



Play is explicitly recognised in Article 31 of The Convention on the Rights of the Child (CRC) which was adopted by the General Assembly of the United Nations on 29 November 1989



### Article 31 states:

- 1 Parties recognize the right of the child to rest and leisure, to engage in play and recreational activities appropriate to the age of the child and to participate freely in cultural life and the arts.
- 2 Parties shall respect and promote the right of the child to participate fully in cultural and artistic life and shall encourage the provision of appropriate and equal opportunities for cultural, artistic, recreational and leisure activities.

## EXPLORING GAMES WITH YOUR CLASS

### INDOOR GAMES

Discuss the statements on p1 with the class and thought-shower the games they know; record the answers on a flip-chart. The following are some suggestions that might prompt ideas from the class:

**CARD GAMES:** Snap, Concentration (or Pelmanism), Patience or Solitaire, Clock Patience, Beggar-My-Neighbour, Slapjack (where each player tries to be first to slap a hand on the Jack and shout Slapjack!).

**HAND GAMES:** Paper/Scissors/Stone has been played in Japan for centuries and was often used to settle disputes or to decide who goes first; hand-jiving (dancing using hand movements such as clapping, pointing, waving, holding elbows together); Knees/Hands/Fingers (spelling game: participants clap hands on knees, then clap hands, then snap fingers at which point the first person names a letter of the alphabet. On the next snap, the next person has to think of a word beginning with that letter, and so on.)

**BOARD GAMES:** chess, draughts.

**DICE GAMES:** Yahtzee, Snakes and Ladders, Ludo – ask the children to find out as much as possible about the history and origin of these games. They could write short pieces about them and then vary and personalise them (see below).



#### (a) Snakes and Ladders

Probably based on an ancient game called Moksha Patamu, used in India in Hindu religious instruction lessons to demonstrate that good and evil exist side by side in humans. The board showed 12 vices – the head of the snake symbolised wrongdoing that led to reincarnation in a lower form – and it showed 4 virtues which were represented by the ladders that shorten the soul's journey towards perfection. This has been a very popular game in Britain and Ireland since Victorian times when it was a moral game – the ladders allowed virtuous players to reach heaven quickly while the vices or snakes forced players back down.

- Having played a few games of Snakes and Ladders, the children could design their own Snakes and Ladders game based on an endless variety of subjects; the children could write two piles of statement-cards that would enable them to go up the ladder or send them down snakes:

*agreed class rules / conservation of water and electricity/healthy eating /personal hygiene.*

#### (b) Dominoes

Dominoes was most likely invented by the Chinese several

hundred years ago. Chinese dominoes have 32 tiles in a set but do not use blanks, while European dominoes have 21 tiles and a further 7 which feature each of the six numbers with a blank, together with a double blank. This is still a very popular game all over Europe, in Latin America and the Caribbean, as well as in China.

- The class might make its own set of dominoes from cardboard or reinforced paper and might use their tiles in a Maths lesson for practical work on number or time or fractions /decimals/ percentages (eg  $\frac{1}{2}$  might be matched with another tile showing 0.5 or 50%).

**MAKE AN ELECTRIC QUIZ** Following the detailed instructions in Discover Primary Science activity support booklet (gold activity section, p62), children might invent an electric quiz-game of their own with batteries, bulbs, metal paper-clips and wires. The class might make a quiz about Sudan, or about any of the lessons in this pack – or they might choose an entirely different topic.

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**TABLE GAMES:** eg billiards, snooker, pool, table tennis.

**SPILLIKINS/PICK-UP STICKS/JACKSTRAWS** has been played all over the world for generations, and may have originated in China. It is played by scattering a group of about 50 thin sticks out on a table so they are all mixed up in a pile. Players take turns picking them up, one-by-one, without moving any of the others. The sticks can be different shapes or colours which indicate different scores. Players continue to pick up sticks until they disturb a different stick to the one they are trying to remove. Once all the sticks have been picked up, the scores are counted and the person with the highest is the winner.

- Ask the class to make their own set(s) of spillikins using thin dowels or paper straws or lollipop sticks and painted in yellow (20 sticks), red (10), blue (5) and green (3) and two striped with red. Yellows are worth 3 points each, red 5, blue 10, green 15 and striped 20 points.

**HALLOWE'EN GAMES:** snap-apple and bobbing for apples/ other festival games.

**GAMES TO MUSIC:** musical chairs, statues.

**ACTION RHYMES TO MUSIC:** Here We Go Round the Mulberry Bush; Oranges and Lemons; Head, Shoulders, Knees and Toes; The Wheels on the Bus; Row Row Row Your Boat; This Old Man.