



Traditional Games Exchange

A cross-cultural playbook
of childhood heritage.

COUNTRY:
TÜRKİYE (BODRUM TEAM)

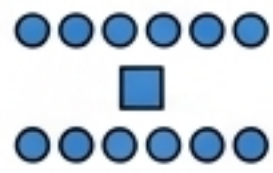
ORIGINAL NAME:
MENDİL KAPMACA

ENGLISH NAME:
HANDKERCHIEF CATCHING

EQUIPMENT:
1 HANDKERCHIEF

1

STEP 1: SETUP



Form two equal teams facing each other in parallel lines. Number each player identically on both sides (1, 2, 3...).

Place a handkerchief exactly in the middle.

2

STEP 2: ACTION

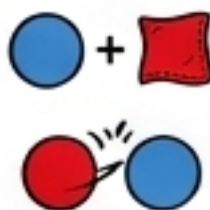


The leader calls out a number loudly (e.g., "Number 4!").

The matching players from both teams sprint to the center.

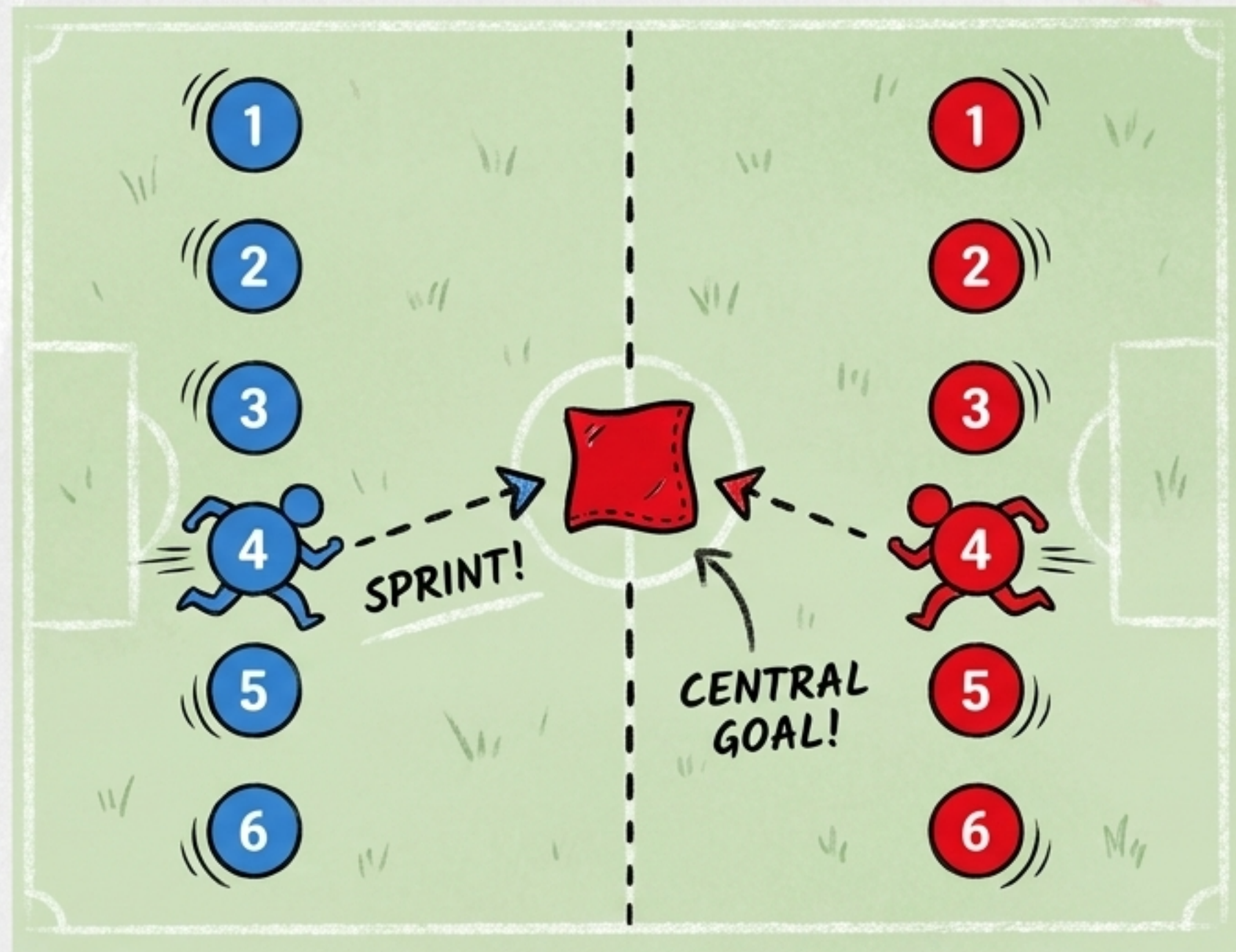
3

STEP 3: OBJECTIVE



Snatch the handkerchief and return to your team line safely to earn 1 point.

If the opposing player tags you before you reach your line, their team gets the point.



PLAYBOOK DIAGRAM: NUMBER 4 CALL

Stats Bar

COUNTRY:
CROATIA

ORIGINAL NAME:
KOTRLJANJE KOLUTA

ENGLISH NAME:
HOOP ROLLING

EQUIPMENT:
WOODEN OR METAL HOOP,
STICK (ARM'S LENGTH)



1

SETUP

Place the hoop upright on the ground. Hold the stick ready.



2

ACTION

Give the hoop a gentle push with the stick to start it rolling. Run or walk behind it, using light, rhythmic taps to control its direction and speed.



3

OBJECTIVE

Keep the hoop moving along a designated path, navigate an obstacle course, or race friends to see who can go the farthest without letting the hoop fall flat.

