Group 1

Names: Masaki, Mayu, Nanami **Country:Russia**

Childhood game /Your name: Nanami	Teenage game/Your name:Mayu	Adult game/Your name:Masaki
Activity Name: pulling the stick **Level (age): 8-** **Time needed: 10sec.** **Origin of activity: it's a kind of wrestling** **Purpose: build up muscles** **Equipment: a stick and a board** **Safety: little dangerous (when the loser is pulled over)** **Activity Description and Procedure:** 1. **Toss a coin and winner decide to the stick hold position. And hold it.** 2. **The opposite hold the other side of stick.** 3. **Pull the stick each other.** 4. **If he/she released the stick or pulls over the other side with the stick, it's loser.** 5. **It need to play two times. If he/she won both match, he/she get 3points.** 6. **If the game was drew, toss a coin again and play one more time.** 7. **Winner 2-1 get two points and loser 1-2 get 1 point.** 8. **Explain each step you will do of DDADA for teaching your activity** 1. **Describe: teach the background of the game(Russian climate)** 2. **Demonstrate: show a YouTube movie and play the game with volunteer in class.** 3. **Ask Questions: What situation means losing a game?** 4. **Do: go outside and play the game** 5. **Adapt (these are plan b anticipating any problems): play 5 times each pair because this game finish a few seconds.** **Activity Variations (one to make it easier one to make it harder)**	**Activity Name: Lapta** **Level (age):10～** **Time needed:30 mins** **Origin of activity:similar to baseball** **Purpose:**built up muscles **Equipment:a ball and a bat** **Safety: parative safety** **Activity Description and Procedure:** 1. **Lapta is a team sport, with six players on each team and each match split into two 30-minute halgves with a five-minute break in between.** 2. **The defending team proceeds to the field while the server stands on a special pad. A teammate will throw the server a ball to be hit strongly and accurately** 3. **Once the ball is served, the batting team's players rush forward with the aim of running up to the "kon" line and back "home" while the ball is in play.** 4. **Change the position** **Explain each step you will do of DDADA for teaching your activity** 1. **Describe: Explain the history of lapta** 2. **Demonstrate: Show a Youtube movie and explain rules** 3. **Ask Questions:** 4. **Do:go outside and play** 5. **Adapt (these are plan b anticipating any problems):Image beseball** **Activity Variations (one to make it easier one to make it harder)** 1. **I become a pitcher.** 2. **Opponent team's menber becomes a pitcher.**	**Activity Name: Gorodki** **Level (age): young to old** **Time needed:15 mins** **Origin of activity:Similar to bowling** **Purpose: exercise** **Equipment: bats and pins** **Safety: a bat thrown by people might hit** **Activity Description and Procedure:** 1. **Prepare 20 centimeters of wooden pin (gorodki) of 10 and less than a meter of wooden stick. Pins should stand among the 2 meters square area in size (godok)** 2. **Devide into two groups and every one person try to knock them down out of the gorod in as few throws as possible** 3. **Players receive no points, have the villages re-set and are charged a turn if the bat touches the line or the ground in front of the line if they step on or over the boundary line and if they do not throw the bat within the designated 30-second time limit** 4. **The player who uses the least amount of throws to knock out all 15 shapes over the course of three rounds wins. Gorodki can be played one-on-one or in teams** 5. 6. 7. **Explain each step you will do of DDADA for teaching your activity** 1. **Describe: explain the process simply and the how this game was born** 2. **Demonstrate: show student how to play this game in person** 3. **Ask Questions: let them make sure how this going on with explaining again** 4. **Do: actual practice**

1. You can bend your knees as possible as you can 2. You must be pulling over the opposite with the stick to win **Similar Activities: Bou Hiki (Japan)** **Processing and Closure reflect as a group last thoughts: It is a traditional game in severe climate place like Russia. Because they need to build up their muscles to live more stronger. These thinking influences the game and culture deeply.** **References (websites and videos):https://youtu.be/I_2fALApQ1w** **https://ru.wikipedia.org/wiki/%D0%9C%D0%B0%D1%81-%D1%80%D0%B5%D1%81%D1%82%D0%BB%D0%B8%D0%BD%D0%B3**	**Similar Activities:baseball** **Processing and Closure reflect as a group last thoughts:Lapta has a long history. It is as old as cricket and doubt much older than baseball. Peter the Great used the game for physical conditioning for his elite guard.** **References (websites and videos):** **http://rbth.com/articles/2011/01/28/russian_lapta_12321.html**	5. Adapt (these are plan b anticipating any problems): A movie can help this problem **Activity Variations (one to make it easier one to make it harder)** 1. Shrink the gorod (city) 2. Keep further **Similar Activities: Bowling** **Processing and Closure reflect as a group last thoughts: This is a pretty much Russian original sports nowadays. If you have chance to teach someday, you can access to Russian history** **References (websites and videos):** **https://www.youtube.com/watch?v=qO0a6AAhlas**

