

Games Connection: Learning to Play and Playing to Learn A Book of Games



A European Comenius School Project*
by

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Some Computer Games can be found on the Project website: www.platoghi.eu

You can discover more about a person in an hour of play than in a year of conversation. (Plato)

The project "Games Connection: Learning to play and playing to learn" was created to facilitate communication between students of different nations. Originally including schools from Lithuania, Poland and Turkey in the planning process, unfortunately only three schools from Germany, Hungary and Ireland were given the chance to take part.

The Book of Games is one of the main products of the partnership. The games were created by 12 to 18 -year-old pupils in their lessons or collected from the cultural heritage of their respective countries.

This book contains games from the field of domestic and public life, e.g. card games, memory games, language games, and considers topics such as food, sports, icons, geography, body language, and many more.

In engaging with these games, students participating in the project have become intercultural explorers, obtained a set of skills and competences, particularly in the opportunities given to them to engage in communication directly with people from other cultures.

Some of the games address issues that students at first found strange in the culture of others, for example, attitudes to food. One of the most distinctive characteristics of any community is the food that it has adopted, in fact, food can become emblematic of a nation, such as German sausage, Irish stew, or Hungarian goulash. Participation in sport cuts across national and cultural boundaries.

Some sports, like football and swimming are global phenomena, while others, such as pitch and putt and cricket are more geographically or socially limited. Whatever the sport and wherever it is played, it can incite passion in the hearts of its players.

In *Game Connections*, participants were introduced to sports that are mainly played in Germany, Ireland and Hungary, respectively. While trying out different national games, contact between cultures was mutually enriching for the individuals and communities involved, and was characterised by empathy and respect for others.

All in all, the project was a big success: the students had fun creating new games and trying them out, they have experienced the advantages of

international cooperation, they have made friends in their respective partner schools, and still keep in touch via social networks and email.

The teachers have learned a lot about the partner countries and different school systems, and have also met many interesting colleagues in other countries, hopefully establishing long-term friendships and laying the foundation for future cooperation.

Additional information:

Some categories the games have been sorted into are only suggestions because depending on the questions and tasks in quizzes and some other games with similar tasks, the same game can be used for different subjects.

Several linguistic mistakes in the descriptions of the games have been left to show that young students have not only created the rules but also tried to translate them into a foreign language. As long as they are understandable, we have left them for reasons of authenticity.

The project logo on the front page was created by Hungarian students and chosen by the participants (students and teachers) of the second project meeting in Sligo.

You will find more project results on the website: www.platoghi.eu

Sports Games

Football tennis

Objective/aim of the game:

to develop concentration, coordination and team work

Age level:

/

Number of players:

two teams (2-2 or 3-3 players), two referees (1st referee, 2nd referee)

Resources/materials needed:

ball, net

Rules/instructions:

The team (player) who wins the toss has the option to choose either the side or the service. In case of drawn sets before the third set it is the option of that team (player) to choose the side or the service who - after adding up obtained points - possesses higher number of winning points. During the play, the player does not have to let the ball drop down onto the ground. There must be one player's touch of the ball between two ball drops on the ground.

The player may touch the ball with any part of his/her body except for his/her arm and his/her hand. With the exception of singles, the player is not allowed to touch the ball twice in succession. The minimum number of touches of the ball by player before the ball crosses the net is one. If played correctly by the player, the ball shall touch the ground in the playing court only. The service is repeated ("new ball"), if a foreign object touches the ball or the playing court. None of the players is allowed to touch the net (even after the ball has been finished).

The ball is played correctly, only if it crosses the net to land into the opponent's playing court. If two opposing players touch the ball over the net at the same time ("dead ball") and the ball drops out of the playing court, the service is repeated. If two opposing players touch the ball over the net at the same time ("dead ball"), the play continues provided that the ball touches the ground within the playing court. In such a case, however, the ball may be also played by the player who played the dead ball.

The player may play the ball over the opponent's part of the playing court, if standing or taking off and then landing in his/her own playing court. The player may play the ball in his/her own half of the playing area only. The player may unintentionally touch the opponent's leg (its part under the knee) by his/her leg (its part under the knee) after he/she has played the ball.

The team (player) wins a point if the opponent commits a fault, each such a fault being one point. All the disciplines (singles, doubles and triplets) are played up to two winning set. A set is won by the team (player) who first scores 11 points with a minimum lead of two points. Otherwise the play is continued until the lead of two points is achieved.



Basketfootball

Objective/aim of the game:

to improve coordination, team work, stamina

Age level/language proficiency level:

10-18 years old

Number of players:

12 players (6-6 players)

Resources/materials needed:

a basketball (size 6 for women)

a basketball (size 7 for men)

a football size 5

basketball – size playing area

(It can be smaller but the basketball backboards are also necessary.)

a goal (size 1,5 x 1m) or a smaller sized goal

Rules/instructions:

The teams play basketball and football at the same time. If they score a goal by either of the ball, it is considered to be a goal. It is important for the players to follow the rules that is why there are two referees: one judges football the other one judges basketball. The team scoring more goals is the winner.

Time of the game:

2x10 minutes



Tag rugby

Objective/aim of the game:

This is a team game played by males and females. It is one of the fastest growing games in Ireland. It is a very sociable game enjoyed throughout the year.

Age level/language proficiency level:

General level of fitness.

Number of players:

2 teams of 7 including a max of three females on the females at all times. When a female scores a try it counts for 3 points whereas a male scoring only gets 1 point.

Resources/materials needed:

Tags for each member of the team

Rules/instructions:

THE BASICS

1. Tag Rugby is a non-contact form of rugby where a “tackle” involves removing a “tag” which is attached to the shorts of the ball carrier. Each side has six “tags” to score a try.
2. After each “tag”, the tagged player stops, places the ball on the ground and rolls it backwards with the hand to a team-mate standing behind. This is called a ruck ball. The team-mate standing behind is called a scrum-half.
3. A try is scored in the same way as in other forms of rugby i.e. by touching down the ball on the ground over the tryline while retaining control of the ball.
4. If no try is scored after the sixth “tag”, the opposition shall gain possession of the ball and they shall restart play with a ruck ball.
5. Again, as with other forms of rugby, the normal ruling for pass being behind or lateral with the player being passed to applies.
6. A match shall consist of 2 halves of 20 minutes and such injury time as may be played at discretion of the referee.
7. At the start of the game the referee tosses a coin and the winner of the toss decides whether to kick off or to choose an end.
8. The field of play will be a maximum of 70 metres long by 50 metres wide.

9. The law of advantage takes precedence over most other laws and its purpose is to make play more continuous with fewer stoppages for infringements. When the result of an infringement by one team is that their opponents may gain an advantage, the referee does not whistle immediately for the infringement, the referee allows play to continue with the option to return to the original offence.



Maths Games

MATHs – MEMORY (AB)

Objective/aim of the game:

Practice basic maths skills

Age level/language proficiency level:

all

Number of players:

2+

Resources/materials needed:

memory cards with maths tasks and solutions

Rules/instructions:

You put the cards with the back side on the table (so that you can see the AB).

You turn two cards and when the calculation and the result fit you can take the cards, when the cards aren't the same you turn the cards again.

The winner is the person who has got the most couples.

AB
Back side

11
Result

$6 + 5$
calculation

Language Games

Blocks

Objective/aim of the game:

to encourage cross-cultural conversation
to improve concentration and memory

Age level/language proficiency level:

elementary and above

Number of players:

two teams and a quizmaster

Resources/materials needed:

cards of pictures and definitions

Rules/instructions:

There are 15 pictures and 15 definitions of famous Hungarian people and places on the whiteboard, which players are not allowed to see. They can only see the back of the cards. The quizmaster writes the letters of ABC horizontally and numbers 1-5 vertically to help the players define which card they want.

