

Games Around the World

Name / chosen name: _____

Rules have local variations. These are short school adaptations. Confirm space and access needs together; use an adult facilitator.

1. Road Tennis

Connection: Documented in Barbados; also played elsewhere.

Players: 2, or 4 in pairs

Equipment: Soft ball, paddles, low divider



Play: On a marked court, return the ball over a low divider after one bounce. For this classroom rally, count successful returns together and restart after a miss.

Include: Use a larger soft ball and a reachable court.

2. Okwe — beginner version

Connection: Documented in Nigeria.

Players: 2 or more

Equipment: Seven soft, large counters



Play: Toss one counter gently. Pick up one other counter, then catch the tossed counter. Take turns and practise collecting the remaining counters one at a time.

Include: Place rather than toss, or use a partner catcher.

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3. Three Tins — target practice

Connection: Documented in South Africa.

Players: 2 or more

Equipment: Three foam blocks, soft ball



Play: Stack three blocks. Take three turns rolling or gently throwing a soft ball to knock them down. Rebuild for the next player. Count successful attempts together.

Include: Move the target closer; everyone chooses rolling or throwing.

4. Skippyroo Kangaroo

Connection: A circle game associated with Australia.

Players: 4 or more

Equipment: No equipment



Play: Sit in a circle. One willing guesser faces away. A chosen speaker says an agreed friendly phrase. The guesser identifies the speaker, then another volunteer takes a turn.

Include: No blindfold or touch is needed. Use a visual guessing alternative.

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5. Punchinella — movement copy

Connection: A children's game associated with Jamaica.

Players: 4 or more

Equipment: No equipment



Play: Form a circle. One volunteer shows a short movement while others keep a simple rhythm. Copy the movement in your own comfortable way, then choose another willing leader.

Include: Use seated gestures. No song lyrics are required.

6. Hunt the Ring

Connection: Associated with Iraq; also called Mheibes.

Players: Two small teams

Equipment: One large token



Play: One team secretly gives a token to a member, then everyone closes their hands. A finder from the other team guesses which hand holds it. Reveal and swap roles.

Include: Use covered cups if holding a token is difficult.

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7. Tuho — paper target version

Connection: A pitch-pot game played in Korea, with wider East Asian connections.

Players: 2 or more

Equipment: Soft paper rolls, wide container



Play: The traditional game throws arrow-shaped sticks into a pot. Our adaptation uses soft paper rolls. Each player takes three gentle throws towards a container. Count those landing inside.

Include: Adjust distance and container size; throw from a seated position.

8. Baraf Paani — freeze tag

Connection: A version documented in Pakistan.

Players: 4 or more

Equipment: Marked space, optional bib



Play: One tagger freezes a player with an agreed gentle tag and “Baraf”. Another player releases them with an agreed touch and “Paani”. Swap taggers after a short timed round.

Include: Offer non-contact signals and a seated token version.

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9. Kokla Chapaki — circle chase

Connection: Associated with Punjab, India; related games occur elsewhere.

Players: 5 or more

Equipment: Soft cloth



Play: Players form a circle. A walker drops a cloth behind someone. That person follows the walker around the outside. The walker aims to reach the empty place. Rotate roles.

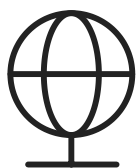
Include: Walk rather than run, or pass a token while seated.

10. River or Mountain

Connection: A game described in Indian language contexts.

Players: 4 or more

Equipment: Two marked areas



Play: Mark river and mountain areas. A caller names one area and players move there. In this no-elimination version, change the caller after three turns and restart whenever needed.

Include: Point to river or mountain cards instead of moving.

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11. Red Light, Green Light

Connection: Documented in US school play; versions occur in many places.

Players: 3 or more

Equipment: Start and finish markers



Play: The caller gives “green light” to move and “red light” to stop. Walk towards the finish. Use a fresh start if someone moves after the stop signal. Rotate callers.

Include: Show matching picture signals; seated players move counters.

12. Silent Ball — cooperative version

Connection: Documented by Playworks in the United States.

Players: 4 or more

Equipment: One soft ball



Play: Form a circle and pass the ball using agreed visual cues. Count successful passes together. If the ball drops, restart the count. Keep everyone in the game.

Include: Roll the ball, use a partner, or allow useful spoken cues.