Stats Bar

Country:
Romania

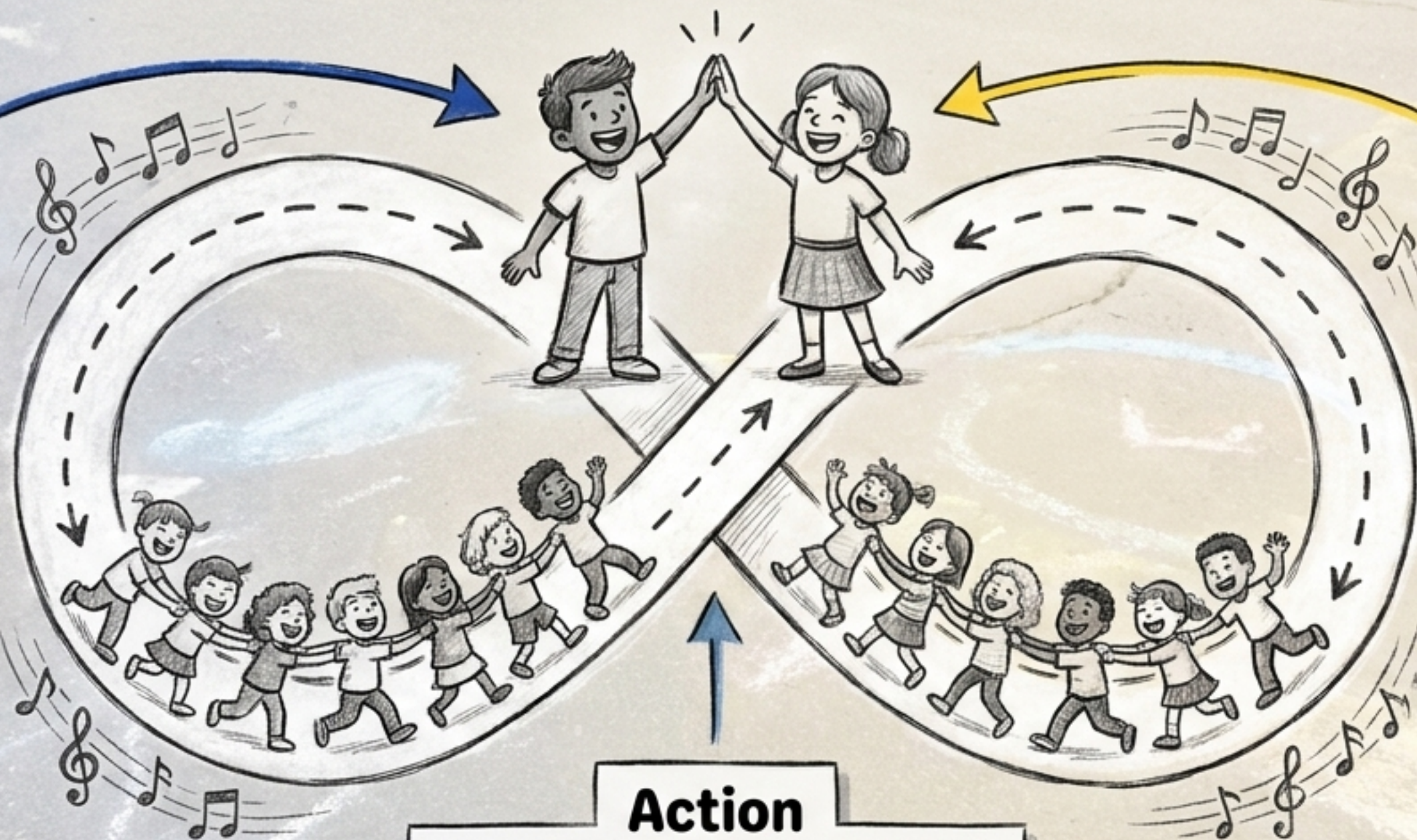
Original Name:
Podul de Piatră

English Name:
The Stone Bridge

Players:
6-30 students

Setup

Two students stand facing each other, holding hands up high to form a "bridge." The rest form a "train" by holding the shoulders or waist of the person in front.



Objective

On the absolute last word of the song ("before!"), the bridge quickly lowers. The student caught underneath must now join the bridge or form a new one, continuing the cycle.

Action

The train walks continuously under the bridge while everyone sings the traditional song ("The stone bridge has fallen down...").

Stats Bar

Country:

Croatia



Original Name:

Ide Maca Oko Tebe

English Name:

The Cat Walks
Around You

Focus:

Motor skills and physical fitness
without equipment

1. Setup

All players sit in a circle. One designated runner stands outside the circle.