Their task is to choose two cards at the same time. If it is a match, a picture with its own definition, the quizmaster takes them off the whiteboard. The team which finds a pair gets one point. If the players don't find the pair, the quizmaster puts the cards back to the whiteboard. The game finishes when the last picture has its own definition. The winner team is the one that finds the most pairs.



Food

Objective/aim of the game:

to improve fluency in speaking
to raise awareness of healthy and unhealthy food and the differences between Irish and German meals

Age level/language proficiency level: pre-intermediate and above

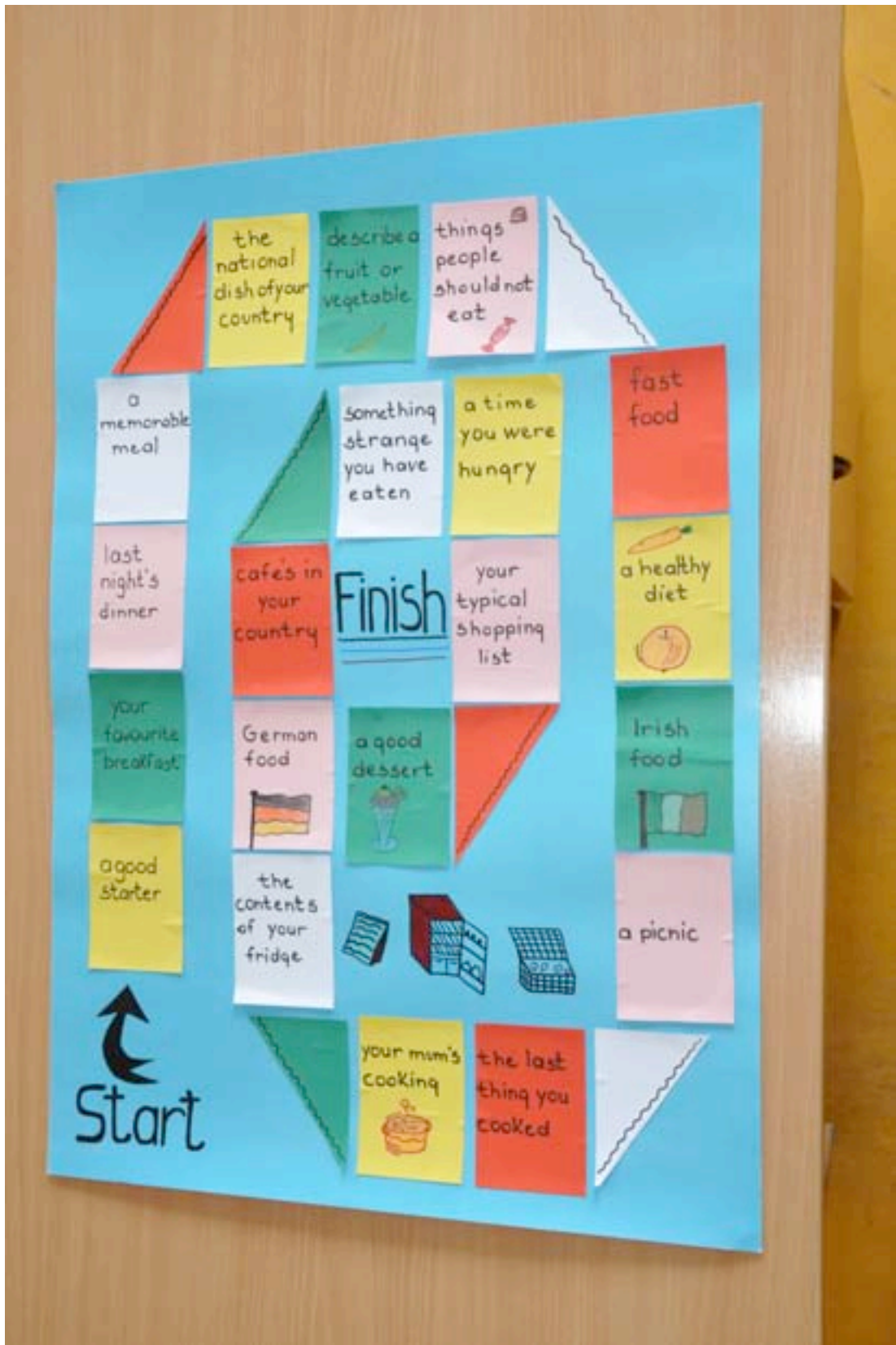
Number of players: three

Resources/materials needed:

a board game or worksheet
a dice
some coins
a watch

Rules/instructions:

The players take turns to roll the dice and talk for thirty seconds about whichever topic they land on. They cannot stop or change the topic. For the purpose of this game accuracy is not as important as just speaking. If the rest of the group is satisfied that the player has completed the task, he or she gets a point. The first student to get to the FINISH field gains extra three points, the next player gets two points and the third gets one. The game ends when the third person finishes. The player with the most points is the winner and gets a prize.



Taboo

Objective/aim of the game:

to encourage cross-cultural conversation
to improve speaking and listening skills

Age level/language proficiency level:

elementary and above

Number of players:

two or three teams

Resources/materials needed:

12 cards

Rules/instructions:

There are two or three teams. All members of every team have to pick a card. He or she has to define the word that he or she can see at the top of the picture but he or she is not allowed to use the words under the picture. He or she can also draw on the whiteboard in order to help his or her group members to find out the words. The winner team is the one that finds out the most words or concepts. The teams take their turns.



Food Taboo – game

Objective/aim of the game:

language training/communication

Age level/language proficiency level:

all/basic/intermediate

Number of players:

2-4 players

Resources/materials needed:

taboo cards

Rules/instructions:

First you form 2 teams with 2 players each.

One player of each team has to explain a term which is written on a card.

Under the term there are some words you mustn't use to explain.

You have 1 minute to explain.

If your friend knows the word, you get a point.

The team with the most points wins.



The Story of Your Life

Objective/aim of the game:

to improve writing skills by constructing several stories

Age level/language proficiency level:

14 years old and above

Number of players:

any players

Resources/materials needed:

a pen and a piece of paper

Rules/instructions:

The students create several stories by following the teacher's instructions. Each student needs a clean piece of paper to start with and they follow the teacher's commands.

After each command the student writes down the information that he/she has been asked to provide and folds the paper. Then he/she passes it to the student sitting on his/her right. The students are not allowed to read what the other student has written.

The next command is given and the procedure is repeated.

When all the instructions have been completed and there is no empty space left on the page, the students open them and join the fragments of information together.