Group 2

Names: Asuka, Ryotaro, Kazutaka **Country:Philippine**

Childhood game /Your name: Asuka	Teenage game/Your name: Ryotaro	Adult game/Your name: Kazutaka
Activity Name: Patintero **Level (age):-22** **Time needed:10minets** **Origin of activity:Philippine** **Purpose:For fun and group communication** **Equipment:something to draw line** **Safety: It's probably happen fell down, and run into people.** **Activity Description and Procedure:** 1. **Separate 2 groups.** 2. **Decide the tagger and runner.** 3. **Tagger must move on the line, and runner to pass the line avoid tagger.** 4. **Start(5minets)** 5. **When a runner caught by tagger, the person have to be retired.** 6. **Count the people who pass the goal line.** 7. **Change the role. Tagger will be catcher, and Catcher will be tagger.** 8. **Do it again.** **Explain each step you will do of DDADA for teaching your activity** 1. **Describe: To tell about the game and explain how to play.** 2. **Demonstrate: Show the video from Youtube that play by local kids. If it need, I'm going to stop the video and explain.** 3. **Ask Questions: For tagger, where can you move? For runner, what do you have to care about?** 4. **Do: Go outside and start.** 5. **Adapt (these are plan b anticipating any problems): If it's rainy outside, do inside. Then we have to take off the socks for safety. And if one team is strong, change team members. If they need, make the time to strategy meeting.**	**Activity Name: Tumbang Preso** **Level (age): 12-24** **Time needed: 10min** **Origin of activity: Philippine** **Purpose:** **Equipment: can,sandal** **Safety: safe** **Activity Description and Procedure:** 1. **The participants are separated into two teams(one team-between four and eight)** 2. **One team becomes the base and two people sit facing each other with their right feet touching.** 3. **The team who do not make a wall choose two people who jump over the wall.** 4. **Another team member jump over the feet without touching any part of the feets with their body and clothes.** 5. **When the player can jump over the wall, the team that makes the base make wall higher with their hands and fingers.** 6. **When the player can not jump over the wall,change to the next person.** 7. **In the end of the games, the team that could jump higher is the winner.** **Explain each step you will do of DDADA for teaching your activity** 1. **Describe: Explain the rules and showing examples that we play practicable games.** 2. **Demonstrate: Pick someone as thrower and let him hit can and try to make everyone understanding.** 3. **Ask Questions: Ask everyone if there are any unclear points and concern things that we must not do.**	**Activity Name: Pak Ganern** **Level (age):12-40** **Time needed:10min** **Origin of activity: Child's hands game** **Purpose: For fun, to choose loser** **Equipment: people** **Safety: safe** **Activity Description and Procedure:** 1. **Make a circle with people(at least 2 people)** 2. **Start** 3. **Finish if someone makes a mistake** 4. 5. 6. 7. **Explain each step you will do of DDADA for teaching your activity** 1. **Describe: Explain how to play Pak Ganern.** 2. **Demonstrate: First our group demonstrate in front of our class.** 3. **Ask Questions: Make sure if everybody understand.** 4. **Do: Divide whole class into 3 or 4 groups and our member also join each group.** 5. **Adapt (these are plan b anticipating any problems): If someone can't do well, explain step by step and let them play slowly.** **Activity Variations (one to make it easier one to make it harder)** 1. **Make rhythm faster for harder.** 2. **Make a big group for fun and easier.** **Similar Activities: Nanay, Tatay** **Processing and Closure reflect as a group last thoughts:** **References (websites and videos):**

Activity Variations (one to make it easier one to make it harder) 1. **Tagger can move only both side(right and left)** 2. **Runner have to back to start line after pass the goal line. It means the goal is come back to start line.** **Similar Activities:Peron(Japanese)** **Processing and Closure reflect as a group last thoughts: This game doesn't need any equipment. There are only line and can play. It shows their creativity. And Philipine have many children, they can hang out outside and have han.** **References (websites and videos):** **https://www.youtube.com/watch?v=2Hj8CRJXkgA** **http://riseasia.blog.so-net.ne.jp/2008-09-26** **http://primer.ph/blog/genre/philippines-traditional-games/** **https://answers.yahoo.com/question/index?qid=20070826051300AA4YZLj** **http://cebu.sakura.tv/blog/index.php?day=20050220** **http://www.slideshare.net/andrapapelleras/traditional-games-in-the-philippines** **http://www.premium-philippines.com/index.html** **http://tagaloglang.com/patintero/**	4. **Do: Play the games and we support, watch carefully for not hurting someone's bodies while they are playing.** 5. **Adapt (these are plan b anticipating any problems): If someone who can't throw or hit, change some rules ex) instead of sandal, they can use balls or something** **Activity Variations (one to make it easier one to make it harder)** 1. **Easier = Making cans bigger** 2. **Harder = Throwing sandals from further line** **Similar Activities:kicking cans(Japan)** **Processing and Closure reflect as a group last thoughts:** **References (websites and videos):** **https://www.reference.com/world-view/history-luksong-tinik-43dc545cb35a4df2** **http://tagaloglang.com/luksong-tinik/**	**https://youtu.be/1VTpxh70iOw** **https://youtu.be/30KDrnk__Oc** **https://kami.com.ph/39009-play-pak-ganern-clap-game.html**

