

JANUARY 2015

COMENIUS PROJECT



A C T I V E S P O R T I V E H E A L T H Y
E U R O P E A N Y O U T H T E A M

MON	TUE	WED	THU	FRI	SAT	SUN
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5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	

TAMMIKUU



GENNAIO

STYCZEN



OCAK

ENERO



JANEIRO

JANUAR



IANUARIE



FINLAND HUNGARY
ITALY POLAND
PORTUGAL ROMANIA
SPAIN TURKEY



Lifelong
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FEBRUARY 2015

COMENIUS PROJECT



ACTIVE SPORTIVE HEALTHY
EUROPEAN YOUTH TEAM

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Tail robbery (Finland)

NUMBER OF PLAYERS: a large group.

MATERIALS: a large space, "tails" made of fabric, a whistle.

INSTRUCTIONS:

Each player is given a 30-50 cm long "tail" made of fabric. The "tail" is placed hanging behind the back of the player, partly inside the collar of the trousers/shorts.

RULES:

All the players try to rob as many "tails" from the other players as possible.

One (and only one) "tail" must be always hanging behind the player if the player hasn't lost his/her tail so that the other players can try to rob it. All the other "tails" (that is, the "tails" the player has managed to rob from other players) must be held in the player's hand. A player is not allowed to rob "tails" from other players' hands. They can only rob the "tail" that is hanging from the collar of the other player's trousers/shorts. If the player has lost all his/her "tails", he/she continues playing the game trying to rob "tails" from the other players. No one gets eliminated in this game.



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MARCH 2015

COMENIUS PROJECT



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MAALISKUU



MARZO



MARZEC



MART



MARZO



MARCO



MARCIUS



MARTIE



Hitch with a rope (HUNGARY)

One kid holds a long rope and spin it around. The other kids stand in a circle and jump up when the rope is coming. Somebody who stops the rope fail and drops out.

A little more difficult version when the kids have to jump with two legs, crossed legs, looking up the sky or with closed eyes.

Another version is when they put a weight at the end of the rope and spin it around.



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APRIL 2015

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CATCHING HANDKERCHIEF (Italy, Carini)

We need two groups and a neutral player who holds handkerchief. Neutral player stands in the middle of the groups. Ten steps away from each group, the players group A&B stand side by side

Neutral player stands in the middle and holds the handkerchief.

Neutral player counts until three and starts the game.

First players in each group run to catch the handkerchief when the neutral player starts the game.

The aim is to catch the handkerchief and turn back to your group without being tagged by the rival player.

At that time, the rival player tries to tag the player who carries the handkerchief.

To win the game you should go back to your group without being tagged.

Or, if the rival player catches the handkerchief first, you should tag him/her by touching.

The players who are tagged should leave the game.

The group which has more players at the end of the game becomes winner.



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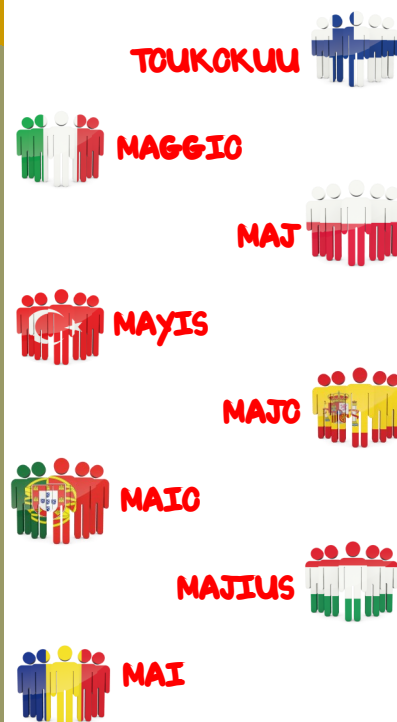
MAY 2015

COMENIUS PROJECT



**A C T I V E S P O R T I V E H E A L T H Y
E U R O P E A N Y O U T H T E A M**

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Onions vs Pullers (Italy, Florence)

You would play "pulling the onions out" in two teams: **ONIONS** versus **PULLERS**. The game was played both in and out door.

Each team was made up to 8 players. **ONIONS** could sit one over the other on the ground or on a chair; they held each other crossing their own fingers under the pal chest; it was the same for **PULLERS** but they stood on their feet. A count was necessary to decide each team composition.

Special words: Pull ! Grip ! Come on! **PULLERS** were the winner if they root all the **ONIONS** out; **ONIONS** were the winner when they all kept together. One was out when he/she went beyond the line between the teams.



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JUNE 2015

COMENIUS PROJECT



ACTIVE SPORTIVE HEALTHY
EUROPEAN YOUTH TEAM

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29	30					

KESÄKUU



GIUGNO



CZERWIEC



HAZIRAN



JUNIO



JUHNÓ



JUNIUS



IUNIE



Oina - The game that brings us together! (România)

Pitch: The pitch is a rectangle, 70m long by 32m wide divided into: the in game area, which is 60x32m; the batting zone - 5m long - delimited from the in game area by the batting line; the back zone - a 5m long safe zone during a run - delimited from the in game area by the back line

Players: There are two teams of 11 players, one attacking side or "at bat» and one defending side or "at catch". The roles switch at half time. Each team has a captain "baci". The midfielder 2 is usually used as captain because he can throw the ball at an attacking player in any in game position. For this reason, the midfielder 2 is also known as a baci. Each team has a maximum of 5 substitutes available.