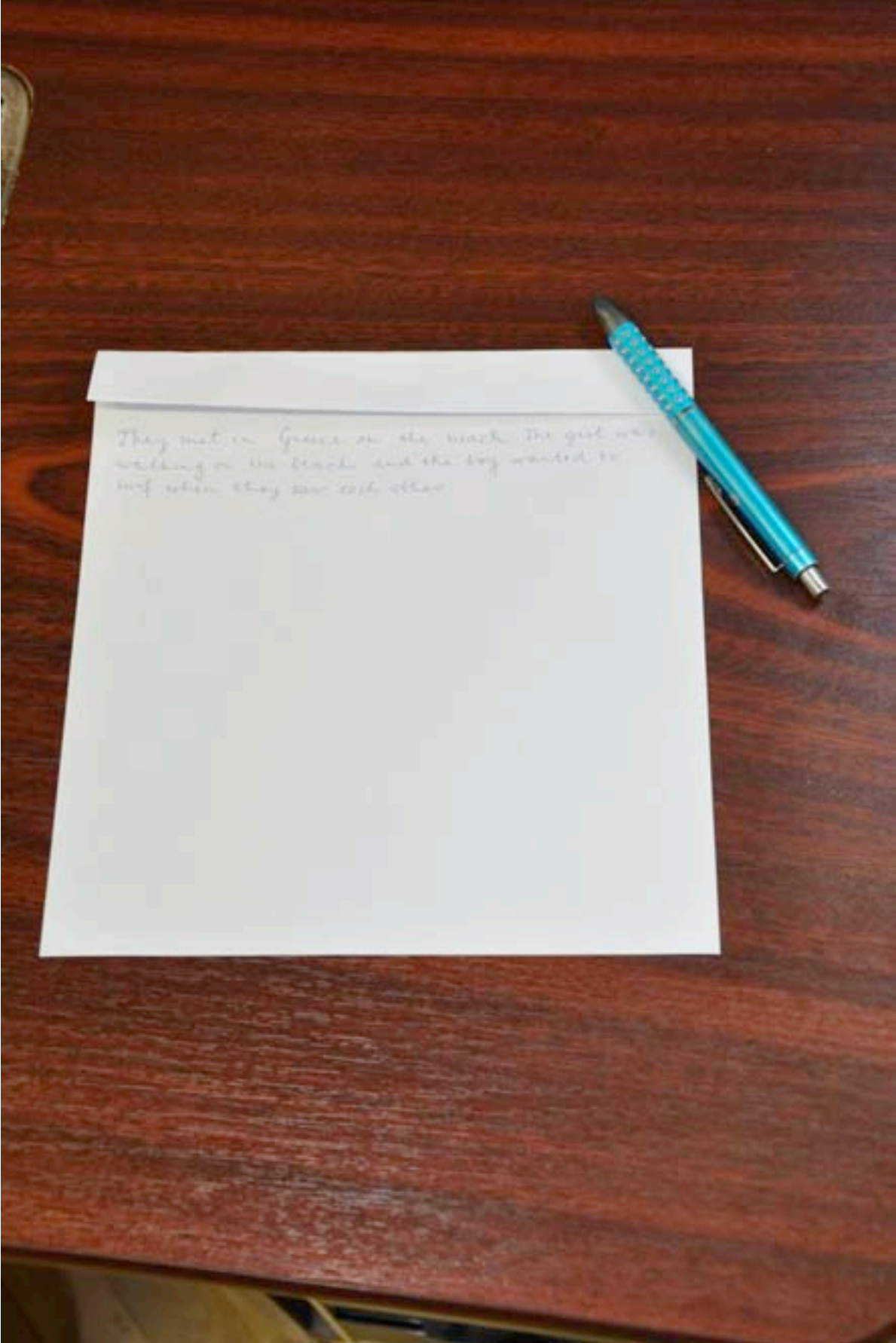
They can correct mistakes, if they can find any.

The funniest story is the winner.

The instructions are the following:

1. Write a boy's name and give a brief description of him. (2-4 sentences)
2. Write a girl's name and give a brief description of her. (2-4 sentences)
3. Tell where they met.
4. What were his first words to her?
5. What did she answer?
6. What happened next?
7. How did their friends react?
8. What was the result of all this?

Example: There was a young boy, called Arthur. He was tall with short black hair and brown eyes. He was one of the most handsome boys in the village.



They met in Greece on the beach. The girl was
walking on the beach and the boy wanted to
know when they saw each other.

Vocabulary - Memory

Objective/aim of the game:

memorizing words

Age level/language proficiency level:

beginners

Number of players:

2-4 players

Resources/materials needed:

memory cards with pictures/words

Rules/instructions:

You put all the cards on the table.

You mustn't see the image!

The first player turns 2 cards.

If it's a pair, he turns up the next 2 cards.

If it isn't a pair, you turn the cards again and the other player starts.

The winner is the player with the most pairs.



Trimino

Objective/aim of the game:

practising verb forms/tenses/irregular verb forms

Age level/language proficiency level:

beginners/intermediate

Number of players:

2-4 players.

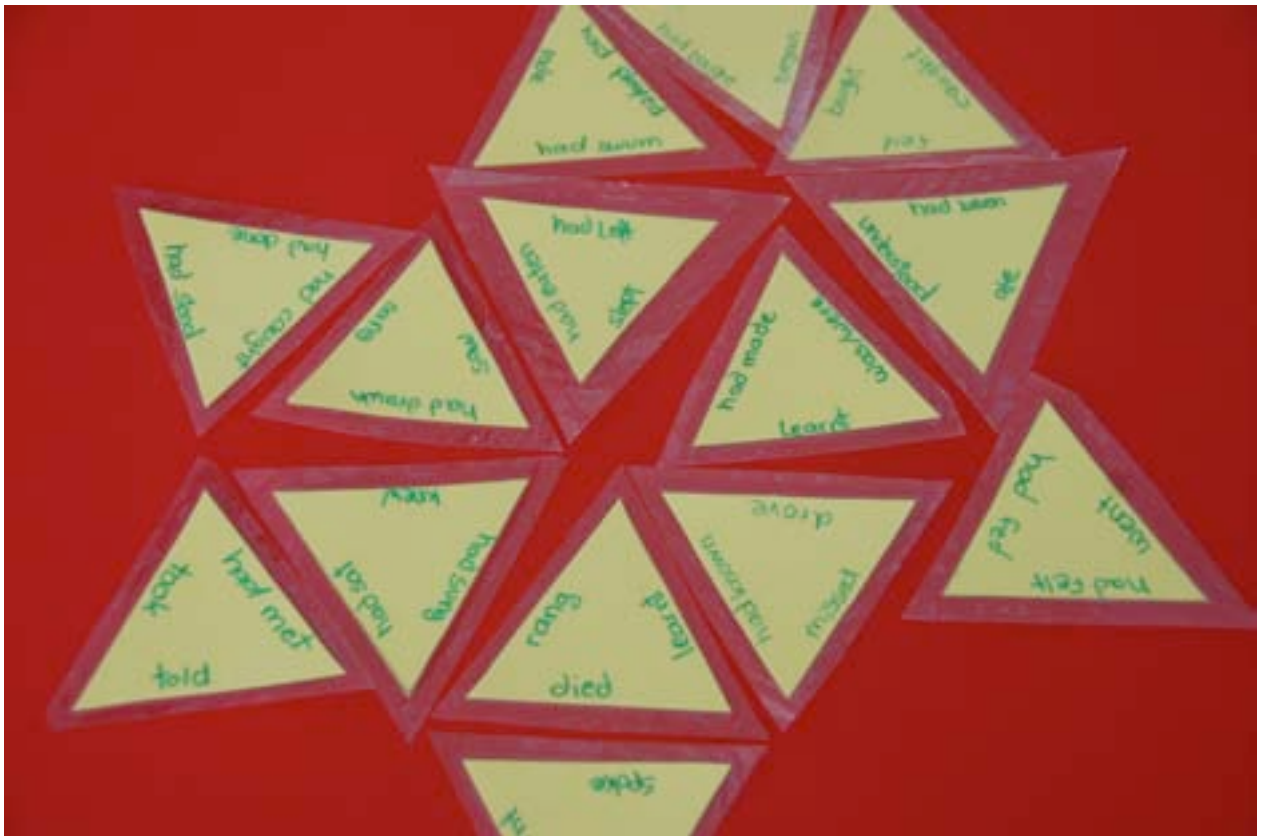
Resources/materials needed:

about 20 triangles with words in the simple past and in the present perfect

Rules/instructions:

You have to find a simple past word, for example 'got' and put it together with the present perfect word 'got'.

It's like a puzzle.