Group 3

Names: Hezi, Ayaka, Yuta **Country:Brazil**

Childhood game /Your name: Hezi Duan	Teenage game/Your name: Yuta	Adult game/Your name: Ayaka
Activity Name: Luta de Galo (fight of the rooster) **Level (age): 8~** **Time needed: 10 mins** **Origin of activity: Brazil** **Purpose: make children active** **Equipment: handkerchief or bandana for each player** **Safety: safe** **Activity Description and Procedure:** 1. **Tuck the handkerchief/bandana/cloth into a pocket or waistband of each player. Enough of the cloth should be hanging out so it is visible to the other players and so it can be taken by another.** 2. **Players should cross their right arm over across their chest (hence they cannot use it) and try to grab the other person's cloth with their left hand while hopping on only one foot.** 3. **The players then hop around trying to grab each other's handkerchief.** 4. **Suggestions for Play: Play with more than 2 people and have those whose handkerchiefs are taken sit out. Use reusable toilet paper (available at the Dollar Store) instead of handkerchiefs or bandanas. Play on the grass- cement hurts when you fall.** **Explain each step you will do of DDADA for teaching your activity** 1. **Describe: Introduce the game and tell them how to play.** 2. **Demonstrate:Show them a short video.** 3. **Ask Questions:** **What happens if one of the players drop his leg?**	**Activity Name: jogo de rouba bandeira** **Level (age): 10～** **Time needed: 10～20 minutes** **Origin of activity: maybe Brazil** **Purpose: to build physical strength and stamina** **Equipment: two flags, cones** **Safety: be careful to injure** **Activity Description and Procedure:** 1. **Split the member into two teams and put the flag at each end of the pitch.** 2. **To capture the flag, player must enter the opponent's territory and bring the flag.** 3. **After that, player back to the own coat without being captured by opposing player.** 4. **The winning team is who gets the flag first regardless of the number of the member who have been caught.** **Explain each step you will do of DDADA for teaching your activity** 1. **Describe: I explain about history and how to play this game with Powerpoint.** 2. **Demonstrate: I show the picture and I explain the rule in detail.** 3. **Ask Questions:** **・Where is the flag putting first in this game?** **・What are the winning condition of this game?** 4. **Do: play game** 5. **Adapt (these are plan b anticipating any problems): If the time runs out, I have to change the time to play 1 game.** **Activity Variations (one to make it easier one to make it harder)** 1. **Easier: decrease the number of the flag** 2. **Harder: increase the number of the flag**	**Activity Name:Bomfim** **Level (age): 5～ but adults go to church to pray and tie Bonfim on the fence near the church to wish their luck)** **Time needed: 5-10** **Origin of activity: Bomfim started from a church in Salvador in northeastern Brazil which is called Bonfim church. The church's located near sea. It's said that the church protects people from water accidents. Since then, people started go and pray for not only their hearthbut also other things. Andit for their luck** **Purpose: to wish luck** **Equipment: ribbons, makers** **Safety: it's quite safe as long as** **Activity Description and Procedure:** 1. **Pick up one ribbon from different colors depends on what you wish.** 2. **Write down「LENBRANÇA DO SENHOR DO BONFIM DA BAHIA」** 3. **Wrap it twice around your wrist or ankle. Tie it three times at the same time as you wish your three luck.** 4. **Your wish will come true when it is naturally got cut off from you body.** **Explain each step you will do of DDADA for teaching your activity** 1. **Describe: I introduce the history of Bonfim and how it effects to Japanese culture. Also I explain how to make Bonfim with PowerPoint and some videos.** 2. **Demonstrate: I show my example of Bonfim but we make Bonfim together** 3. **Ask Questions:** **・What does Bonfim mean?** **・How is it related to Japan**

