	Vingt	Dwatzat	Veinte	Yirmi
21	Einundzwanzig	Twenty-one	Vingt et un	Dwatzat-Adin	Veintiuno	Yirmi bir
22	Zweiundzwanzig	Twenty-Two	Vingt-deux	Dwatzat-Dwa	Veintidós	Yirmi iki
30	Dreißig	Thirty	trente	Tritzat	Treinta	Otuz
40	Vierzig	Fourty	Quarante	Sorak	Cuarenta	Kirk
50	Fünzig	Fifty	Cinquante	Pidißjat	Cincuenta	Elli
60	Sechzig	Sixty	Soixante	Schißdißjat	Sesenta	Altmış
70	Siebzig	Seventy	Soixante-dix	Sjemdißjat	Setenta	Yetmiş
80	Achtzig	Eighty	Quatre-Vingts	Woßimdißjat	Ochenta	Seksen
90	Neunzig	Ninety	Quatre-Vingt-Dix	Diwinoßta	Noventa	Doksan
100	Einhundert	One Hundred	Cent	Sto	Cien	Yüz



Group games

Playing together

Playful social learning

While playing in groups, many things happen at once. We're allying, fighting for a common goal, we're quarrelling and reconciling, we learn losing and keeping on playing, and together we're excited about winning – the most important thing though is: fair play does always apply. Those who play fairly and justly, will win. Thus while playing we also learn a lot about life – how to behave and how to treat each other.

Instruction: When does the mouse get out?

This game is also known as Mačka i Miš in Croatia. The group forms a circle by holding hands while one child – the mouse – stands in the middle of the circle and another – the cat – outside of it. The cat tiptoes around the circle, stopping once in a while, tapping on some child's shoulder, asking: "When does the mouse get out?" That child tries keeping the cat away by making excuses such as: "The mouse is doing her gymnastics at the moment" or "The mouse is now brushing her teeth". Every child being asked by the cat can think of one excuse for themselves, each of which is being exercised by the mouse. At some point one child answers to the cats' question: "The mouse will get out at 5!" (or any other hour between 1 and 24). Now all the children in the circle swing their arms rhythmically counting up to the number that's been named. The cat will try to catch the mouse either inside or outside the circle while the children in the circle keep holding on to each other and try helping the mouse.

Instruction: Bia ka`any i gba òso

This game originates from Nigeria and reminds us of "Rotten egg/The fox goes 'round". In this version the children sit down in a circle, clapping their hands rhythmically onto the floor. One child, not to be seen by the others, follows that rhythm around the circle clockwise, finally choosing anyone child from the circle by tapping on its shoulder. This child jumps up trying to catch the first child that starts running around the circle trying to sit down in the empty spot without being caught. When caught, the child has to go for another round.



Group games

Playing together

Playful social learning

Instruction: Kabaddi

This team sport is originally from India, but it's known all over South and South East Asia. Mainly it's supporting self discipline, concentration and agility. For playing, you need to equal teams and a field with two halves, one of each to either team. Each team sends one child – called the raider or thief – into the other teams' half. The raider has to hold his or her breath, permanently shouting "kabaddi, kabaddi!" and tapping out as many players of the opponent team as possible. He/she can only take a breath when in their own half of the field. The opponent team will try to keep the raider from returning to the other side. If the raider takes a breath in the opponent teams' half, it's one point to that team. If the raider succeeds instead tapping out players from the opponent team and returning to his/her own half, his/her team will get as many points and players caught.

Instruction: Hocus Pocus Cats

In this game, every child has to move (and it's still fun 🐾🐾): One child is the magician who has to try tapping the others who in their turn try evading being tapped. If he/she succeeds tapping another child, that child will become a cat and has to crawl on all fours. Now the cat/cats can help the magician, of course. Every child having been tapped will become a cat. The game is over, once the magician has succeeded transforming all children into cats (with the help of his cats).