If clauses - Domino

Objective/aim of the game:

practice if-clauses

Age level/language proficiency level:

all ages/basic

Number of players:

2+

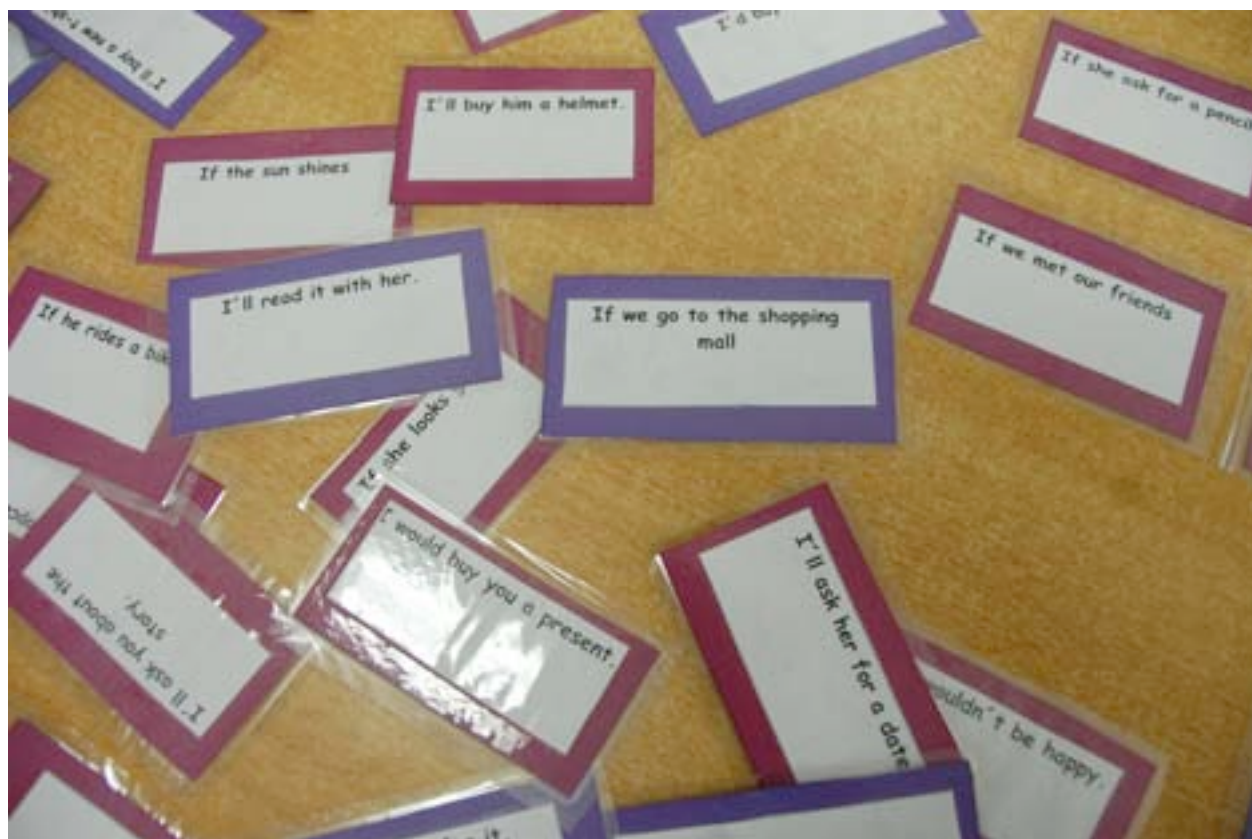
Resources/materials needed:

domino cards

Rules/instructions:

You must match the parts of the sentences.

You must form full sentences in the correct order and in the right tense.



Vocabulary game (Mensch, vokabel dich nicht!)

Objective/aim of the game:

practice vocabulary

Age level/language proficiency level:

basic/intermediate

Number of players:

2+

Resources/materials needed:

one piece per player, board, vocabulary cards

Rules/instructions:

Each player takes one card.

You must translate the words.

If you answer it successfully you move one field forward.

If you don't know the answer you go one field back.

The winner is the person who finishes first.



Translation Snake

Objective/aim of the game:

Practice vocabulary/translations

Age level/language proficiency level:

basic/intermediate

Number of players:

3 (2-12)

Resources/materials needed:

12 pieces in 3 colours, board, translation cards

Rules/instructions:

like Ludo (see: "Don't worry").

Each player gets 4 pieces, you can throw the dice 3 times, if you throw a six, you can leave your "home". You must translate words/expressions when you reach a coloured field.

The first player to go around the board with all four pieces and has collected them all in his house is the winner.



Geography/History/Social Sciences Games

Great Hungarian Travellers

Objective/aim of the game:

to gain information about Hungarian travellers' life and work to improve reading skills and comprehension

Age level/language proficiency level:

14 years old and above

Number of players:

2-6

Resources/materials needed:

6 figures

a board

a ten-page long text-booklet providing one page of a Hungarian traveller each

Rules/instructions:

Each player chooses a figure and steps on the START field.

Players roll the dice and step as many fields as they can see on the dice.

If they step on a RED field, they have to choose a card. They have to either answer a question or follow an instruction.

The answers for the questions are provided in the text-booklet, so the players have to read the text in order to answer the questions.

(The text booklet contains a brief description of ten Hungarian travellers' life and work.) There are some empty cards as well on which the players can write some extra questions.



EU cards

Objective/aim of the game:

to raise students' awareness of certain basic information of the members of the European Union
to improve speaking skills

Age level/language proficiency level:

pre-intermediate and above

Number of players:

2-4 players

Resources/materials needed:

The game includes 28 cards; each of the cards represents the member states of the European Union according to the following points of view:

Area

Population

Density

GDP

Number of official languages

Year of accession

Rules/instructions:

- Each of the players (2-4) picks a card. The player picking the card with the largest area begins the game. The dealer puts back the cards into the pack.
- The dealer divides the cards evenly among the players.
- The first player chooses a card and names that point of view according to which he/she wishes to compare the countries appearing in the game.
- The player who has the card with the highest value of the chosen view wins the round and the right for calling as well.
- The game lasts till all of the cards are won; the player who wins the most cards is the winner.

Handwritten notes on a piece of paper at the top of the table, possibly a list of countries or a checklist.

Country	Area (km²)	Population (millions)	Capital	GDP (billion USD)	GDP per capita (USD)	Official Language(s)	EU Accession
Republic of Hungary	103,030	10.5	Budapest	165	15,621	Hungarian	2004
Republic of Latvia	64,589	2.3	Riga	20	8,700	Latvian	2004
Republic of Lithuania	65,300	3.0	Vilnius	30	10,000	Lithuanian	2004
Republic of Poland	312,685	38.0	Warsaw	380	11,800	Polish	2004
Republic of Romania	238,391	21.5	Bucharest	150	6,970	Romanian	2007
Republic of Slovakia	48,846	5.4	Bratislava	45	8,330	Slovak	2004
Republic of Slovenia	20,273	2.1	Ljubljana	35	16,500	Slovene	2002
Republic of Bulgaria	110,910	7.5	Sofia	50	6,667	Bulgarian	2007
Kingdom of Denmark	43,094	5.5	Copenhagen	350	63,704	Danish	1972
Kingdom of Sweden	450,295	9.5	Stockholm	500	52,632	Swedish	1995
Republic of Italy	301,338	60.0	Rome	1,900	31,667	Italian	1992
Republic of Finland	154,868	5.3	Helsinki	250	47,170	Finnish, Swedish	1995

Hungarian Conqueror

Objective/aim of the game:

to practice and widen the players' knowledge of historical data and events

Age level/language proficiency level:

15 years old and above

Number of players:

maximum 6 players

Resources/materials needed:

one board game

one dice

6 figures

32 cards with questions about Hungarian history

(the answer is given in the right-hand corner of the card)

60 pieces of cards - representing territories

Rules/instructions:

The players choose a figure and a similar-coloured box containing small pieces of paper (territories). If the player steps on a QUESTION MARK field, he or she chooses a card. The question will be asked by the player sitting right to him or her. If he or she gives the correct answer, he or she can occupy a territory. The player, occupying the most territories, is the winner.

Hand-drawn map of Hungary titled "HONFOGLALÓ" (Home Map) with a grid border containing various text and symbols.

Map Title: HONFOGLALÓ

Map Features:

- Color-coded regions: Budapest (orange), North Hungary (yellow), Central Hungary (green), South Hungary (purple), and West Hungary (pink).
- Small inset map of Europe showing Hungary's location.
- Orange sticky notes with letters: 'S', 'Z', 'T' on the left; a large '?' on the right.
- Red question marks scattered in the grid.