4. **Do: Play the game.** 5. **Adapt (these are plan b anticipating any problems): If there is plenty of time, play** tournament. **Activity Variations (one to make it easier one to make it harder)** 1. **Easier: Tuck ribbon shorter.** 2. **Harder: Tuck ribbon longer.** **Similar Activities: Teoshizumo** **Processing and Closure reflect as a group last thoughts:This is a very simple game, and requires unity to players.** **References (websites and videos):** **https://www.youtube.com/watch?v=fOD2vDne7kk** **https://www.youtube.com/watch?v=EFafkygdwEw**	**Similar Activities: capture the flag game** **Processing and Closure reflect as a group last thoughts:** **References (websites and videos):** **https://www.youtube.com/watch?v=qNy476f8R0Q**	**・what is written on Bomfin and what does it mean?** 4. **Do: We make Bomfin together** 5. **Adapt (these are plan b anticipating any problems):** **Activity Variations (one to make it easier one to make it harder)** 1. **Easier: This is enough easy to everyone** 2. **Harder: Pick more colors and knit them together.** **Similar Activities: Misanga** **Processing and Closure reflect as a group last thoughts: As we Japanese pray at temple or shrine, Brazilian goes to church to pray. And as we make misanga for our wish, Brazilian make Bomfin to make a wish.** **References (websites and videos):** **・http://diamante-wws.com/aboutbonfim/** **・https://ja.m.wikipedia.org/wiki/ミサンガ#.E3.83.9C.E3.83.B3.E3.83.95.E3.82.A3.E3.83.B3.E3.83.BB.E3.83.95.E3.82.A3.E3.82.BF** **・https://cocorina.com/pages/bahiabands** **・http://www.kurashiru.com/262205/** **・https://cocorina.com/pages/faq** **y**

Group 4

Names: Country: Greece

Childhood game /Your name: Shigeki (Steve)	Teenage game/Your name: Rika	Adult game/Your name:Showma
Activity Name: Apples **Level (age):5-10** **Time needed: About 10-15 minutes** **Origin of activity:The game is from a Greek game called "apodidraskinda." It was described for the first time by the second century Greek writer Julius Pollux.** **Purpose:To learn observation skills** **Equipment: Large area** **Safety: Safe** **Activity Description and Procedure:** **1. Divide children into two grouos.** **2. Two players of the group stand opposite one another and the players of the other group gather between them.** **3. Two players throw a ball each other trying to hit one of the children of thr rival group.** **4. If the ball hits a player then they get "burned" and exit the game.** **5. If a player catch the ball, he wins an apple.** **6. Each apples gives the player an extra life they can use in case they gets "burned".** **7. The goal of this game is to get as many apples as possible.** **Explain each step you will do of DDADA for teaching your activity** **1. Describe: Explaining the game's rules and show the video how to play.** **2. Demonstrate:Let some students to play the game actually at school.** **3. Ask Questions:Ask if they understand the rules of the game.** **4. Do:Starting to play the game and decide who close eyes.** **5. Adapt (these are plan b anticipating any problems):Trying to find a better place to**	**Activity Name: Rocket war** **Level (age):13-** **Time needed:3 min-** **Origin of activity: Chios, Greece** **Purpose: To celebrate Easter festival** **Equipment:Rocket fireworks (but I'll use balloons instead of the fireworks in class), Buckets** **Safety: Balloon might hit people who have bell** **Activity Description and Procedure:** **1. Make 2 groups** **2. Decide a person who has a bell as opponent target** **3. Prepare some balloons (inflate it)** **4. Take own place (for target, stand centre of own team, for other, stand by target's side)** **5. Start(3min-)** **6. Other members try to ring opponent's bell** **7. A group which ring bell more times will win** **8. Explain each step you will do of DDADA for teaching your activity** **1. Describe: Introduce about "Rocket fireworks festival" (purpose, what do the greek do in the festival, important point) and explain what will we do in class, how to play it** **2. Demonstrate: Show a movie of the festival from youtube. After that I'll show how to play it using some equipments which I wrote above because I adopted it for class** **3. Ask Questions:When is it held in Greece? What is target in the festival?** **4. Do: Go outside and play it** **5. Adapt (these are plan b anticipating any problems): If it's rainy, we'll do inside If it's dangerous for person who has a bell, I'll use buckets as target instead of bells**	**Activity Name: Tsougrisma** **Level (age): All generation** **Time needed: 10 min-** **Origin of activity: It's an Easter egg game for celebration of the Jesus Christ's Resurrection.** **Purpose: To decide the person who will have the best luck in the year.** **Equipment: 10 eggs, Red dyes, Cups,** **Safety: Safe and sound** **Activity Description and Procedure:** **1. Easy introduction of Easter and red egg.** **2. Make groups of 4, then give 2 eggs each group and let them start dyeing eggs into red.** **3. Then resume the presentation, give specific information of Greek Easter.** **4. When presentation is finished, eggs will be supposed to be dyed well, so pick them up.** **5. Choose 2 people who play the Easter egg game within the group.** **6. After the first game finish, next winner will play against the other winner.** **7. Keep playing until the last winner is decided.** **Explain each step you will do of DDADA for teaching your activity** **1. Describe: Explain what is Easter, red egg game, and about Jesus Christ.** **2. Demonstrate: I demonstrate how to dye eggs, and show them pictures.** **3. Ask Questions: About the reason why they use red egg for Easter.** **4. Do: Dye eggs into red, and play Easter egg game.** **5. Adapt (these are plan b anticipating any problems): If eace eggs are cracked terribry in a first or second game, then game is over.**

