



SPOTLIGHT on... GAMES FROM AROUND THE WORLD

Girl Scouts across the USA celebrate "World Thinking Day" every year on February 22nd to honor the birthdays of Lord Baden-Powell and his wife Lady Baden Powell, who are the founders of the world-wide Scouting movements for both boys and girls. On this day we celebrate the friendships and sisterhood of Girl Guides and Girl Scouts around the world. In the United States of America, Girl Scouting grew out of the friendship of Juliette Gordon Low with Lord Baden-Powell and his sister Agnes. This celebration is a great time for the girls to learn about the World Association of Girl Guides and Girl Scouts (WAGGGS) and the similarities that exist between Girl Guides and Girl Scouts living all over the world. One way to help with this understanding is to learn that girls all over the world still play games and sing songs just as we do. Learning games from other countries can help girls understand and appreciate and understand these differences and similarities.

So get ready to have fun and learn a new game or two! There are a lot to choose from. Have the girls decide which ones they would like to play. Afterwards, ask them if there is an American game that may be similar. Ask them what that tells them about their "sister" Girl Guides and Girl Scouts. (Hopefully they'll see how similar we all are!)

MORA (Italy):

"Mora" means finger in Italian. This is an old game which is very popular. Two players face away from each other and count in Italian, "Uno, duo, tre" and then shout out numbers between the two (this could also be done in English). At the same time they throw out any number of fingers on one hand. The player who accurately guesses the total number of fingers shown is the winner.

SILENCE IS GOLDEN (Egypt):

Divide the girls into two teams with each team forming a circle. Each team chooses a queen (leader) for that team. The queen lightly tickles the player on her left who then tickles the next player, and so on around the circle. When the action is all around the circle, the queen starts a new action. This continues until someone on either team makes a sound. The team which keeps silent the longest is the winning team.

HOOPS (Greece):

Materials: A hoop for the entire group and a ball for each person. Divide the players into two teams. Each person has a small ball. One girl from each team is chosen to roll the hoop in front of the opposite team and those players try to throw their ball through the hoop without touching the sides. One point is scored for each successful throw. Then the other team tries.

CHEF MANDA (The Chief Orders...) (Brazil):

(Leaders Note: This is the Brazilian form of "Simon Says".) One girl is chosen to be the speaker. She stands in front of all the others and gives orders for the others to follow. For example, she says, "The chief orders you to laugh" Everyone laughs. If she says instead, "She orders you to laugh", none of the players should laugh. The consequences for following an order that the "chief" did not give are to drop out. Ask the girls: Does this game seem familiar?

PAILITO VERDE (Green Stick) (Colombia):

The person who is "it" carries a green stick or some such object. The other players stand in a circle facing inward, with their hands behind their back. The girl who is "it" walks around the outside of the circle and randomly selects someone as the "chaser" by putting the "stick" in the chosen girl's hand. If the chaser touches the girl who is "it" before she gets fully around the circle, then "it" must be "it" again. Otherwise the chaser becomes "it"

EL RELOJ (from El Salvador):

(Pronounced EHL-ray-LOH, meaning "clock") Have twelve girls form a circle, with a thirteenth girl standing in the middle with a long skipping rope. Then as the central girl swings the rope around in a circle close to the ground, the other players call out the numbers on the clock face and jump over the rope as it passes. If they miss and get 'tagged' by the rope, they're out. The last girl remaining gets to be the next one in the center of the circle! We tried calling out numbers in both English and Spanish: one - uno; two - dos; three - tres; four - cuatro; five - cinco; six - sies; seven - siete; eight - ocho; nine - nueve; ten - diez; eleven - once; twelve - doce.

BUILD THE LEANING TOWER (Italy):

Materials: Toothpicks and lots of miniature marshmallows "The Leaning Tower" is one of the three parts that make up the Cathedral of Pisa. It was built over 700 years ago and today it leans over more than four meters (a little over 13 feet!). Give each team a supply of toothpicks and marshmallows and challenge them to build the Leaning Tower of Pisa. See which group can build a tower that is the tallest, skinniest and the one which leans over the most without actually falling over.

BOOT THROWING CONTEST (Italy):

Materials: A map of Italy, rubber boots or paper boots cut out of construction paper. Show a map of Italy and discuss the fact that it is shaped like a boot, then have a "Let's throw Italy" contest using a rubber boot or boots cut out of heavy paper. Who can throw "Italy" the farthest?

PASTA NECKLACES (Italy):

Materials: Different kinds of pasta, string, rubbing alcohol and food coloring (optional). Pasta is the Italian word for dough and Italians love it. There are more than 500 different types, each having its own unique shape. Some names are clever reminders of these shapes. Linguini (little tongues), farfalle (butterflies) agnolitti (little fat lambs); tortellini (little twists) and bucatini (little holes). String as many different kinds of pastas as possible and wear as a necklace. The pasta can be coloured by pouring one half teaspoon of rubbing alcohol into a plastic sandwich bag along with a few drops of food colouring. Add the pasta, seal the bag and shake until dry.

PELELE (Spain)

Materials: For each team, a blanket and a "pelele" (teddy bear or stuffed doll). This activity is used by Spanish children to usher in spring. Place a teddy bear on a blanket which is held around the edges by all members of the team. As the girls chant the verse that follows, "Pelele" is tossed up as high as possible into the air (one toss for each line of the poem)..

"Pelele, Pelele your mother loves you,"

"And your father too,"

"We all love you,"

"so up with you!"

MOON AND MORNING STARS (Spain):

This game could be played out of doors where a tree casts a long shadow. If it is played inside, mark a designated area to take the place of the shadow. One player is chosen to be the moon or "IT", while the others are morning stars. The morning stars can run anywhere but the moon must always keep at least one foot inside the shadow. The stars run close to tease the moon. When the moon tags one of the morning stars, that player becomes the next moon.

These games were adapted from games found at the following website:

<http://www.scoutingweb.com/scoutingweb/Program/Games.htm>

Additional international games can be found at this site as well.

Be an asset builder! How can you show girls that you care?

1. Catch them doing something right.
2. Encourage win-win solutions.
3. Give them your undivided attention.
4. Ask for their opinion.
5. Have fun together.

Connecting to the Girl Scout Leadership Experience and Forty Developmental Assets

Girls will be able to acquire the following outcomes by participating in these activities:

Discover: "Girls develop a strong sense of self" & "Girls seek challenges in the world."

Connect: "Girls develop healthy relationships," "Girls promote cooperation and team building," "Girls can resolve conflicts," "Girls advance diversity in a multicultural world," & "Girls feel connected to their communities, locally and globally."

Take Action: "Girls can identify community needs," "Girls advocate for themselves and others, locally and globally," & "Girls feel empowered to make a difference in the world."

The assets, as presented by the Search Institute that will be supported this month are both external and internal.

- External Assets: These activities will help girls feel empowered by giving them opportunities to make a difference in their family and community. Girls need to discover the joy of making a difference. We empower them when we: help them feel valued and valuable; give them opportunities to serve others; and keep them safe.
- Internal Assets: These activities will help girls develop positive values to guide them and nurture, celebrate and affirm their positive identity. Positive values give girls the "internal compasses" they need to guide them. We help to shape their values when we: model positive values, give girls opportunities to think and talk about their values; and support and guide them as they put their values into practice. A positive identity forms the foundation that helps girls feel secure in who they are. We nurture a positive identity when we: love and support them unconditionally; live a life filled with purpose, meaning, and optimism; and help them find meaning and purpose for their own lives.



What are Developmental Assets? Want to know more? Want to dig deeper? Check out this website on building assets: <http://www.search-institute.org/>