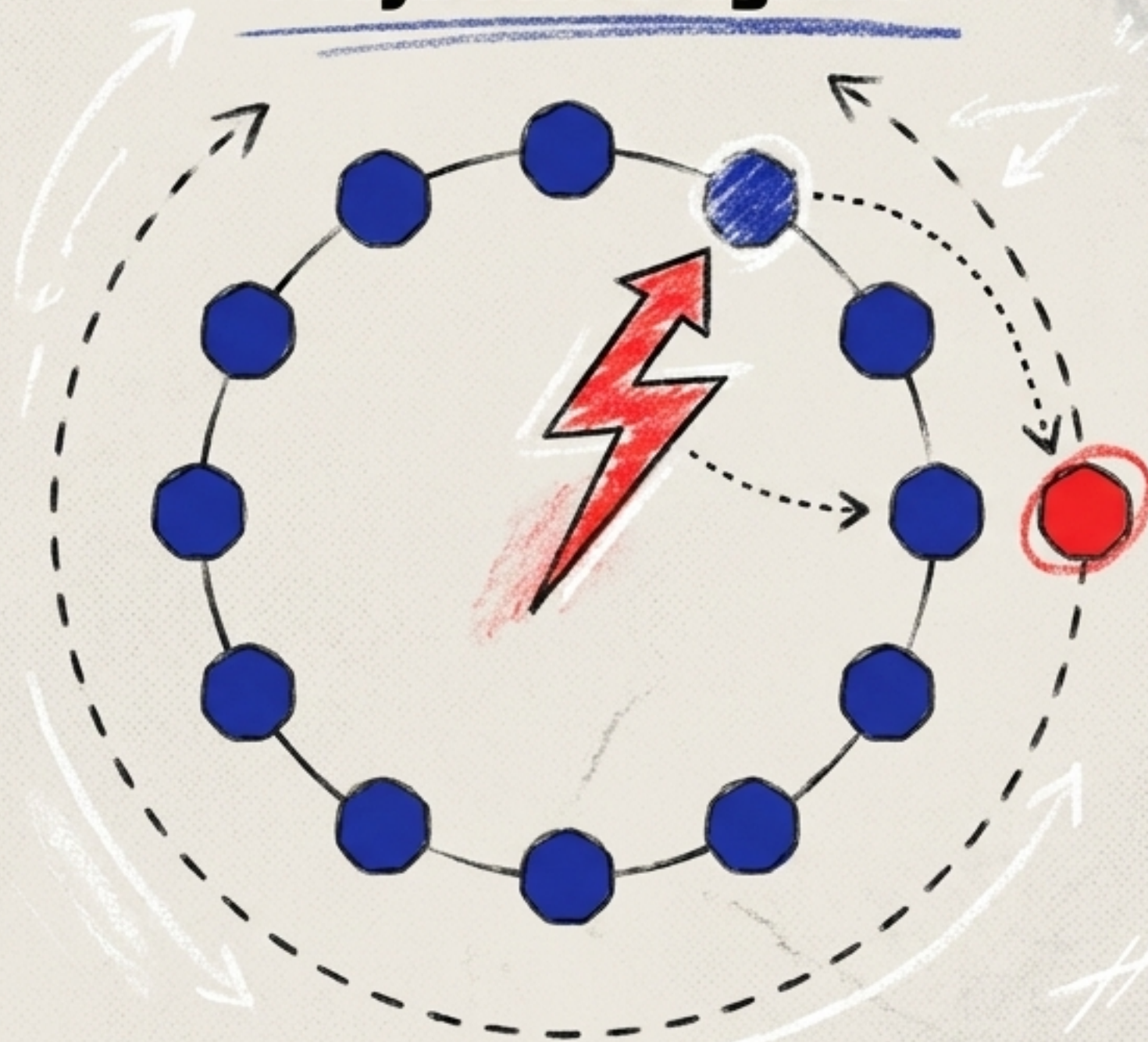
2. Action

The runner walks around the perimeter, gently tapping each seated player on the head and saying "duck."
Everyone sings the traditional rhyme.

3. Objective

At any moment, the runner taps a head and shouts "goose!" The chosen player must immediately stand up and chase the runner around the circle. If the runner reaches the empty spot first, they are safe, and the chaser becomes the new runner.

Playbook Diagram



COUNTRY: TÜRKİYE (ANKARA TEAM) | ORIGINAL NAME: YAĞ SATARIM BAL SATARIM | ENGLISH NAME: SELLING OIL, SELLING HONEY | EQUIPMENT: SMALL CLOTH OR HANDKERCHIEF, 10–25 PLAYERS

SETUP

Players sit in a circle. One 'it' player walks around the outside holding a cloth, singing the traditional rhyming song.

