



ERASMUS + PROJECT
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LEARN TO PLAY“
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FOLK GAMES AND TOYS AROUND EUROPE



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Ethnic culture

Ethnic culture includes the sum of cultural properties created by the entire nation (ethos) over hundred of years, passed from generation to generation and constantly renewed, which makes it possible to preserve the national identity, consciousness and uniqueness of the community/ region.

It is the foundation for the existence and strength of the nation.
Ethnic culture can be discussed in such aspects as

National identity and self awareness

Tradition

Innovation

Values and ethics

Material and non material cultural heritage
Connections with the nature, etc.

Sometimes it is supposed that ethnic culture is related to and based only on the concepts, ideas and elements of the previous generations. Therefore ethnic culture is enclosed and stagnant system losing its importance and attractiveness for the wide audience.

In fact ethnic culture is a living organism changing after the circumstances, events and challenges of nowadays.

There is a very clear proportion between the tradition and innovation in ethnic culture of nowadays.

Refusing and declining outdated traditions and practices ethnic culture incorporates and adapts the new ones strengthening national self-consciousness and identity.

Vitality and active practising of the elements of ethnic culture among the people depends on its internalization through the various levels of the modern life including such aspects as politics, culture, ethic norms and rules, personal attitudes and interests, etc.

Ethnic culture combines the heritage of the generations and so called “living” tradition and practice.

Cultural heritage covers a large field of values, objects and places containing and representing enduring value, having historical and cultural significance or another form of worth that is expected to last well into the future:

Architecture, including small architecture

National cuisine

National costume

Fine arts and handicrafts

Songs and dances

Music and musical instruments

Legends, myths and fairy tales

Sayings, riddles and rhymes

Games

The “living” tradition and practice ensure continuity of the ethnic culture in daily life of the people.

It is based on 3 main aspects: to know and cognize the heritage to personalize and value it, to include the particular elements in the daily life.

Unfortunately nowadays the practice of the traditional values and elements often takes just formal way without touching meaningful fields of the personal life.

The meaning of the traditions is missing year after year. Without meaning they seem “empty” and “outdated”.

Children and youth need help to interpret the symbols and customs getting acquainted with them and practising them.

ETHNIC CULTURE AND GAMES

Folk games is a part of ethnic culture very important for the children socialization.

They realize such functions as

Learning of the rules and values

Entertainment

Leisure activity

Enrichment of the inner world

Building up the groups

Strengthening ties in the community

Improving physical coordination and fine motor skills

Developing language skills

The folk games are rather simple not requiring special skills or tools.

Usually an unlimited number of the players can take part in these games.

The folk games contain a secret power: they share the experience of the generations.

They improve the linguistic skills and train the brain and mind developing imagination, memory, attention, ability to focus, sense of rhythm, etc.

The folk games teach to keep the rules, communicate and collaborate and overcome the obstacles.

Folk games cover a large field of the activities including

Counting out rhymes

Nursery rhymes

Imitation games

Role playing games

Dancing games: circles and roundelays

Trick games

Seek and hide games

Races and other sports games, etc.

NURSERY RHYMES WHILE PLAYING THE ANGER GOES AWAY

Each child, baby and newborn is a miracle of this world. There can be found the image of the cradle in the centre of the world in the folklore.

Starting with the first days of life there are the special games – nursery rhymes – to calm down the kid, make fun for him and build up the first interpersonal ties.

They are short in their duration and include simple movements (using fingers, claps, rocking on the knees or legs, etc.) and text.

The adults touch, fondle and talk with the babies playing the nursery rhymes. They tickle and rock them clapping the palms and bending the fingers.

The babies and kids learn to focus their attention, explore the surrounding environment, develop gross motor skills, etc.

**IF YOU GET BORED YOU WILL NOT RELAX AND
TAKE REST**

When you are a child the world seems full of colours, sounds and miracles. Each day brings new adventures and discoveries.

Children believe in miracles but on the other hand they understand simple and concrete things from their environment and involve them to their activities and games in particular.

**FOLKLORE IS THAT PLACE WHERE COMMON
OBJECTS FROM EVERYDAY LIFE ARE COLOURED BY
PHANTASY AND IMAGINATION**

The names and content of the folk games reveal the roles for children to take on participating in them:

cats, mice, wolves, geese, sparrow, sheeps, clover, willow,
etc.

