

Integration Games



Shall we play a game? Erasmus+ project

A collection of Integration games from Croatia, Italy, Poland, Portugal and Turkey as one of the final results of the Erasmus+ KA229 exchange of good practices school project entitled "Shall we play a game?" 2020-2023

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Games from POLAND



The bottle: Question or task

All participants sit in a circle. One person spins the bottle inside the circle. The person the bottle stops at has to do a task. After answering/ doing the task this person spins the bottle and reads a question or a task for somebody else.



Games from POLAND



Robin Hood

One person standing inside a circle turns around with a bow, then stops, says “Robin..” and tries to shoot someone. The chosen person has to sit down quickly to miss the arrow. Then 2 people standing on his left and right side say to each other: “Hood”. The person who’s quicker wins.



Games from POLAND



Conductor

Everybody stands in a circle. 1 person leaves the room. A chosen person shows a movement that everybody copies. The person that was outside has to guess who it is.



Games from POLAND



Fruit salad

Participants stand holding Klanza scarf. The leader says the names of fruits and participants who are holding colours of those fruits run under the scarf and change places, When the leader says "fruit salad" everybody runs under the scarf and change their places but the scarf can't fall on the floor.



Games from CROATIA



DON MARION-a song

Don marion son

flero,marion,marion.leo,leo,dil,dil,dil oh 1,2,3.

Students sing in the circle holding their hands. They transmit with hands the clap from one to another. The last person who is hit by the previous one should leave the game.

People will live

There will be talking cars.

Build colonies on Mars.

People won't eat meat at all.

will find cure for AIDS.



Games from CROATIA



ZUJA

Students are in a position of a half of a circle and only one student is in front of the others in a position that can't see the others holding his one hand in front of his eyes and the other hand below his other arm. The other students, but only one of them, touch his hand. The student who is in front of them should guess who touched his arm.



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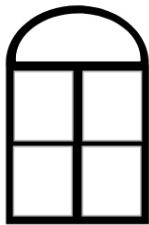
Games from Turkey



The Curtain Game

Students make two teams.

A group splits into two. some of it goes to the end, the other part goes to the head. Members of the other group line up. The teacher gives a word or sentence to some of the group on the side. Their task is to announce this word or phrase to the other party. But meanwhile, the group in the middle is making noise to prevent the task. If the first group manages to tell the given word across, they win.



Games from Turkey



Meeting with Friends Game

Actually, this is a meeting and memory game. It is also a very fun warm-up activity in your new classes. Students stand up and form a circle. Each student chooses a word that starts with the first letter of their name. Says the word and name. Like **O**range **O**zlem or **K**eyboard **K**asia. Each student takes turns saying their own word and name. After a round is complete, students are asked to count the word and names of their friends. Whoever gets the most correct, wins the game.



Games from ITALY



MUSICAL STAIRS game

The group consists of ten or more people. Children sit on chairs in a circle. When the music starts playing, the children get up and walk around until the music stops, when they have to sit in the nearest chair. However, one chair is missing and is removed for each round, leaving a player with no seat and 'out'. The last player left is the winner of this game.

Games from ITALY



CATCH THE FLAG game

Catch the Flag or handkerchief game is one of the most famous games for children that can be played outdoors. you will need:

1. A cloth handkerchief or napkin.
2. An educator / referee who keeps a handkerchief (flag bearer).
3. Two teams of kids competing for the handkerchief (teams with the same number of players).
4. An open space devoid of any kind of obstacle.

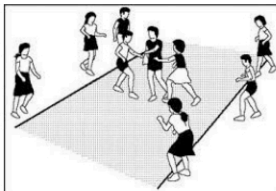
The two teams of players are arranged in two parallel rows and each participant is assigned a number, the numbers assigned must be progressive starting from one.

In front of the two Indian rows of players there is the flag bearer who with one arm stretched forward holds a handkerchief dangling with two fingers. At this point the flag bearer calls a random number among those assigned to the members of the two teams. The players called into question (corresponding to the number called) run towards the flag with a very specific purpose, to take the flag and return to their station. In this case a point is scored for the team of the player who brings the flag to "base".

However, it is also possible to score a point by touching the player who steals the flag and is running towards the base. The game therefore takes place using skills of speed and dexterity (stealing the flag) but also calm and coolness as many times it is easier to wait close to the flag for your opponent to steal it and then touch it and receive the point.

If a player voluntarily touches the opposing player before the flag is taken, he will automatically give the point to the other team.

The team that reaches the most points wins, usually the maximum limit is 10.



Games from Portugal



The Wink Murderer

Wink murder can be played with 10-30 people, any more and the game can take too long, any less and the game becomes too easy.

Students should imagine that they are in the hospital emergency room. They should select at random a small paper where it is written the role they have to play in the game. (e.g. " you are a nurse", " you are waiting for your wife to give birth", " You have broken your arm", " you are the murderer"...)



When the game starts, all the players start to walk around the room. It's the task of the 'murderer' to catch eyes with a player and wink at them, eliminating them from the game. When a player gets winked at, they must 'die' as dramatically as they see fit and leave the game. It's the role of the players to identify who the 'murderer' is and to make an accusation. When a player wants to make a guess, they say "I accuse [name]." The accusation must be supported by at least one other player by saying "second". If the accusation is wrong, the two players that made the guess must 'die' and leave the game.



Games from Portugal

The Translator



Two students from different countries come to the stage and one of them talks about a given subject in her/his language and the other one tries to translate to English.

Suggestions:

What did you do yesterday?

What do you do during New year's Eve?

Tell me about the first day you travel by plane.

The first time you asked your mum to go out at night.

Talk about your school, country, family.

Where did you spend your last holidays?

Describe the place where you live.

Tell me the story of a movie you have recently watched.



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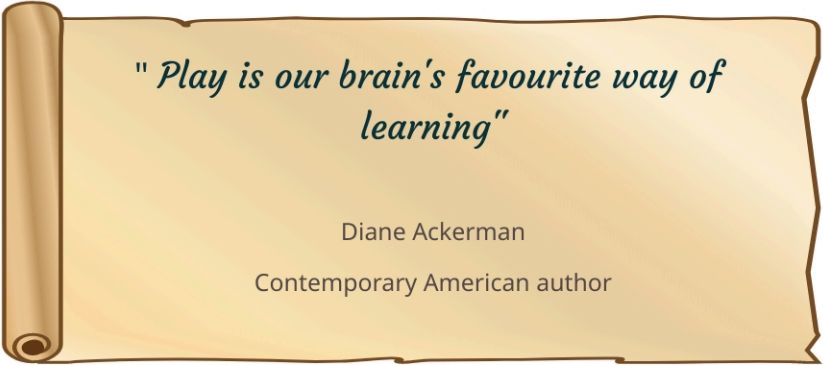
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*For further information, please visit the website
of our Erasmus+ project:
<https://shallweplayagame.eu>*





" Play is our brain's favourite way of learning"

Diane Ackerman

Contemporary American author

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