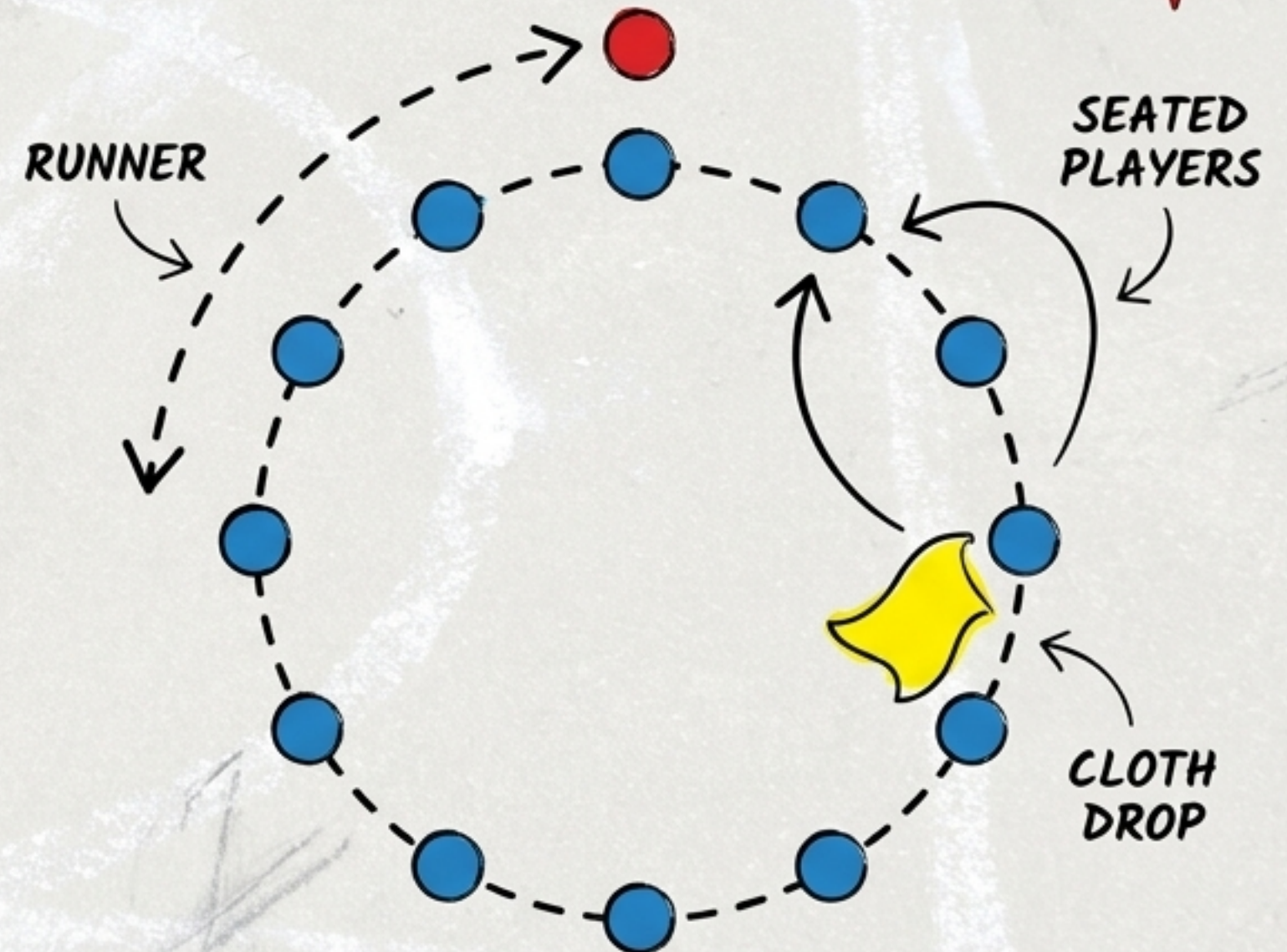
ACTION

The 'it' player secretly drops the cloth behind a seated player. Crucial Rule: Seated players must not look back while the cloth is being dropped.

OBJECTIVE

If the seated player notices the cloth behind them, they must leap up and chase the "it" player. If the "it" player successfully completes the lap and takes the empty spot, the chaser takes over as the new "it".

PLAYBOOK DIAGRAM



Stats Bar



Country:
Italy

Original Name:
Delta

English Name:
Delta

Equipment:
Chalk to draw, 1 walnut per player

1. Setup

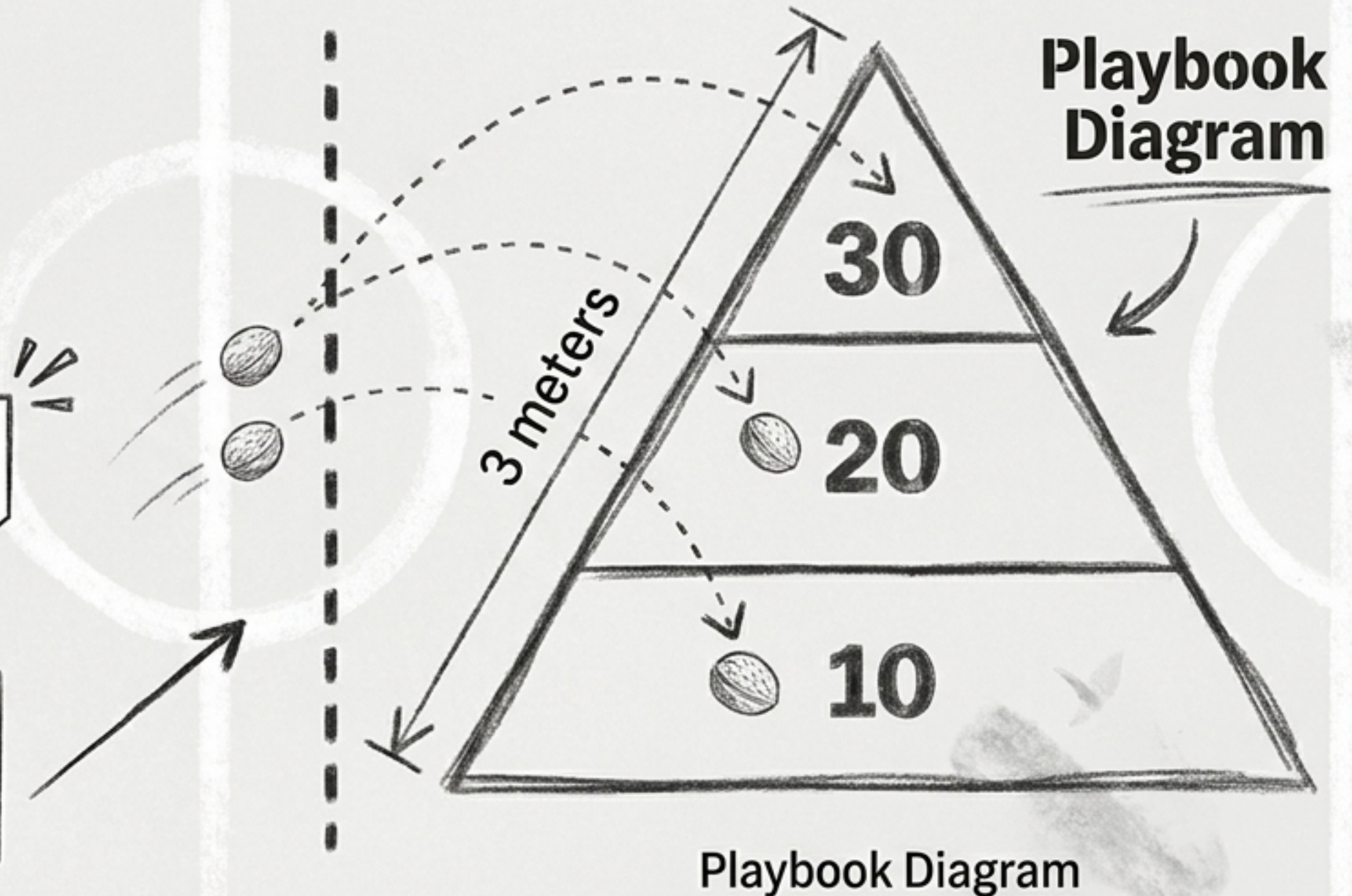
Draw a large triangle (Delta) on the ground, adding two horizontal lines inside to create three distinct zones. Mark a throwing line exactly 3 meters away.