Grid Content (Approximate):

1. Magyarország területén...	?	2. Magyarország területén...	?	3. Magyarország területén...	?	4. Magyarország területén...	?	5. Magyarország területén...	?	6. Magyarország területén...	?	7. Magyarország területén...	?	8. Magyarország területén...	?	9. Magyarország területén...	?	10. Magyarország területén...	?	11. Magyarország területén...	?	12. Magyarország területén...	?	13. Magyarország területén...	?	14. Magyarország területén...	?	15. Magyarország területén...	?	16. Magyarország területén...	?	17. Magyarország területén...	?	18. Magyarország területén...	?	19. Magyarország területén...	?	20. Magyarország területén...	?	21. Magyarország területén...	?	22. Magyarország területén...	?	23. Magyarország területén...	?	24. Magyarország területén...	?	25. Magyarország területén...	?	26. Magyarország területén...	?	27. Magyarország területén...	?	28. Magyarország területén...	?	29. Magyarország területén...	?	30. Magyarország területén...	?	31. Magyarország területén...	?	32. Magyarország területén...	?	33. Magyarország területén...	?	34. Magyarország területén...	?	35. Magyarország területén...	?	36. Magyarország területén...	?	37. Magyarország területén...	?	38. Magyarország területén...	?	39. Magyarország területén...	?	40. Magyarország területén...	?	41. Magyarország területén...	?	42. Magyarország területén...	?	43. Magyarország területén...	?	44. Magyarország területén...	?	45. Magyarország területén...	?	46. Magyarország területén...	?	47. Magyarország területén...	?	48. Magyarország területén...	?	49. Magyarország területén...	?	50. Magyarország területén...	?	51. Magyarország területén...	?	52. Magyarország területén...	?	53. Magyarország területén...	?	54. Magyarország területén...	?	55. Magyarország területén...	?	56. Magyarország területén...	?	57. Magyarország területén...	?	58. Magyarország területén...	?	59. Magyarország területén...	?	60. Magyarország területén...	?	61. Magyarország területén...	?	62. Magyarország területén...	?	63. Magyarország területén...	?	64. Magyarország területén...	?	65. Magyarország területén...	?	66. Magyarország területén...	?	67. Magyarország területén...	?	68. Magyarország területén...	?	69. Magyarország területén...	?	70. Magyarország területén...	?	71. Magyarország területén...	?	72. Magyarország területén...	?	73. Magyarország területén...	?	74. Magyarország területén...	?	75. Magyarország területén...	?	76. Magyarország területén...	?	77. Magyarország területén...	?	78. Magyarország területén...	?	79. Magyarország területén...	?	80. Magyarország területén...	?	81. Magyarország területén...	?	82. Magyarország területén...	?	83. Magyarország területén...	?	84. Magyarország területén...	?	85. Magyarország területén...	?	86. Magyarország területén...	?	87. Magyarország területén...	?	88. Magyarország területén...	?	89. Magyarország területén...	?	90. Magyarország területén...	?	91. Magyarország területén...	?	92. Magyarország területén...	?	93. Magyarország területén...	?	94. Magyarország területén...	?	95. Magyarország területén...	?	96. Magyarország területén...	?	97. Magyarország területén...	?	98. Magyarország területén...	?	99. Magyarország területén...	?	100. Magyarország területén...	?
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Other Text:

- Top right: "Létszám" (Population)
- Left side: "Képek" (Pictures)
- Bottom right: "Statisztika" (Statistics)

Darts

Objective/aim of the game:

answering questions about different fields, for example geography or history

Age level/language proficiency level:

10+

Number of players:

2-6

Resources/materials needed:

dart board, darts or equivalent and balls, (60-100) question cards

Rules/instructions:

The balls are thrown at the snake and the umpire decides what number was hit.

Then, according to the number hit, the players have to answer a question.

If they answer correctly, they get points.



Europe-Puzzle

Objective/aim of the game:

learning about European geography

Age level/language proficiency level:

all

Number of players:

2 to 4 players

Resources/materials needed:

cards which build the map of Europe.

Rules/instructions:

You must try to match all the cards.



Don't worry

Objective/aim of the game:

testing knowledge about different topics, for example geography, history or maths etc.

Age level/language proficiency level:

10-99

Number of players:

2 to 4 players

Resources/materials needed:

Field and Quiz questions

Rules/instructions:

It's like a normal 'Mensch ärgere dich nicht' (Ludo). The difference is that you answer a question on every blue field.

If you answer the question correctly, you get points.

The more difficult questions bring more points than the easier questions.

When you arrive at your house you get two points.

The game is finished when everybody is in his house (a, b, c, d field).

The player with the most points wins.



Card Games

Ulti

Objective/aim of the game:

to entertain

to develop logic skills and memory

Age level/language proficiency level:

fourteen years old and above

Number of players:

three

Resources/materials needed:

a pack of Hungarian card

Rules/instructions:

Ulti is a trick-taking game for three players. In each hand one player, the winner of the bidding, chooses trumps (or no trumps) and plays alone against the other two players in partnership. To begin a session, each player draws a card from the shuffled pack, and whoever draws the lowest card (using the ranking order A-K-O-U-10-9-8-7) deals first. The turn to deal passes to the right after each hand. Deal and play are anticlockwise. The dealer shuffles and the player to dealer's left may either cut or knock on the cards. If the cards were cut, a batch of seven cards is dealt to the player to dealer's right and the rest of the cards are dealt anticlockwise in fives, so that the player to dealer's right has twelve cards and the others have ten each. If the cutter knocked, each player's cards must be dealt in a single batch, the first 12 to dealer's right hand opponent, then 10 to the player to dealer's left and the last 10 to the dealer. When there is a trump suit, the rank of cards in every suit from high to low is A, 10, K, O, U, 9, 8, 7 (the ten beats the king). The basic aim is to win tricks containing aces and tens, each ace and each ten being worth 10 card points. In addition, 10 card points go to the side which wins the last trick, so a total of 90 card points are at stake. A player who holds both the king and the over of one suit at the start of the play can score additional card points by declaring them when playing to the first trick. The king and over of trumps are worth 40 card points; the king and over of a non-trump suit are worth 20 card points. The holder simply announces "20" or "40" when playing a card to the first trick. The cards do not have to be shown, nor does the suit have to be specified unless it is trumps. A player who has more than one combination announces "two 20s", "three 20s", "40 and 20" etc. when playing to the first trick. It is possible for

more than one player to declare - all declared combinations score. It does not matter who ultimately wins the declared cards in tricks. Note that king-over in two non-trump suits must be announced as "two 20s" - not as "40", which would be a declaration of the king-over of trumps. The declarer names the trump suit, if not already specified in the bid, and leads to the first trick. Thereafter the winner of each trick leads to the next. It is compulsory to follow suit, and a player with no card of the suit led must play a trump if possible. A player who has no trumps and no card of the suit led may play any card. Subject to these rules, players are obliged to beat the highest card already played to the trick whenever they can. In no-trump contracts it is still obligatory to follow suit and to beat all cards already played to the trick whenever possible.



Skat (traditional card game popular in Germany)

Objective/aim of the game:

promotes rational thinking, practise counting

Age level:

from about 9 years onward

Number of players:

3 (4th player can deal and sit out 1 round)

Resources/materials needed:

deck of 32 cards which are the 7, 8, 9, 10, jack, queen, king and ace in all suits.

Rules/instructions:

At the beginning of each deal, one player becomes *declarer* and the other two players become the defending team. The two defenders are not allowed to communicate in any way except by their choice of cards to play.

A central aspect of the game are the three coexisting varieties called "suit game", "Grand" and "Null", that are differing in suit order, scoring and even overall goal to achieve.

