

## SLOVENIAN TRADITIONAL GAMES

### Instructions

#### 1. THIEVES AND COPS

The children are sitting in two lines facing each other, with the distance of 10 meters between them. On one side there is the team of *thieves*, on the other the team of *cops*. Each child in the lines has a number.

In the middle of the field an object is placed. The leader of the game calls a number. *The thief* and *the cop* with that number come to the object.

*The thief* now tries to distract the cop. He makes different moves: squats, jumps, somersaults etc. *The cop* has to mime all the actions of *the thief*.

*The thief* waits for a moment when *the cop* isn't paying attention and steals the object.

*The thief* runs away with the object and tries to reach his old place in the team. *The cop* chases him.

If the cop catches the thief before he gets back, the cops get a point. If he doesn't catch him, the thieves get a point.

In a new round of the game the roles are switched.



## 2. PHOTOGRAPHER

*The photographer* places the pupils to make a shot. Also, he specifies who has got which prop. While the photographer is on his way to his camera stand, the objects (pupils) completely change the image of the photo. The photographer sees that something is wrong and resets the "frame". While the photographer is withdrawing behind the camera stand the pupils change their positions again. In the original version of the game, the photographer has to determine what has changed, who is missing etc. We have changed the ending a little though.



### 3. STONE TOSSING

This game used to be played by shepherds to pass time while watching the herd.

First, they would dig up a little hole, about 15 centimetres deep. In the middle of the hole, a small stone was put.

Each shepherd had five stones and had to toss them towards the hole. The stone had to be as near the brim of the hole as possible, but it shouldn't fall in.

If a stone fell in, that shepherd was punished. He had to attend to the cattle.

The shepherd who tossed all his stones the nearest to the brim of the hole, was the winner. He could now aim at the stone in the centre of the hole.

Also, the winner would get a prize – a basket made of corn peels.