2. Action

Form 3 or 4 teams. Each player, holding a walnut, stands behind the line and tosses their walnut toward the Delta.

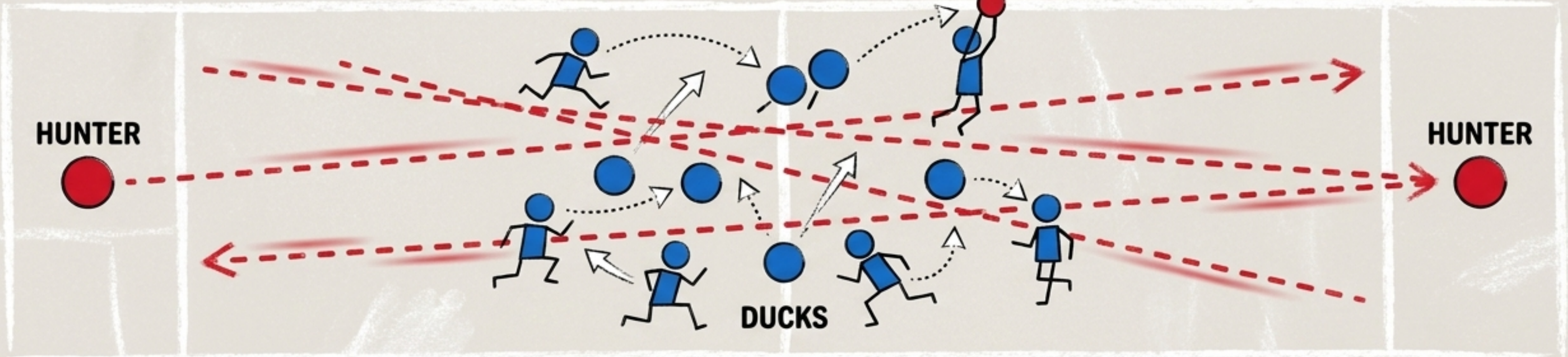
3. Objective

Score points based on where the walnut lands:
Bottom Zone = 10 points
Middle Zone = 20 points
Top Zone = 30 points
Add up the team's total points; the highest score wins.



Country: Romania | Original Name: Rațele și Vânătorii | English Name: Ducks and Hunters | Equipment: One soft ball (sponge or rubber), 10-30 students

PLAYBOOK DIAGRAM



SETUP

Two players are "hunters" standing at opposite ends of the field behind designated lines. All other players are "ducks" trapped in the middle.

ACTION

Hunters throw the soft ball back and forth to each other, attempting to hit the ducks in the crossfire. The ducks must run, jump, and dodge to survive.

OBJECTIVE

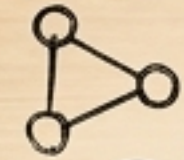
If hit by the ball, a duck is out. If a duck daringly catches the ball in the air, they earn an "extra life" for themselves or a teammate.

The last duck standing wins and usually becomes a hunter in the next round.