hide. Because if the last be not found is more interesting. Activity Variations (one to make it easier one to make it harder) 1. Similar Activities: Dodge Ball(Japan) thoughts: References http://greece.greekreporter.com/2014/06/18/greek-traditional-games-for-children/ https://www.youtube.com/watch?v=dW4VidUoY0w	Activity Variations (one to make it easier one to make it harder) 1. Easier: change bell to bucket to make it easier to balloon reach to target 2. Harder: place target higher or farther Similar Activities: lanthanum festival which is held in Taiwan Processing and Closure reflect as a group last thoughts: This festival isn't familiar to Japanese so we can do new activity and learn foreign culture and history. References (websites and videos): https://m.youtube.com/watch?v=CWPTZzGVfFg www.keiyuasa.com/pyroweb/worldview_Greece.html matome.naver.jp/m/odai2138986907167685101?page=4 www.dailymail.co.uk/travel/travel_news/article-3088012/It-s-Rocket-War-Tow-tiny-towns-Greece-stage-mock-battle-aiming-thousands-fireworks-s-churches-event-dates-Ottoman-rivalry.html	The people whose eggs which are not cracked would be winners. Activity Variations (one to make it easier one to make it harder) 1. Make it harder: when you dye eggs, to make some paints on the eggs. 2. Painting eggs with permanent marker. Similar Activities: Holi which is Hindu festival in India and Nepal. Processing and Closure reflect as a group last thoughts: Most of us are neither the Christians nor people who worship particular god. However, religion is playing important roles in a lot of countries. Therefore it is really good opportunity for our international understanding to learn about Easter which is one of the most important events in the year for Christians. References (websites and videos): http://usa.greekreporter.com/2012/04/13/the-symbolism-of-cracking-red-eggs-on-easter/ http://christianity.about.com/od/holidaytips/qt/whatiseaster.htm http://www.apples4theteacher.com/holidays/easter-religious/when-is-easter.html

Group 5

Names: Country: Vietnam

Childhood game /Your name:Minato, Mizuki	Teenage game/Your name:Yuki Iwamura	Adult game/Your name:Hironori Higuchi
Activity Name: Rong Ran Len May **Level (age): 5~10** **Time needed: 10 mins** **Origin of activity: Chinese Tradition** **Purpose: Doctor-to catch a dragon's tail. Dragon-to make a circle.** **Equipment: not needed** **Safety: not so aggressive** **Activity Description and Procedure:** 1. **decide rolls for a doctor and a dragon(5~7)** 2. **dragon asks a doctor for a medicine to cure his son.** 3. **doctor asks a dragon for his tail instead of giving a medicine** 4. **dragon refuses to give** 5. **doctor tries to catch the tail(last person of a dragon) while dragon tries to make a circle by himself.** 6. **Doctor wins when he catches the tail, and dragon wins when they make a circle.** **Explain each step you will do of DDADA for teaching your activity** 1. **Describe: show the video of the game** 2. **Demonstrate: play the game with the members** 3. **Ask Questions: make sure they understand the game** 4. **Do: play the game with everybody** 5. **Adapt (these are plan b anticipating any problems): if it's too hard for a doctor to catch the tail,** **Activity Variations (one to make it easier one to make it harder)** 1. **to make it easier for a doctor, not let a first person of a dragon move.**	**Activity Name:Da Cau** **Level (age):13～19 years old** **Time needed:20minutes** **Origin of activity:Chinese traditional game** **Purpose:To get exercise and communicate with others** **Equipment:cockshuttles** **Safety:Playing the game inside a court** **Activity Description and Procedure:** 1. **make two teams with 5～6 people** 2. **Player set in own position** 3. **One player standing on the net side tosses the shuttle to the player standing on the backward of the cou** 4. **The player kick the shuttle to the opponent's court** 5. **The players kick the shuttle each other** 6. **The team get 10 scores first wins** **Explain each step you will do of DDADA for teaching your activity** 1. **Describe: Use whiteboard and draw picture how players move in the court** 2. **Demonstrate:Group members are going to show how to kick the shuttle** 3. **Ask Questions:I will ask if classmates have any questions about the game** 4. **Do: Started to the game with classmates** 5. **Adapt (these are plan b anticipating any problems):Players can use hands** **Activity Variations (one to make it easier one to make it harder)** 1. **Players can use hands** 2. **kick shuttle only twice in one time** **Similar Activities:Badminton, Sepak takraw**	**Activity Name: Ô ăn quan** **Level (age): All ages** **Time needed: 30 min** **Origin of activity: The origin of this game is still unsolved.** **Purpose Get the stones as many as can** **Equipment: stones, chokes** **Safety: Very safe** **Activity Description and Procedure:** 1. **Make the pair at first, and play the game.** 2. **Make a leaderboard with rock-paper-scissors** 3. **Play the game along with the leaderboard** 4. **Winner will play with winner, losers will play with loser.** 5. **Decide who is the last winner or loser.** 6. **Winner will get the prize, loser have to do penalty.** 7. **Explain each step you will do of DDADA for teaching your activity** 1. **Describe: Explain the rule of Ô ăn quan with playing in front of people** 2. **Demonstrate: Group members Play** 3. **Ask Questions: after playing one game, we ask people.** 4. **Do: first let them play one game as just a practise. After that the tournament will get started.** 5. **Adapt (these are plan b anticipating any problems): Before we started the tournament, we consider about changing the rule to easy one.**

