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**GAMES ALWAYS MAKE EVERYONE SMART. THE CULTURE OF INCLUSION
IN EUROPEAN CITIZENSHIP: BY PLAYING WE INCLUDE**

TRADITIONAL GAMES

**ȘCOALA GIMNAZIALĂ „ECATERINA TEODOROIU,”
BRĂILA - ROMÂNIA**

THE DUCKS AND THE HUNTERS. RATELE ȘI VÂNĂTORII

1. Number of players: minimum eight
2. Players age: seven and up
3. Where to play: outdoors, in large spaces
4. Materials: a ball
5. Rules:
 - choose two hunters and other children are ducks;
 - each duck has three lives;
 - when the hunters hit a duck he/she loses a life;
 - wins the duck that remains the last.



FLOWERS, BOYS OR GIRLS, MOVIES AND SINGERS. FLORI, FETE, FILME SAU BĂIEȚI

1. Number of players: minimum five, two teams;
2. Players age: seven and up;
3. Where to play: outdoors or indoors;
4. Materials: no materials needed;
5. Rules:
 - Team A choose a letter(a to z);
 - Team B must answer on each topic (a kind of flower, a name of a boy, a girl, a title of movie or a name of a singer or a pop/rock band) starting with the chosen letter.



HIDE AND SEEK. ASCUNSELEA

1. Number of players: minimum five;

2. Players age: seven and up;

3. Where to play: outdoors;

4. Materials: no materials needed;

5. Rules:

- First you pick someone to be the person to seek;
- He/she counts with the eyes closed at the „base” while the rest of the players hide;
- After the player who seeks finishes counting he/she has to find the others.
- The first who is found will seek next round.



THE BLIND-OLD-WOMAN. BABA OARBA

1. Number of players: minimum five
2. Players age: seven and up
3. Where to play: outdoors, in large spaces
4. Materials: a scarf
5. Rules:
 - one kid gets his eyes covered with the scarf and tries to catch the others
 - the kid who is caught becomes the Blind-Old-Woman



HOPSCOTCH. \$OTRON

1. Players number: minimum two;
2. Players age: seven and up;
3. Where to play: outdoors;
4. Materials: a crete, a stone;
5. Rules:
 - draw a hopscotch with the crete;
 - a player must throw the stone on a number and jump in one leg to the number where the stone is.
 - the child comes back and gives the stone to the next player