Stats Bar

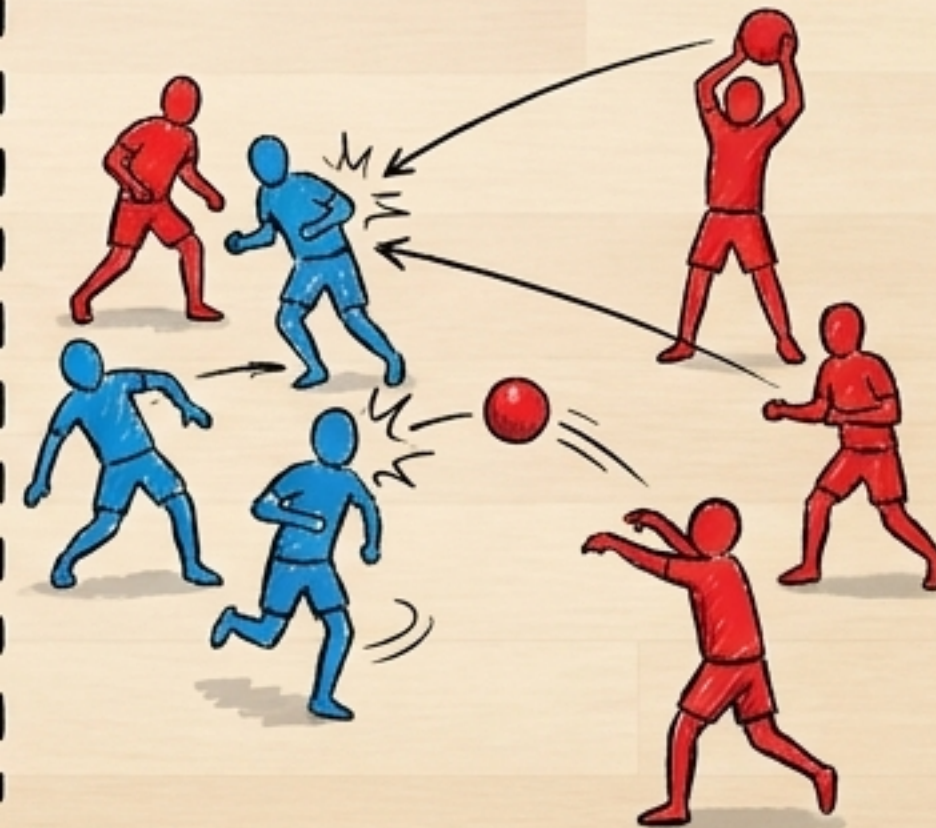
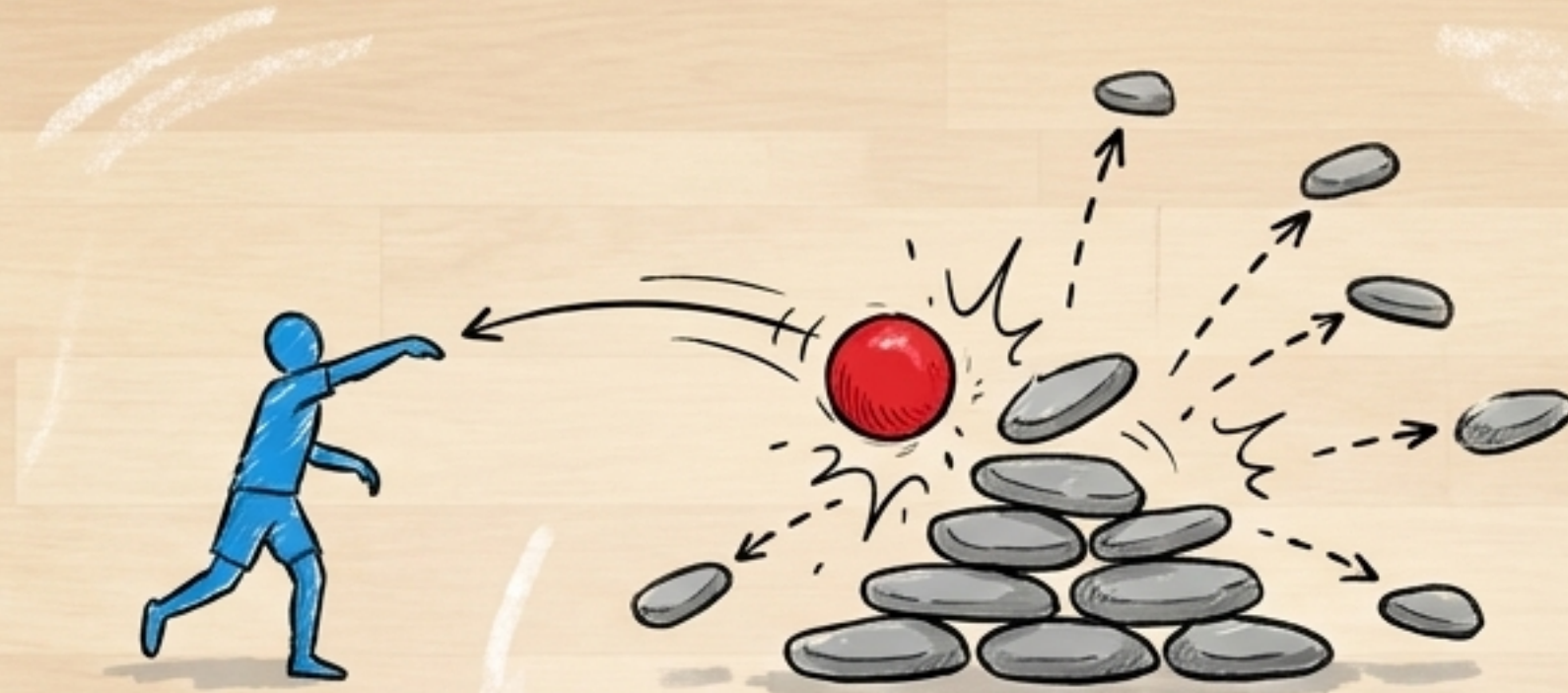
Country: Türkiye (Bodrum Team) | Original Name: Dokuz Taş | English Name: Nine Stones | Equipment: 9 small flat stones, 1 soft ball, 8-20 players



Setup & Phase 1

Setup: Stack the 9 stones in a small tower. Divide players into two equal teams.

Action (Phase 1): Team A throws the ball to knock down the stack of stones.



Phase 2 & Objective

Action (Phase 2): Once the stones fall, Team A scrambles to quickly rebuild the tower. Meanwhile, Team B retrieves the ball and throws it to hit Team A players. (Players can only throw the ball, not run while holding it).