2. to make it harder for a doctor, make a new rule that a doctor has to catch every part of a dragon. **Similar Activities:** **Processing and Closure reflect as a group last thoughts: This activity will be unfamiliar with most of the class so it is going to be a good opportunity to learn Vietnamese traditions.** **References (websites and videos):** **https://m.youtube.com/watch?v=vUmaFAC9gJY**	**Processing and Closure reflect as a group last thoughts: It's really easy to understand because major sports like Badminton and Volleyball is similar to this game** **References (websites and videos):** **https://youtu.be/v6Y0FMCmr_M**	**Activity Variations (one to make it easier one to make it harder)** 1. **Play the easy one, we already prepare the easy one.** 2. **Platy with 3 or 4 people. We have chokes so we draw new field on the ground** **Similar Activities: the origin is not sure, however similar games are exist around the world** **Processing and Closure reflect as a group last thoughts: with playing this game, we want the calsmates to feel Vietnam** **References (websites and videos):** **https://www.google.com/url?hl=ja&q=http://sharingvietnamtravelexperiences.blogspot.jp/2014/12/traditional-folk-games-of-vietnamese_24.html&source=gmail&ust=1479307374239000&usg=AFQjCNFeJnCk4_oqWIhhBVjAVaipzmcoaQ** **https://www.youtube.com/watch?v=orStrOX6paE**

Group 6

Names: Yuko, Ho, Yuichi **Country:UK**

Childhood game /Your name:Yuichi Isa	Teenage game/Your name:Mei	Adult game/Your name:Yuko Nakajima
Activity Name:What's the time Mr Wolf? **Level (age):5-10** **Time needed:20min** **Origin of activity: Book and Song** **Purpose: P.E game, Communication** **Equipment:Nothing** **Safety: Safety (No equipment)** **Activity Description and Procedure:** 1. **Chose a wolf** 2. **The groups call out What's The Time Mr Wolf** 3. **He or She replies a time. Ex 8 O' clock** 4. **The groups then takes 8 steps forward** 5. **Mr.Wolf senses that somebody is close he or she call out instead of a time "It's dinner time"** 6. **Wolf try to catch somebody before they can make it back to the starting line.** 7. **The wolf which a caught person is the next Wolf.** **Explain each step you will do of DDADA for teaching your activity** 1. **Describe: Show the video of the game, and explain rule.** 2. **Demonstrate: Before try to game I will show the easy one.** 3. **Ask Questions: When can the wolf turn around?** **When the wolf says 3 o'clock how many steps can you take?** 4. **Do: Play the What's time the Mr Wolf.** 5. **Adapt (these are plan b anticipating any problems): Change the easy rule.** **Hop on one foot.**	**Activity Name:put pencil in the bottle** **Level (age):13~25** **Time needed:5~10min** **Origin of activity:party** **Purpose:increase relationship or make good atmosphere** **Equipment:string, bottle,pencil** **Safety: safe** **Activity Description and Procedure:** 1. **Use the string tie the pencil** 2. **Tie the string on player's waist** 3. **Put some water into the bottle** 4. **Try to put the pencil in the bottle** **Explain each step you will do of DDADA for teaching your activity** 1. **Describe: explain the game's role, show the video** 2. **Demonstrate:before play the game we will show how to play** 3. **Ask Questions:Do you understand the game's objective and outcome?** 4. **Do:two groups compete each other, the winner get chocolate and loser have punishment** 5. **Adapt (these are plan b anticipating any problems):winner get chocolate and loser have punishment** **Activity Variations (one to make it easier one to make it harder)** 1. **Join more people to make game difficult** 2. **Change the role a bit** **Similar Activities:bottle fishing game** **Processing and Closure reflect as a group last thoughts:It is very easy and interesting game. But I never seen it played in Japan ,so I think it can let Japanese young guys enjoy it.**	**Activity Name: Pancake race** **Level (age): all age** **Time needed: 5-10min** **Origin of activity: pancake day** **Purpose: last day that people can eat rich food for their health before people start Lent.** **Equipment:flying pan and pancake** **Safety: have to run having flying pan, so care about do not drop the flying pan** **Activity Description and Procedure:** 1. **Divided a class to 3 teams.** 2. **Decide who going to fast and do relay.** 3. **Line placed 15m ahead they have to throw the pancake in the air and catch it TWICE.** 4. **When pass the flying pan to the next person, they have to throw the pancake in the air, and pass the flying pan and next person have to catch the pancake.** **Explain each step you will do of DDADA for teaching your activity** 1. **Describe: show the video of the game, describe using white board.** 2. **Demonstrate: while presentation and before start the game.** 3. **Ask Questions: when you arrive the line how many times you have to throw the pancake?** 4. **Do: play pancake race and eat it if they want.** 5. **Adapt (these are plan b anticipating any problems): when drop the pancake, people have to count 10.** **Activity Variations (one to make it easier one to make it harder)**

