Games From Around The World 3



EUROPE

Britain: Kick the can (3 or more players)

The origin of this game is unknown, but during the 1930s the game was a popular pastime because it did not require any equipment.

How to play: One person (or a team of people if the group is large) is designated 'it' and an empty can is placed in the open playing field. With eyes closed, 'it' counts to an agreed upon number and the other players run and hide.

'It' then tries to find and tig each of the players, always keeping a watchful eye on the can. Any player who is tigged is sent to the base, usually in plain sight of the can.

The rest of the players attempt to kick the can before being tigged out. If they can kick the can without being caught, they set all the captured players free. This fast-paced run-around is great for encouraging teamwork, observation and strategy.

Our prayer for Europe

Let us pray for the people of Europe and missionaries who deliver God's love there.

We pray that Europe may be a place where war ceases to exist, the homeless find a home, the lonely find friends and the sick find care.

Amen.

"You make known to me the path of life; fullness of joy in your presence; at your right hand happiness forevermore."

Psalm 16:11



Our work in Europe

Our schools resources uphold the mission of Catholid education. They encourage children to follow Jesus' example by praying, sharing and witnessing God's love to all. Missionary Children aims to develop understanding of God's global family and our place within Christ's Church.

Italy: Strega comanda color (3 or more players)

This is a fun game to play with younger children. To develop international language skills in older children, players could call out the colours in different languages.

How to play: One player is chosen as the 'Strega' (witch), who calls out a colour.

The other players must then touch an object, whether it be an article of clothing or something in the surrounding environment. They must touch the colour before the witch can catch them.

The first child caught before touching the colour becomes the next witch. If the current witch is unsuccessful, he or she must call out another colour.