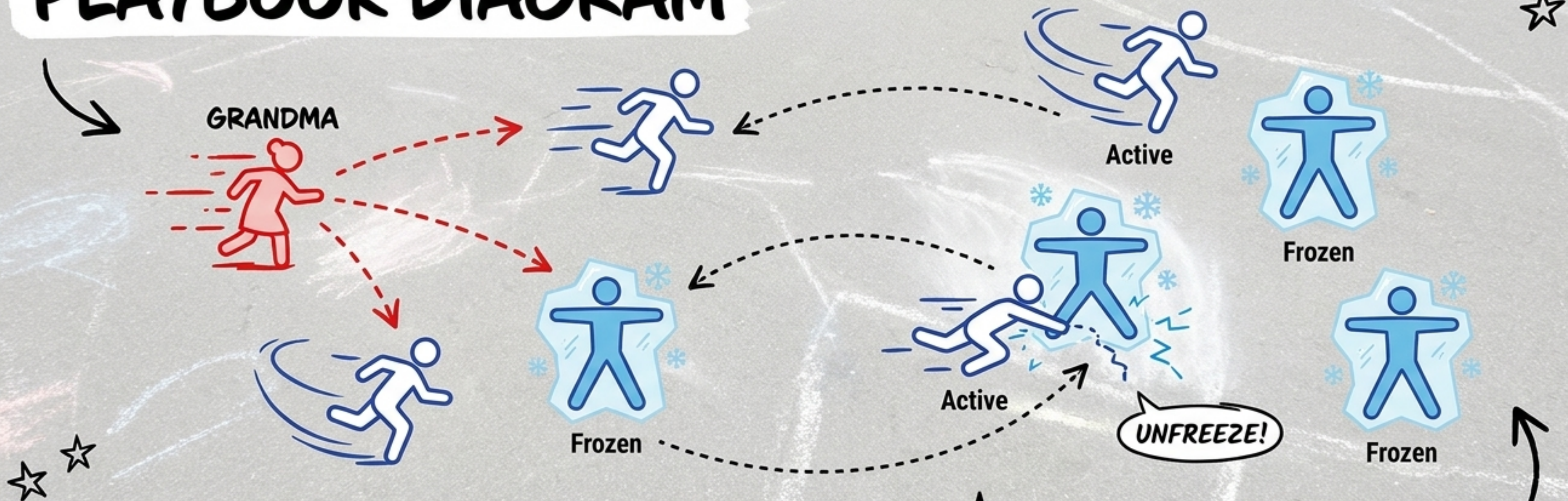
Objective: If a Team A player is hit, they are eliminated. Team A wins if they successfully rebuild the 9 stones. Team B wins if they eliminate all of Team A first.





Country: Croatia | Original Name: Ledena Baba | English Name: Frozen Grandma | Requirements: Open space (gym/playground), no equipment, 6+ children

PLAYBOOK DIAGRAM

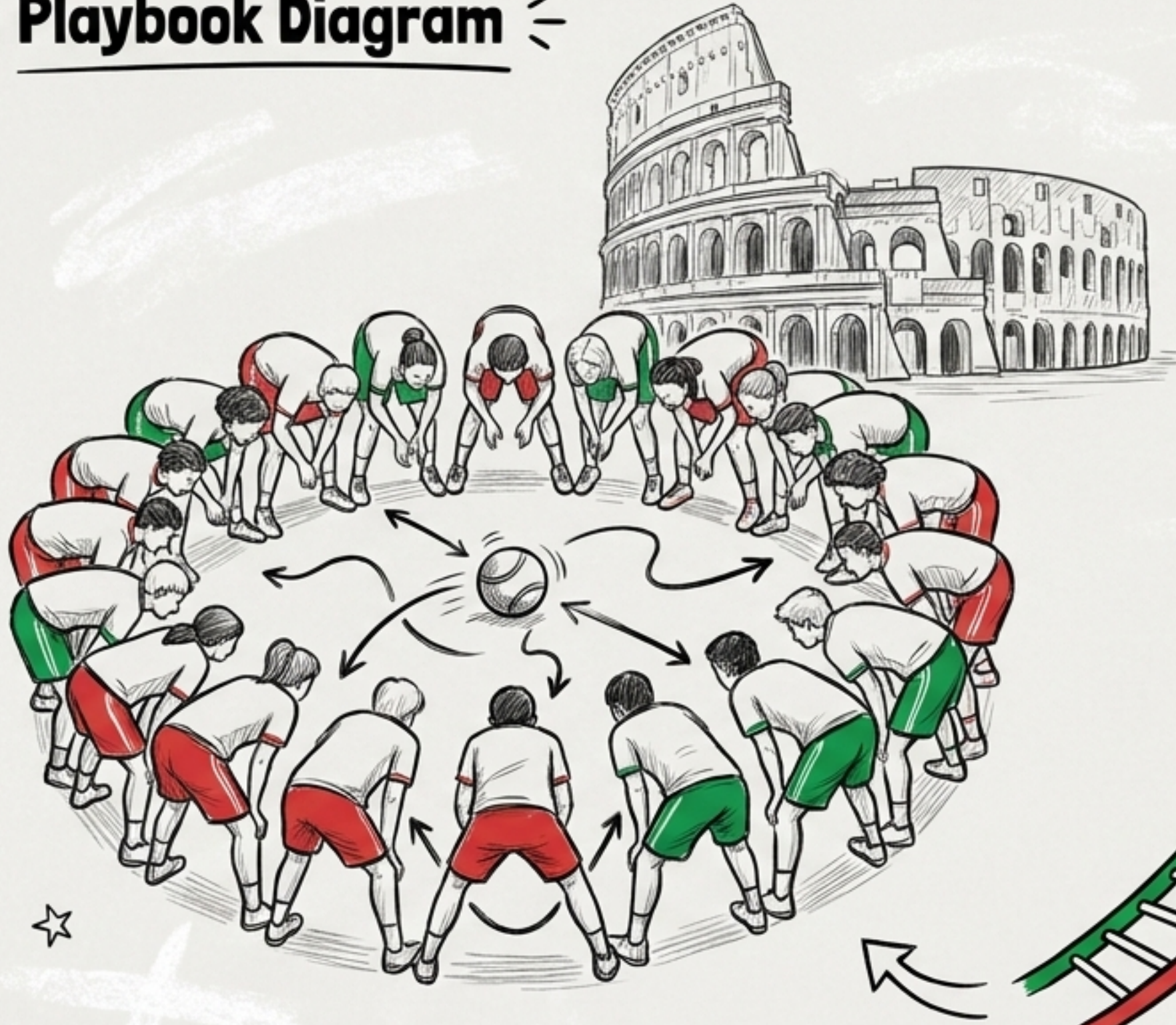


SETUP
 Choose one player to be the "Grandma" (the tagger). The other players scatter across the open space.

