

TYPICAL POLISH GAMES

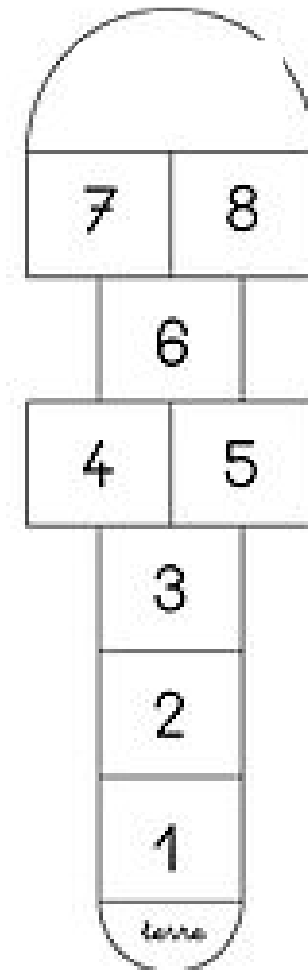
CANDY TAG

- One person is selected from the participants who becomes "candy tag"
- "candy tag" says: "berek candy is looking for color ..." and mentions some color, e.g. red
- The other participants run around, quickly looking for red to touch it
- It can be a red brick, an apple, a red blouse for one participant, etc.
- "candy tag" must quickly catch up and touch the chosen participant before he touches the red element. A caught participant now becomes a candy tag. If "candy tag" doesn't catch anyone, he exchanges the color again.

HOPSCOTCH

Draw the same 8 squares on concrete by chalk, and finally a semicircle. Just like the picture beside. The fields are filled with numbers from 1 to 8. The field to play is ready!

The game starts the person who first goes to the field marked 1. But the task is difficult - when we throw a rock, we are facing back to the hopscotch. A person who manages to throw a rock to the first field can start. On one leg (or maybe two) he jumps in all fields (he stands apart in a double field). When jumping you can not be shaken - then there is a leap and you have to start everything from the beginning. After completing the first round, rock hit the field with "2" etc.. The game lasts until everyone is done or bored:



RUBBER BAND ROPE JUMPING

- two children put on rubber on the torso (recently on sale it is special) and stand at a distance from each other, and a third jumps through this rubber at different heights.



CAPS

- Players draw a track on the pavement by chalk, along which they move with their caps. On the route there are various obstacles - such as embankments, rocket launchers, fallen branches - everything, of course, must be imagined. The player can click his cap 3 times in one turn. If it falls off the track - it returns where it started its turn.





BALLOON GAME

This game is so simple. You just need balloon and – of course - windless weather. You set the rules yourself. You can play up to 10 points. Having fun is the most important thing.

BLIND MAN'S BLUFF

- The kid, who is blind man has got a scurf on eyes. The kid is standing in the middle of circle, spins them around and says a poem. Then other kids run away and this one kid has to catch one of them. Then this kid becomes blind man's.



A photograph of a child in a red long-sleeved shirt hiding behind a tree trunk. The child's back is to the camera, and their arms are pressed against the bark. In the background, another child in a blue and green striped shirt and red pants is running across a grassy field. The scene is outdoors with several trees.

HIDDEN

- The rules are easy. One kid is looking for others – it can't see you! The greatest fun is when you're outside.

FORM OF TAG

- One child is a tag. Other kids are running away. If you were caught – now you're a tag. There are many types of tag, for example when tag catches you, you're frozen. When other kid touches you, you aren't frozen anymore. The game wins kid, who stay the longest.



HARE AND HOUNDS

- It's kind of simple outdoor game for children and teenagers, often organized at scout camps. One group escapes, leaving arrows, traces and tasks to solve (lists) along the way, while the other group must catch it. At the end there may be a hidden treasure.

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