That means the children personalize themselves as a part of surrounding nature and environment. Through such games they start

to learn the basic principles of nature and everyday life realizing the strong mutual connection between human being and nature.

PLAY, DANCE AND LAUGH: SHOW WHO YOU ARE IN TRUTH

Imitation and role playing games connected with the storylines help children to learn and perform various actions on themselves as well as involving others.

In a funny way children get acquainted with the surrounding environment, daily routine, roles in the community, etc.

They practice to build up the personal ties, take the specific responsibilities and respect the others.

Folk games – circles or roundelays help to train physical coordination and fine motor skills.

Through such games children are taught to work under the common rhythm listening to each other and coordinating the movements for the collective performance.

Trick games and jokes help to relax and have fun as well as train your brains and motor skills.

In addition such games teach to make fun in appropriate ways avoiding teasing and mocking which could hurt other persons.

PERSONS WHO KNOW HOW TO WORK ALSO KNOW HOW TO MAKE FUN

Physical and exercise games help to improve physical coordination as well as strength.

Taking part in such kinds of games children learn to work in groups, taking turns, help each other and take the roles of the leaders.

Hide and seek games, races, various games with the balls, etc. are included in this category of the folk games.

FOLK GAME AS A TOOL FOR EDUCATION

The folk games combine the cognitive and developing elements with the fun and playful elements.

Analyzing the folk games in such aspect it is possible to define 4 main parts of the game:

- educational task
- rules of the game
- play actions
- result of the game

Such structure can differ a little bit because of the type of the game maintaining the common features.

The educational task usually is hidden in the content of the game and realized through the play actions (e.g. to learn the names of the particular plants, animals, etc., to focus the attention, to make turn, etc.)

The rules of the game specify the actions and ways how to play.

They discipline the players and teach self-control.

The rules design the frame for the game without restriction and limitation.

There is left a wide field for the creativity and freedom of the actions.

Through the play actions the players practice and improve various skills achieving the particular result.

Depending on the type of the game there are individual or collective actions to achieve the goal.

Because of the wide range of the types and content the folk games can be used as an educational tool in the various classes (e.g. Physical education, music, languages, etc.) especially for the Primary school students.

Involvement of the folk games in the teaching and learning environment also helps children to get closer to the ethnic culture.



TURKISH FOLK GAMES

MENDİL KAPMACA GRABBING THE HANDKERCHIEF

Objectives:

To develop the physical activities, swiftness among kids, and to increase the collaboration among them

Number of players:

5,6 or more

Materials:

A piece of cloth, or a handkerchief

The children divide into two equal teams. Each player has a number. The “judge,” sitting in the middle of a circle holding a handkerchief, calls the players by numbers. One of the most common bluffs used in the game is to make as if one will grab the handkerchief, and allow the opponent to catch the handkerchief and catch him. Whichever team succeeds in grabbing the handkerchief the most times, wins the game. The losing team is “punished” by being made to carry the other children on their backs, sing a song, or forced to do some ridiculous act. Sometimes the winning team gets a prize put in the center. This game is played between 2 kids also in some regions. the one who grabs

the handkerchief first and go to his team's place without being caught wins the game.

KÖREBE BLIND KID (BLIND MAN'S BLUFF)

Objectives:

To develop collaboration among kids, to increase personal confidence, and to rise up perception, to have fun with friends.

Number of players:

5,6 or more

Materials:

A piece of cloth

In Turkish, the word for "it" is ebe; literally, "the midwife." The player to be "it" is chosen with the following rhyme: "I peeled an orange, and put it by my pillow, I thought up a lie, Duma duma dum"

The "blind midwife's" eyes are bound with whatever piece of cloth is available. The players draw a large circle out of which none of them may exit. As they walk around the blind midwife, they sing this song: "We sing a song and walk around, Go on, guess who we are! With your cane, blind midwife Show us who we are!" The children also try and get the "midwife" made by saying "beni ebelesene, beni ebelesene" (why don't you turn me into a midwife?). If the blind midwife gets too close to the edge of the circle, the players warn "her" saying "don't go there, it's dangerous." Whoever the blind midwife catches, he/she must then identify with eyes still bound. Whoever the midwife identifies, become the next "blind midwife."



FIVE STONES--- BEŞ TAŞ

Objectives:

To develop the swiftness by hands, and to develop the awareness and focus onto certain materials.