Each deal starts with a *bidding phase* to determine declarer and type of game. Then, ten *tricks* are played, allowing players to take trick points: each card has a *face value* (except in *Null* games) and is worth that amount in points for the player winning the trick. The total face value of all cards being 120 points, declarer's goal is to take at least 61 points in tricks in order to win the deal. Otherwise, the defending team wins the deal. Points from tricks are not directly added to the players' overall score, they are only used to determine the outcome of the deal (win or loss for declarer), although winning by certain margins may increase the score for that deal.

Play is clockwise. No matter who is the declarer, forehand always leads to the first trick. Players must follow suit if they can. A player with no card of the suit led may play any card.

After each deal a score is awarded, depending on the type of deal, how high it was won (or lost) and bidding calls that had been made. Generally, if declarer wins he or she scores a positive amount, otherwise the score is doubled and subtracted from declarer's tally (i.e. a negative score).

More details:

[http://en.wikipedia.org/wiki/Skat_\(card_game\)](http://en.wikipedia.org/wiki/Skat_(card_game)) or www.pagat.com/schafk/skat.html



Minibridge

Objective/aim of the game:

Introduction to a worldwide played game called Bridge. This game involves team work, memory skill, logic, numeracy and fun. This international game can be played throughout the world.

Age level/language proficiency level:

12+

Number of players:

4

Resources/materials needed:

Deck of cards and special envelopes

Rules/instructions:

Summary of Minibridge

- 1 **Shuffle** The player to the left of the dealer shuffles the pack
- 2 **Deal** The dealer deals the cards into 4 equal piles of 13
- 3 **Sort** Each player sorts his cards into suits
- 4 **Count** Each player counts his High Card Points
- 5 **Announce** Starting with the dealer; each player announces how many high card points they have. (A=4, K=3, Q=2, J=1)
- 6 **Declare** The partnership with more than 20 points between them becomes the declaring side. Within that partnership the player with more points becomes declarer. His partner is dummy
- 7 **Display** Dummy places his cards face upwards on the table with the suits in columns
- 8 **Contract** Declarer, after seeing partner's hand, bids the contract. He selects *Trump* (♠, ♣, ♥, ♠) or *No trump*. (You need at least 8 cards in a trump suit)
Game or *No Game*
No Game = at least 7 tricks in your chosen denomination
Game in NT = 9 tricks
♠/♥ = 10 tricks
♦/♣ = 11 tricks
- 9 **Lead** The player on declarer's left leads to the first trick

- 10 Tricks** After each trick is complete each player places his card face downwards in front of him
Upright **Y** when his side wins the trick
Sideways **P** when his side loses the trick
- 11 Score** At the end of the board North fills in the travelling score slip
East checks the score
If declarer makes **enough** tricks for his contract he scores:
30 points for the 7th trick in \heartsuit/\clubsuit , plus 30 for each subsequent trick
20 points for the 7th trick in \spadesuit/\diamonds , plus 20 for each subsequent trick
40 points for the 7th trick in NT, plus 30 for each subsequent trick.
In addition there is a partscore bonus of 50, and a game bonus of 300
If declarer makes **not enough** tricks for his contract he scores for each undertrick



Twenty Five

Objective/aim of the game:

To get the most card tricks

Age level/language proficiency level:

12+

Number of players:

from 3 to 9

Resources/materials needed:

Deck of cards

Rules/instructions:

Introduction:

Twenty-Five could be considered the national card game of Ireland: it is played widely in rural pubs and at home. The game moves quite quickly - it does not take long to play a hand - and although there is a fair amount of luck in it, there is also some scope for skill. It is normally played by about five people but can be played by as few as two or as many as ten. The ranking order of the cards may seem a little arcane at first, but with a little practice it becomes second nature.

As well as the basic game, there are more complicated bidding versions called 55, 110 or 220 depending on the final score to be attained.

Twenty-Five:

This is the basic form of the modern Irish game, without bidding. Apart from the scoring it is more or less the same as the old games of [Maw](#) and Spoil Five.

Players:

The game is normally played by from 3 to 9 people; two-player and ten-player games are possible, but the two-player game is not very interesting and ten players might prefer to split into two five-player games. Any number can play as individuals; 4, 6 or 8 (or 10) can play in pairs, partners sitting opposite each other; the nine-player game can be played between three teams of three, each player sitting between members of the two other teams; it would also be possible for 6 players to play 3 against 3, but I'm not sure whether this is customary.

Object of the Game:

To be the first player or team to twenty five points, scoring five points per trick. This will usually take two or more deals. Pairs (or threes) combine the scores for the tricks they win.

Ranking Order of the Cards:

25 is played with a standard 52-card pack. In each deal, one suit will be chosen as trumps. the rank of cards is different depending on the colour of the suit and whether it is trumps. From high to low, the cards rank as follows:

Trump suit:

- Hearts: ♥ 5, ♥ J, ♥ A, ♥ K, ♥ Q, ♥ 10, ♥ 9, ♥ 8, ♥ 7, ♥ 6, ♥ 4, ♥ 3, ♥ 2
- Diamonds: ♦ 5, ♦ J, A, ♦ A, ♦ K, ♦ Q, ♦ 10, ♦ 9, ♦ 8, ♦ 7, ♦ 6, ♦ 4, ♦ 3, ♦ 2
- Clubs: ♣ 5, ♣ J, ♣ A, ♣ A, ♣ K, ♣ Q, ♣ 2, ♣ 3, ♣ 4, ♣ 6, ♣ 7, ♣ 8, ♣ 9, ♣ 10
- Spades: ♠ 5, ♠ J, ♠ A, ♠ A, ♠ K, ♠ Q, ♠ 2, ♠ 3, ♠ 4, ♠ 6, ♠ 7, ♠ 8, ♠ 9, ♠ 10

Non-trump suit:

- Hearts: ♥ K, ♥ Q, ♥ J, ♥ 10, ♥ 9, ♥ 8, ♥ 7, ♥ 6, ♥ 5, ♥ 4, ♥ 3, ♥ 2
- Diamonds: ♦ K, ♦ Q, ♦ J, ♦ 10, ♦ 9, ♦ 8, ♦ 7, ♦ 6, ♦ 5, ♦ 4, ♦ 3, ♦ 2, ♦ A
- Clubs: ♣ K, ♣ Q, ♣ J, ♣ A, ♣ 2, ♣ 3, ♣ 4, ♣ 5, ♣ 6, ♣ 7, ♣ 8, ♣ 9, ♣ 10
- Spades: ♠ K, ♠ Q, ♠ J, ♠ A, ♠ 2, ♠ 3, ♠ 4, ♠ 5, ♠ 6, ♠ 7, ♠ 8, ♠ 9, ♠ 10

To summarise:

- The **highest trump** is always the **five** of the trump suit.
- The **second highest trump** is always the **jack** of the trump suit.
- The **third highest trump** is always the **ace of hearts**, no matter what the trump suit is.
- If the trump suit is not hearts, the **fourth highest trump** is the **ace**.
- After the ace of trumps follow the King, Queen and numeral cards.
- In a suit that is not trumps, the highest card is the King, followed by the Queen, Jack and numeral cards.
- Among the numeral cards, the highest cards are best in the red suits, but the lowest cards are best in the black suits: players remember this as "**highest in red, lowest in black**".
- The ace of hearts is always a trump. The other aces, when their suit is not trumps, count as ordinary ones. Therefore the ace of diamonds is the lowest card of its suit when diamonds are not trumps. The black aces, when not trumps, rank between the jack and the two.

Deal and Robbing:

The dealer shuffles and offers the cards to the player on the right to cut if he or she wishes to. The dealer then deals five cards to each person, two at a time followed by three at a time or three at a time followed by two at a time. The turn to deal passes to the left after each hand.