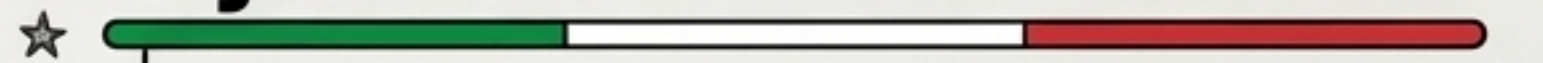
ACTION
 Grandma chases the players. If Grandma tags someone, they immediately become "frozen" and must stand completely still with their legs and arms slightly apart.

OBJECTIVE
 Active players can free their frozen friends by running up and touching them, or passing completely under their outstretched arms or legs.
 The game continues until Grandma successfully freezes everyone, or a new Grandma is rotated in.

Playbook Diagram



Objective: Survive the Escalation






Setup

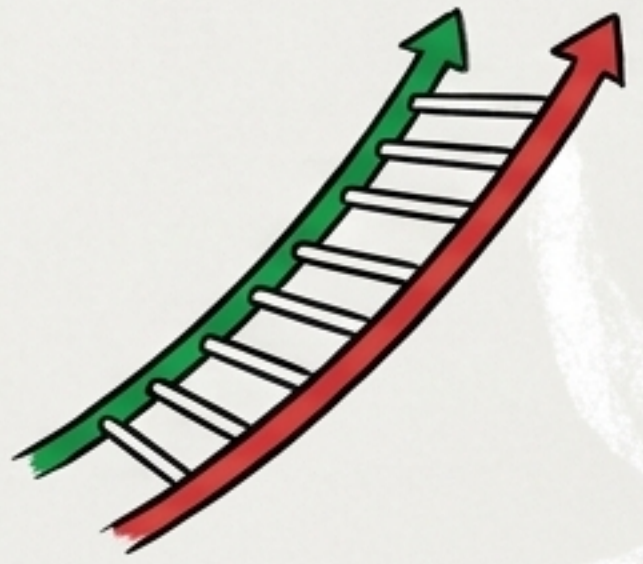
Players stand in a tight circle with legs apart, feet touching the feet of the players next to them, creating a solid ring of "arches."

Action

Bend down and pass a soft ball under teammates' legs by slapping it with both hands. Defend the gap between your own legs.

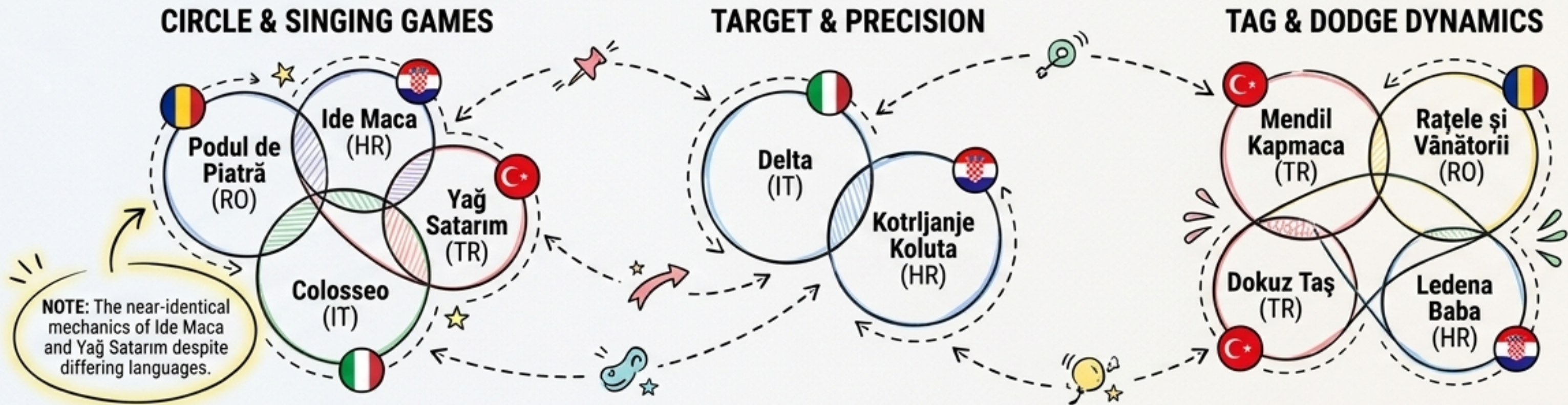
If the ball passes under your legs:

-  • **1st Time:** You must now play using only one hand.
-  • **2nd Time:** You must turn completely around, facing outside the circle, playing blind backward.
-  • **3rd Time:** You are out and become a referee. The last player standing wins.



THE GLOBAL PLAYGROUND: SHARED HERITAGE

★ PLAYBOOK DIAGRAM: ARCHETYPE CLUSTERS

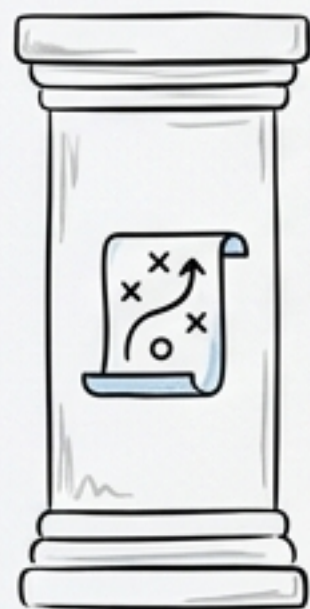


★ OVERARCHING BENEFITS



PHYSICAL MASTERY

Develops speed, agility, hand-eye coordination, balance, and rapid reaction times using minimal, everyday equipment.



SOCIAL INTELLIGENCE

Fosters immediate teamwork, fairness, strategic on-the-fly thinking, and conflict resolution without adult intervention.



CULTURAL PRESERVATION

Acts as a living archive. These games protect traditional rhymes, preserve native languages, and maintain an unbroken intergenerational chain of shared European heritage.