Number of players:

2 - 3

Materials:

Five round stones

Stones are left free on the table . Player selects appropriate stone. Player throws chosen stone into the air and catches one stone from table then catches chosen stone.. Process continues until the end of the last stones. If you can not get the stone thrown into the air or one of the stone touches another stone, player will try again after the other players playing • Stones are left free on the table. Player selects appropriate stone. Player throws chosen stone into the air and catches two stone from table then catches chosen stone. • Stones are left free on the table. Player selects appropriate stone. Player throws chosen stone into the air and catches one Stone from table then catches chosen stone. Player selects appropriate stones. Player throws chosen stone into the air and catches three Stone from table then catches chosen stone • Stones are left free on the table . Player selects appropriate stone. Player throws chosen stone into the air and catches four Stone from table then catches chosen stone. • Stones are left free on the table. Player does bridge with fingers. Player selects appropriate stone. The other player chooses one Stone which will be played at the end ..Player throws chosen stone into the air and throw one Stone into the hands bridge then catches chosen stone. Player have two chance to



do this. Process continues like this for every stone. If you can not get the stone thrown into the air or one of the stone touches another stone, player will try again after the other players playing Finally, All of the stones in the palm of player's hand, throw up and catches Stones with palm reverse. Player wins the game who catches much Stone.



YAĞ SATARIM BAL SATARIM DROP THE HANDKERCHIEF

Objectives:

To develop collaboration among kids, to increase personal confidence, and to rise up perception, to have fun with friends.

Number of players:

10 or more

Materials:

A knotted handkerchief;

This is a group game played outdoors. A player stands. The others make a circle around him or her and crouch down. The standing player holds a handkerchief in his (her) hand and turns around the circle by jumping and singing the melody of the game. The words of the melody are like this: I sell oil, I sell honey, my chief is dead, I sell them, Color of my chief is yellow, if I sell it's fifteen liras, Zumbak, zumbak, turn your back and look careful Crouching players in the circle also sing and clap their hands with him. In the middle of the song, the turning first player puts the handkerchief on one of the player's backside. If the other player realizes the handkerchief at his backside, immediately takes it and runs after the first player to catch him around the circle. If he can catch the first player before finishing his one full tour, he hits his back by handkerchief and the first player doesn't change and continues his turn. But if the crouching player can't catch the first player before finishing his one full tour, the first player

changes and the crouching player becomes the first player. And the game goes on like this.

AÇ KAPIYI BEZİRGANBAŞI-- OPEN THE DOOR, HEAD MERCHANT

Objectives:

Developing physical movements, directed warm-up and motivation movements.

Number of players:

5 - 6

Materials:

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It's an outdoor game of minimum 10 players and without any instruments) How to Play: Two players are selected by the other players as "it"s. The selected two players choose names for themselves from fruits or from flowers or from trees etc. and they don't say these names to the others. The selected players turn face to face and hold their hands up. They begin to sing the melody of the game. The other players make a line and pass one by one under their arms. The words of the song are like this: Open the gate Merchant's Chief, What will you want for opening of the gate? Let the one behind me be a memory After finishing of the melody, the two players begin to catch the other players in the line one by one by counting: "First rat", "second rat" and "the third rat is captured in the hole". Then they secretly ask the third player to choose one of the names that the two players have. The third one makes his decision, after that, makes a line behind the player according to his/her choice, and the game goes on like this. After finishing of the last one, the two players have their teams in line behind them. Then they draw a line between teams at ground, and the two groups in lines begin to try to pull the other group to their side. The team which manages to pull the other one to their side will be the winner.

KUTU KUTU PENSE-"RING AROUND THE ROSIE"

Objectives:

To develop collaboration among kids, to increase personal confidence, friendship, to have fun with friends,

Number of players:

6 - 8

Materials:

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"Ring a Ring o' Roses" or "Ring Around the Rosie" or "Ring a Ring o' Rosie" is a nursery rhyme or folksong and playground singing game. This game is played in a large area. There is no material for it. Players clasp and form a circle. They start to rotate. When they rotate, they say 'kutu kutu pense elmamı yerse arkadaşım (a name of the kids playing) arkasını dönse ' They say one of the player's name. Whose name is said, he/she returns and the game continues until the last player.

"Kutu kutu pense, elmamı yerse, arkadaşım Meltem arkasını dönse!" "Ecoutez écoutez pensez"