After dealing, the dealer stacks the undealt cards face down and turns the top card of this stack face up. The suit of this turned card is trumps for the hand. If you hold the ace of trumps you may "**rob**" the trump turned up by the dealer. To rob the trump, you place any unwanted card from your hand **face down** beside the undealt part of the deck and either take the turned up trump into your hand or leave it where it is to play as though it were one of the cards in your hand. If the dealer turns up the ace, the dealer can rob it. If the ace of trumps is not dealt, no one can rob the turned trump. If you are entitled to rob the trump, it must be done before you play a card to the first trick, otherwise you lose the right to rob it.

It is not obligatory for the holder of the ace of trumps to rob. If you have the trump ace and decide not to rob (or forget to do so) then you lose your opportunity to rob after you have played to the first trick. You must then play with the five cards you were originally dealt. Your concealed ace of trumps keeps its normal power, ranking above the king.

Play:

The player to dealer's left leads to the first trick. The highest card of the suit led wins unless a trump is played, in which case the highest trump wins. The winner of each trick leads to the next.

When a card of a non-trump suit is led, players who have cards of this suit must **either** play a card of the suit that was led **or** play a trump (which is known as ruffing). **In this game you are always allowed to trump even if you could have followed suit.** If you don't wish to ruff, you must follow suit if you can. However, if you are unable to follow suit you do not have to trump - in this case you may play any card - either a trump or a card of another non-trump suit.

When a trump is led, the other players must play trumps if possible, with the exception of the top three trumps (the 5, J and ♥A), which have the privilege of **renegeing**: you can never be forced to play any of these three top trumps unless another player **leads** a better trump than the one you hold. A player who holds no trumps (except possibly one or more of the top three when a lower trump was led) may play any card.

Note that for the purposes of following suit, the ace of hearts counts as a trump, not as a heart.

Examples:

- Spades are trumps. You hold ♠5, ♥A and no other trumps. The ♠7 is led. Your trumps are both from the top three better than the lead, so you do not have to play either of them - you may play any card.
- Spades are trumps. You hold ♠5, ♠A and no other trumps. The ♠7 is led. The ♠A does not have the privilege of renegeing, so you must play either this or your other trump, the ♠5. You cannot throw a card of another suit on this trick.
- Spades are trumps. You hold ♥A and no other trumps. The ♠J is led. Since the trump that was led is better than yours, you are forced to play your ♥A.
- Spades are trumps. You hold ♥A and no other trumps. The ♠7 is led and the next player plays the ♠5. You are the third player. Although the trick contains a card that is higher than yours, that high trump was not led to the trick (the lead was a low trump - the 7) so you need not play your ♥A. You are free to play any card to this trick.

Scoring:

Each trick is worth five points to the team or player that wins it. As soon as a player reaches 25 points (i.e. has won five tricks) the game is over and that player or team is the winner. If no one has reached 25 at the end of the hand, the next dealer shuffles, the cards are cut, and a new hand is dealt and played.

Note that the game very often ends in the middle before all the cards are played. As soon as a player or team wins its fifth trick, reaching 25 points, play stops and the winners are paid. If another game is to be played the cards are shuffled and there is a new deal.

Usually the game is played for a small stake, for example 20p. Some people pay for each game, but when the game is played between two teams, some play (for example) best of five games, in which case the first team to three games wins the stake.

It is often agreed that if one player or team wins in one hand by winning all five tricks (for 25 points), that entitles them to a double stake (40p if the basic stake per game was 20p). The

five tricks do not necessarily have to be won in the first hand, but in order to claim the double stake, the player or team must have no previous score in that game.

Example of Play: Three players A, B, and C. A is the dealer and deals three cards to each player, and then two cards to each player. He then turns up the two of spades - thus spades are trumps.

The three hands:

- A: ♠3, ♦J, ♣2, ♣10, ♣J.
- B: ♠A, ♠Q, ♦2, ♦Q, ♥6.
- C: ♠5, ♦8, ♦K, ♣5, ♥10.

Play:

- **Trick 1:** B places his ♦2 face down indicating that he is robbing the two of spades and plays the ♦Q, C plays the ♦K and A plays the ♠3, happy to have won a trick with his little trump. A wins the first trick.
- A leads back the ♦2. B plays his queen of spades (trump) and C not wanting to overruff with the ♠5 (a very high trump) plays his ♣5. B wins the second trick.
- B now plays the ace of trumps. To this C reneges his ♠5 (his privilege) and plays the ♦8 of diamonds (now the worst card in his hand) instead. A plays a lowly ♣10. B wins the third trick.
- B then leads his other trump (from the top of the deck) the two of spades. C (with a smile) plays the five, and A plays the ♣J. C wins the fourth trick.
- C then leads the ♥10, winning against A's Jack of Diamonds and B's ♥6.

Score:

- A: 1 trick therefore 5 points
- B: 2 tricks therefore 10 points
- C: 2 tricks therefore 10 points

The cards are combined, shuffled and dealt again.

Folk Games

'GIVE A SOLDIER, KING!'

Objective/aim of the game:

entertainment

Age level/language proficiency level:

young teenagers

Number of players:

12 or more forming two lines

Resources/materials needed:

Open space /school yard

Rules/instructions:

Players are divided into two equal groups. The two strongest, smartest children will be the Kings.

Ten meters away from each other children line up in two rows, facing each other. They hold each other's hands tight.

The following dialogue will continue between the group leaders, the Kings:

- Give a soldier, King!
- I will not!
- If you do not, I will break!
- Break if you can!
- Who do you want?
- Amanda. (He chooses a member's name from the opponent group.)

The chosen child runs against the opponents' line, preferably in a place where there are two weaker children holding their hands. If he/she succeeds and breaks the line, he/she takes two children with him/her. If he/she can not break and gets caught in the linked hands, then he/she remains a prisoner. The group which can get more soldiers (or all the soldiers) of the opponent group wins.



We came from America

Objective/aim of the game:

to entertain, to practise trade names

Age level/language proficiency level:

young teenagers

Number of players:

any

Resources/materials needed:

none

Rules/instructions:

Two students leave the classroom and decide what trade they will present to the others.

They come back and say:

'We came from America and the trade of our coat of arms is 'C'. (They give the first letter of the trade.) e. g. cook

Then they begin to mime what the tradesmen do. (They imitate the typical movements of the chosen trade.)

The other students begin to ask what the trade is. The student who finds out the trade will leave the classroom and find out a new one.



Miscellaneous Games

School game

Objective/aim of the game:

improve behaviour at school

Age level/language proficiency level:

1st year of secondary school

Number of players:

2-6 players

Resources/materials needed:

games board, coupon cards, punishment cards

Rules/instructions:

Every player throws the dice.

After you have thrown the dice you move your piece.

If you come on a 'G', you must take a coupon card.

And if you come on an 'S', you must take a punishment card.

The player who is the first at the end wins.

Examples for G-Cards:

You have to clean the class. Throw the dice again.	You helped a pupil to get the ball. Go forward 4 fields.	You have cleaned the playground. Go forward 3 fields.
You have settled a dispute. Take 'G'-card.	It's your birthday. You can keep the card and you needn't take a punishment card next time.	You have a good mark (1) in your class test. Decide which player must go 3 fields back.
You were nice to your teacher. Go forward 5 fields.	You have brought a parcel to the teacher. Go forward 2 fields or send another player 2 fields back.	You have written a seminar paper. Go 4 forward fields.
You get your school report. It's very good. Take a 'G'-card.	You have skipped a class. Go forward 9 fields.	You have taken part in a sponsor walk. Go forward 2 fields.



Musical chairs or dancing around chairs

Objective/aim of the game:

entertainment, played in informal settings such as parties.

Age level/language proficiency level:

young teenagers or above

Number of players:

any number of players

Resources/materials needed:

chairs (one fewer than the number of the players)

CD player to provide music

Rules/instructions:

The game starts with any number of players and a number of [chairs](#) one fewer than the number of players; the chairs are arranged in a circle facing outward, with the people standing in a circle just outside of that. A non-playing individual plays recorded music or a musical instrument.