Rules: The team at bat is selected by a ritual where the players have to grab the bat, thrown by the referee, and the last one to be able to place at least 4 fingers on the bat wins. The game begins with the team at bat, with one of the players throwing the ball while another player of the same team has to hit it with a wooden bat ("bătă") and send it as far as he can towards the adversary field. After that, if the ball is caught by the adversaries, the player can run (if he wishes, or if he is forced to run by the referee) the advance and return corridors/lanes, without being hit by the defenders. If he stops the ball with his palm, it is not considered a hit. The player is not allowed to catch the ball, and he must release it immediately. If the player doing a run is hit he goes out of field and into the back zone, or he finishes his tasks, depending on which lane he is running.



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JULY 2015

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HEINÄKUU



LUGLIO



LIPIEC



TEMMUZ



JULIO



JULHO



JULIUS



JULIE



The handkerchief game (Portugal)

Description:

Two teams are arranged behind a line 10 meters of a field judge who holds a handkerchief.

Instructions:

Each player has a number. Teams are opposite.

The judge raises the handkerchief in the middle of the field and calls out a number. The player of each team that has that number, runs toward the handkerchief and try to catch it. In this case the following situations are possible:

- If the player runs with the handkerchief to the field of his team, without being touched by another, wins 1 point;
- If the player runs with the handkerchief behind the line of the opposite team, wins 2 points;
- When touched before leaving the lines (Neutral Zone) holding the handkerchief by the opponent, this one wins 1 point.



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AUGUST 2015

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ELOKUU



AGOSTO



SIERPIEN



AGUSTOS



AGOSTO



AGOSTO



AUGUSZTUS



AUGUST



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Lifelong Learning Programme

SEPTEMBER 2015

COMENIUS PROJECT



**A C T I V E S P O R T I V E H E A L T H Y
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syyskuu



SETTEMBRE

WRZESIEŃ



EYLUL

SEPTIEMBRE



SETEMBRO

SZEPTEMBER



SEPTEMBRIE

**DROP THE HANDKERCHIEF '' (Turkey -
Yağ satarım, Bal satarım)**

The person that is the "it" goes around on the outside of the circle and the circle sings a jingle in Turkish as ''Yağ satarım, bal satarım / Ustam ölmüş ben satarım/Ustamın kürkü sarıdır/ Satsam onbeş liradır / Zambak zumbak dön arkana iyi bak'' and the it drops a handkerchief behind one of the other players.

The person that drops the handkerchief runs around the circle in hopes they won't get caught by the person the handkerchief is dropped behind.

The game goes on like this. The person where the handkerchief is dropped picks up the handkerchief and chases after the person. The first one to sit in the empty spot wins. The one who loses will be the "it" next.



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OCTOBER 2015

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LOKAKUU



OTTOBRE



PAZDZIERNIK



EKIM



OCTUBRE



OUTUBRO



OKTOBER



OCTOMBRIE



Onse, cabanse, flore (POLAND)

Where to play game : Classroom, field

Number of participants: Any number of participants

Age: From 5 years

Materials: The game does not need any props

Rules of the game : The players sit in a circle cross- legged and stretch out their arms to the side with palms facing up . When reaching out to neighbours , put your right hand on top of one neighbour's left hand. Laying of hands by all participants must be identical . When all participants in the game are ready , chant a song : " Onse , cabanse , flore . Oma de x2, oma deo , deo riki tiki , deo , deo riki tiki , one, two , three ." Singing , players tap their right hand which is on top of the neighbour's hand. The game is played with no consequences until the word " three" is sung . The person who taps his neighbour on the word "three", is out of the game. If, however, the neighbour's reflexes are quick and he withdraws his hand in time, then the other player is eliminated from the game. After eliminating players, the game is resumed. The winner is the person who has the fastest reflexes . The pace of the game can be adapted to the participants' reflex responses.



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NOVEMBER 2015

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ACTIVE SPORTIVE HEALTHY
EUROPEAN YOUTH TEAM

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CHAIRS' DANCE (SPAIN)

NUMBER OF PLAYERS: large group. It depends of the space and chairs available.

MATERIALS: chairs, music and radio.

INSTRUCTIONS: The chairs are placed in a circle with the back of the chair facing the middle of the circle. The players are dancing in front of the chairs, except for the person controlling the music. The number of the chairs is equal to the number of players, minces one chair.

When the music is on, the players must run around the chairs. When the music stops, the players must try to sit down in a chair. If you do not get to sit down, you are eliminated from the game. The next round, the teacher takes away one chair, and the music starts again.

The winner is the player who remains in the last chair.

RULES:

The players cannot stand next to a chair waiting for the music to stop.

The players cannot sit down in advance.

It is not allowed to push away other players.



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DECEMBER 2015

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E U R O P E A N Y O U T H T E A M

MON	TUE	WED	THU	FRI	SAT	SUN
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JOULUKUU



DICEMBRE

GRUDZIEN



ARALIK

DICIEMBRE



DEZEMBRO

DECEMBER



DECEMBRIE



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