Activity Variations (one to make it easier one to make it harder) 1. **Just forward and run.** 2. **Everybody have to go back startingline.** **Similar Activities:Tag, Daruma-san ga koronda** **Processing and Closure reflect as a group last thoughts:It is very simple game, and mix the japan famous games. They can understand easily.** **References (websites and videos):** **https://youtu.be/E4bvuLlF0_Y** **https://youtu.be/HwnMCIOdJwk** **http://www.activityvillage.co.uk/whats-the-time-mr-wolf** **http://www.kidspot.com.au/things-to-do/activities/whats-the-time-mr-wolf**	**References (websites and videos):** **https://m.youtube.com/watch?v=IMww7k_lfsY** **https://m.youtube.com/watch?v=fyffH6m3jAk** **https://m.youtube.com/watch?v=YCDqHvuWC4w** **http://www.bestpartygames.co.uk/games/69#.WD1dCVRKOnM** **http://m.wikihow.com/Make-a-Drink-Bottle-Pencil-Case** **https://en.m.wikipedia.org/wiki/Cider_in_the_United_Kingdom** **https://en.m.wikipedia.org/w/index.php?search=Japanes+cider**	1. **Throw the pancake only once and just pass the flying pan to the next person.** 2. **Throw the pancake while running 2-4 times.** **Similar Activities:egg race, egg roll** **Processing and Closure reflect as a group last thoughts: It's really simple and easy. Related with Christianity, so in the world the pancake day is famous but in japan it's not so famous. So it was really interesting to know about it.** **References (websites and videos):http://learnenglishteens.britishcouncil.org/uk-now/read-uk/pancake-day** **https://youtu.be/LzmA-mQo0Fs** **https://youtu.be/OlFRPaLTil0**

Group 7

Names: Aoi, Tomoe, Kanna **Country:Egypt**

Childhood game /Your name: Aoi	**Teenage game/Your name: Tomoe**	**Adult game/Your name:**
Activity Name: El Qota El Aamyaa **Level (age):** 6-10 **Time needed:** 5-10min for 1 game **Origin of activity:** Unknown **Purpose:** communication, make relationship **Equipment:** handkerchiefs **Safety:** slipping by blind **Activity Description and Procedure:** 1. The game needs 5-10 players and a limited small square area. 2. Decide one “blind cat” and and cover his/her eyes with handkerchief. 3. The cat tries to catch other players(runners) and they run not to be caught by the cat in the limited area. 4. Runners have to make some noises while they're running to tell the cat where you are. 5. When the cat catch a runner, he/she guess who it is by touching the person. (In this time, the runner call cat’s name and the cat guess) 6. If the guess is right, the runner who was caught by the cat will be next cat. 7. If the guess is wrong or gives up, the cat will acts cat again for the next game. Whether the cat succeed in or failed in second try, the cat will be changed. 8. **Explain each step you will do of DDADA for teaching your activity** 1. **Describe:** explain by speech 2. **Demonstrate:** show video 3. **Ask Questions:** What do runners do while they run? What does the runner do when he/she is caught by the cat? 4. **Do:** go outside and play it	**Activity Name: knuckle bones** **Level (age): 11-18** **Time needed:3min per a person** **Origin of activity: Ancient Egypt** **Purpose: make concentration high** **Equipment: 5dice** **Safety: This is a quite game.** **Activity Description and Procedure:** 1. **Throw dice in the air** 2. **Catch them by back of the hand as many as you can** 3. **Throw them up and catch as many as you can** 4. **Throw a dice in the air** 5. **Pick a dice which is fallen while a dice is in the air and try pick all dice up** 6. **Dice which a player has to pick up at one time will increase step by step** 7. **A player who can pick all of them can be winner** **Explain each step you will do of DDADA for teaching your activity** 1. **Describe: explain roles and show a video** 2. **Demonstrate: show how to play in front of classmates** 3. **Ask Questions: What if all dice are fallen?** 4. **Do: Divide some groups and let them play** 5. **Adapt (these are plan b anticipating any problems): If no one can make it, let them use both hands to catch dice.** **Activity Variations (one to make it easier one to make it harder)** 1. **Using both hands** 2. **Add dice more**	**Activity Name:** **Level (age):** **Time needed:** **Origin of activity:** **Purpose:** **Equipment:** **Safety:** **Activity Description and Procedure:** 1. 2. 3. 4. . 5. 6. 7. 8. **Explain each step you will do of DDADA for teaching your activity** 1. **Describe:** 2. **Demonstrate:** 3. **Ask Questions:** 4. **Do:** 5. **Adapt (these are plan b anticipating any problems):** **Activity Variations (one to make it easier one to make it harder)** 1. 2. **Similar Activities:** **Processing and Closure reflect as a group last thoughts:** **References (websites and videos):**