When the music player suddenly stops the music, everyone must race to sit down on one of the chairs.

The player who is left without a chair drops out from the game, and one chair is also removed to ensure that there will always be one fewer chair than players.

The music continues and the cycle repeats until there is only one player left in the game, who is the winner.



Rubik's cube

Objective/aim of the game:

to entertain

to develop logic skills and memory

Age level/language proficiency level:

young teenagers and above

Number of players:

one

Resources/materials needed:

a Rubik's cube

Rules/instructions:

Website: www.scaredcat.demon.co.uk/rubikscube/the_solution.html



Black Star

Objective/aim of the game:
communication/entertainment

Age level/language proficiency level:
6+/ first or second year

Number of players:
2-4 players

Resources/materials needed:
25 cards

Rules/instructions:

Each player gets some cards which he holds in his hand.

If you have a pair you put it on the table when it is your turn.

The game is finished when you haven't got cards on your hand. The player who is left with the Black Star (card 25) has lost the game.



Body Memory

Objective/aim of the game:

training memory/entertainment

Age level/language proficiency level:

all

Number of players:

at least 4 players, should be played with a larger group

Resources/materials needed:

big memory cards

Rules/instructions:

You act as memory pieces. You take a card and hold it close to your body.

Don't let anyone see the image. One of the players points to a memory piece and asks them to show their picture.

The player then has to try to find the matching piece.

The winner is the player with the most pairs of cards.





Triple Memory

Objective/aim of the game:

learning basic information about partner countries

Age level/language proficiency level:

12+/basic

Number of players:

2-4 players

Resources/materials needed:

memory cards

Rules/instructions:

You put the cards with the front on the table.

Then you must turn three cards around.

On the cards there are topics about Ireland, Hungary and Germany.

You must find triples.

The player, who has got the most triples wins.

Irish	Deutsch
Magyar	Budapest
Berlin	Dublin

Wie geht es dir?	How are you?
Hogy vagy?	Schwarz Rot Gold
Green white orange	Piros fehér zöld
Weizenbier	Guinness
Hazai sörök	Fußball

Watersport	Rugby / Hurling
Rhein	Raab
Shannon	Sauerkraut
Fish and Chips	Langós

Trigger

Objective/aim of the game:

entertainment/ different subjects

Age level:

all

Number of players:

2-4

Resources/materials needed:

big games board, question cards

Rules/instructions:

The game is based around a large piece of paper with named handprints. The players draw a card which describes where the hand must be placed and the action you have to carry out.

You must hold this position until your next turn comes around.



Snakes and Ladders

Objective/aim of the game:

entertainment, quiz about different subjects

Age level/language proficiency level:

all

Number of players:

2-4 players.

Resources/materials needed:

You need a field , two dices and a shaker. You can combine it with quiz questions (green fields or red fields).

Rules/instructions:

Each player gets a piece.

There are numbers on the game field and there are snakes and ladders, too.

If you come on a field with a head of a snake, you move to the end of the snake.

If you come on a field with a ladder, you have to climb to the end of the ladder.

You win, if you are the first to reach the field 'GOAL'.



Everyone against everyone/ ,Jeder gegen Jeden'

Objective/aim of the game:

Age level/language proficiency level:

Number of players:

2 – 4 players.

Resources/materials needed:

board, pieces, action (quiz) cards

Rules/instructions:

Each player gets four game pieces in one colour.

You put this piece on the "house" (the four pounds outside the field)

Put the action card in the middle of the field.

Each player throws a dice three times, before you can leave you need a six.

When you have a six you can put one game piece on the pound in your colour.

After you have thrown a six, you must move the next piece from the start field, when all your pieces are outside you can go six fields forward.

If you come with your piece on a field with an opponent's piece, you must take the other piece out.

You can't throw out yourself. When you go on the action field you must take a card and must do the action.

If you are not able to complete the task or to answer the questions you must go back to your home again.

The aim of the game is to have all your pieces in the stable.

If there is someone who has lost, the game is finished.



How to produce a Quiz

Advice:

If the answer is on the back and not underneath the question on the front of the quizcard you can use the quiz to learn without a partner.

Preparation:

- Create a grid with two columns
- Invent questions and write them into the left column
- Students research the answers and write them into the right column
- Prepare a word document with text fields and save them as "quiz field empty"
- Write questions on an empty document and save as "quiz questions 1" and "quiz questions 2"
- Print out question sheets
- Follow the same instructions for the answers ("Quiz answers 1" etc.)

Production of Quiz cards:

What you need:

coloured paper (2 colours for question / answer sides)

glue

cardboard as a base for cutting

paper cutter

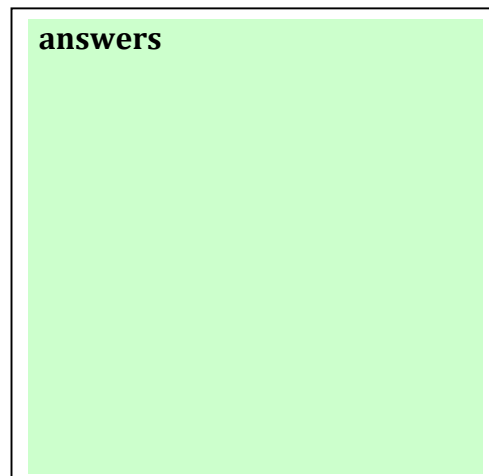
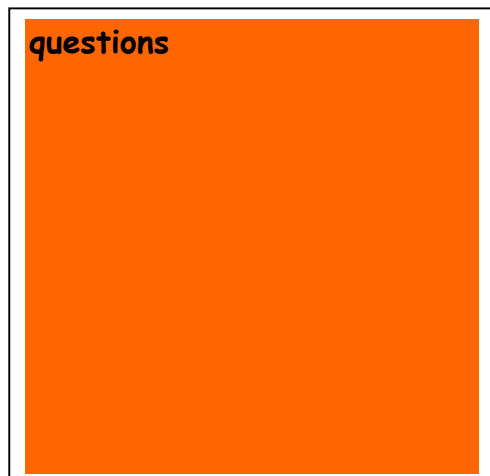
long ruler

laminator+film

box

- Copy questions and answers onto different paper
- Cut sheets of paper into stripes
- Glue question stripes onto the matching paper stripes – hold against the light to match the frames exactly
- Use the paper cutter to cut out along the outside lines
- Put the cards with enough space between into the laminating film
- laminate
- cut out with the paper cutter, leave about 2 mm of film each side
make the corners round

When was FC Schalke 04 founded and what was its name at the time?	
Which footballer has never played for S04? Ernst Kuzorra - Fritz Sczepan - Berni Klodt - Fritz Walter - Reinhard Libuda	
Which European title did S04 win and when was that?	
In which federal German state lies Gelsenkirchen?	
How many inhabitants has Gelsenkirchen got in 2011?	
Why was Gelsenkirchen called "City of a thousand fires" in the past?	



Roll your life

Objective/aim of the game:

preparing career choice

Age level/language proficiency level:

14+

Number of players:

3-5

Resources/materials needed:

1 game board
65 event cards
5 game figures
1 dice

Preparation

The event cards are sorted according to their colours on the marked fields of the four play areas (career choice, application, entrance test, ob interview) the characters are placed on the starting field.

Rules/instructions:

The player who throws the highest number begins.

If a player comes to an event field another player chosen by him picks up the top card and read the question aloud.

If the player answers a knowledge question correctly he can go forward 3 fields, if the answer is wrong, he must go back 3 fields.

If the card selected is a taboo card, the chosen "assistant" player must explain the term underlined (job/profession) without using the taboo words given underneath. The player sitting next to him checks the term. If the job is guessed correctly in 30 seconds, the player on the event field can move 2 fields forward, if not, he must go 2 fields back.

If the explaining player mentions the taboo words, he must go 2 fields back, the other player remains on the event field.

The player who first reaches the target is the winner.

