Traditional games

Sheet 10

Catching seven pieces

Origin: China

Originally played using small 2.5 cm rice bags or pebbles. This game is similar to ‘Jacks’ or ‘Knucklebones’.

Players: Groups of two or more

Equipment: Seven pieces

Rules:

1. The player holds all seven pieces in one hand and drops them onto a surface. Pieces should not be touching.
2. The player then picks one of the pieces and tosses it in the air, grabbing another piece from the surface with the same hand.
3. The player must then catch the original piece before it falls back to the surface.
4. Next, still holding the two pieces, the player throws one piece into the air and picks up another piece off the surface, catching the original piece as before.
5. The difficulty occurs when the player is holding more than one piece in their hand.
6. A player has 60 seconds to pick up as many pieces as possible. If a piece is dropped, they start over from the beginning but the timer is not reset.

Catching seven pieces is a traditional game from China. Reference: http://www.activityvillage.co.uk/catching-seven-pieces

Shuttlecock

Origin: China

Traditionally used as a kicking game in China.

A shuttlecock is a flying object made out of feathers.

Players: Single player/two players or groups

Equipment: One shuttlecock

Rules:

1. Throw the shuttlecock into the air.
2. The player must keep the shuttlecock in the air using only their palms.
3. To increase difficulty the player can try using only their feet or knees.
4. In pairs or groups, pass the shuttlecock between players.
5. The shuttlecock must stay in the air for 60 seconds.

Shuttlecock is a traditional game from China. Reference: http://www.activityvillage.co.uk/shuttlecock-games

Sheet 10

Ohajiki

Origin: Japan

Originally a game for girls.

Players: Two players

Equipment: Small coin-sized pieces called *ohajiki*. These were traditionally pebbles or glass, but marbles or counters can be substituted

Rules:

1. All players put down the same number of pebbles on a flat surface.
2. Player 1 then picks up all the pebbles with one hand and scatters them.
3. Player 1 points to a striking pebble and a pebble they will strike.
4. If the player hits the identified pebble with the striking pebble, they keep both pieces.
5. If they do not hit it, it is the other player's turn.
6. The player with the most pieces after 60 seconds wins.

Ohajiki is a traditional game from Japan. Reference: http://web-japan.org/nipponia/nipponia26/en/topic/

Kendama

Origin: Evidence suggests it came to Japan from China.

Traditionally, *Kendama* is played using a wooden toy that has a ball with a hole in it, a cup and a pointed tip.

Adapted game: Cup with a ball attached by a string

Players: Single player

Rules:

1. Players flick the ball so it lands in the cup.
2. Players have 60 seconds to get the ball in the cup.

Kendama is a traditional game from Japan. Reference: http://web-japan.org/nipponia/nipponia26/en/topic/topic01.html