5. **Adapt (these are plan b anticipating any problems):** we'll play the variation 1 at first to make it easier than original one **Activity Variations (one to make it easier one to make it harder)** 1. Calling cat's name when a runner is caught. 2. Playing as a big group more than 10 players. **Similar Activities:** Eyes/Blindcat (Ukraine) **Processing and Closure reflect as a group last thoughts:** It is not complex game but it train your sense of hearing and figuring something out by touching. I think it helped you to remember the names of your classmates. **References (websites and videos):** Save the children, voice from the field **http://savethechildren.typepad.com/blog/2011/04/blind-cat-game-played-by-children-in-egypt.html**	**Similar Activities: Otedama in Japan** **Processing and Closure reflect as a group last thoughts: This is not complicated rule, however, going to be challenge for everyone to play. I'm going to have to adapt from at first.** **References (websites and videos):http://www.eenymeeny.net/games/jacks%20games/Knucklebones.html** **https://youtu.be/ER1OG5u4Vp0**	

Group 8

Names: JIn, Sayo, Xiao Country:Fiji

Childhood game /Your name:Sayo Ogasawara	Teenage game/Your name:Jin Kamiki	Adult game/Your name: Xiao Zhang
Activity Name: **Level (age): 4~** **Time needed:** **Origin of activity:** **Purpose:** **Equipment:** **Safety:** **Activity Description and Procedure:** **1.** **2.** **3.** **4. .** **5.**	**Activity Name:Veiteqe** **Level (age):** **Time needed:** **Origin of activity:** **Purpose:** **Equipment:** **Safety:** **Activity Description and Procedure:** **1.** **2.** **3.** **4. .** **5.**	**Activity Name: Vidi Vidi (vingy vingy)** **Level (age): All ages** **Time needed: 7min** **Origin of activity: The Origin of the game is unclear, but most people believe it originated in India.** **Purpose:To pot all your nine pieces. And plus the red "queen" piece in the pockets before your opponent.** **Equipment: Wooden board,one coin,9 white pieces,9 black pieces,1red pieces.** **Safety: Safe** **Activity Description and Procedure:** **1. Make two teams with 8 people.**

6. 7. 8. **Explain each step you will do of DDADA for teaching your activity** 1. **Describe:** 2. **Demonstrate:** 3. **Ask Questions:** 4. **Do:** 5. **Adapt (these are plan b anticipating any problems):** **Activity Variations (one to make it easier one to make it harder)** 1. 2. **Similar Activities:** **Processing and Closure reflect as a group last thoughts:** **References (websites and videos):**	6. 7. 8. **Explain each step you will do of DDADA for teaching your activity** 1. **Describe:** 2. **Demonstrate:** 3. **Ask Questions:** 4. **Do:** 5. **Adapt (these are plan b anticipating any problems):** **Activity Variations (one to make it easier one to make it harder)** 1. 2. **Similar Activities:** **Processing and Closure reflect as a group last thoughts:** **References (websites and videos):**	2. **Arrange the pieces in hexagon at the center of the board with the red queen in the center.** 3. **Throw a coin to determine which player goes first. The winner plays the white pieces.** 4. **Seat yourself at one side of the board. You will only be allowed to pot from that side of the board.** 5. **Use your finger to push target pieces into pockets at the board's corners.** 6. **The goal is to pot all your nine pieces. And plus the red "queen" piece in the pockets before your opponent.** **Explain each step you will do of DDADA for teaching your activity** 1. **Describe: Use pictures and videos to explain the rules of Vidi Vidi.** 2. **Demonstrate: Show the pieces and teach how to push target pieces use fingers.** 3. **Ask Questions: Make sure they understand the rules of the game.** 4. **Do: Let they practise how to push the pieces use fingers. after that we start to play the game.** 5. **Adapt (these are plan b anticipating any problems): The origin of the game has no time limited, but we make two teams with 8 people, and other people play the other games. we don't have much time. So I have time limited, who get more points in 7 minutes is the winner group.** **Activity Variations (one to make it easier one to make it harder)** 1. **Easier: Play the game with two people, and no time limited.** 2. **Harder: Play the game with four people,in the limited time to pot all your nine pieces and plus the red "queen" piece.** **Similar Activities: Carrom in India.**

		Processing and Closure reflect as a group last thoughts: The game is easy to understand because the rule is similar with Billiards. And it is very interesting. I hope everyone could enjoy it. **References (websites and videos):** **For the game:** **http://yadua.blogspot.jp/2006/06/vidi-vidi.html** **https://www.adventuresinoss.com/2009/01/08/the-games-we-play/** **For the video:** **https://www.youtube.com/watch?v=ewBxhCPg_fg**