



LET THE GAMES BEGIN!



What's your favorite game or sport? From soccer to tennis, games give us a chance to make new friends, cheer each other on, and build our strengths together. Games and sports can also teach us about life in other cultures. They can reflect the climate, occupations, landmarks, or traditions in a country or region. What do the games you like to play say about your world? Grab some friends, and try these games from around the globe.

DITHWAI • South Africa

Playing Dithwai (dee-TWYEE) helps sharpen memory skills so kids can recognize their family's cows. For 4-12 players.



To play: Players each choose 10 stones of similar shape or markings. Each builds a mound of dirt as a "cattle pen" and puts their "cattle" (stones) in it. One player turns around, eyes closed. The others take cows from the first player's pen and put them in their own. They yell, "We capture them!" The first player has about 10 seconds to find and grab their cows. If they miss any, the other players keep them. After each player has a turn, the one with the most cattle wins.

BLARNEY STONE • Ireland

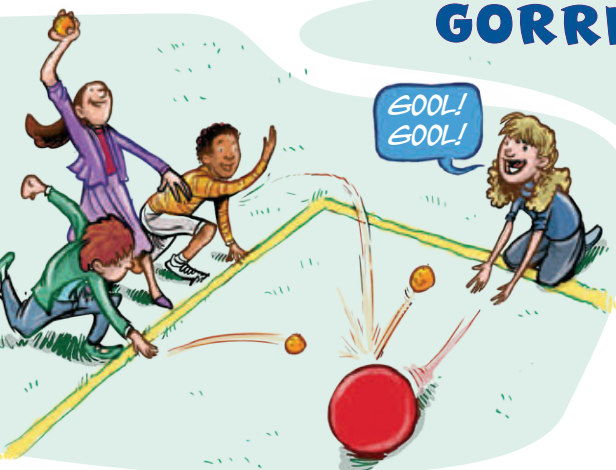
Legend says that whoever kisses the stone fixed high in the wall of Blarney Castle near Cork, Ireland, will be blessed with eloquent speech. For 6-20 players.

To play: Players stand around a large rock, tree trunk, or other object. A leader yells, "Go!" and players race to the object. The first to reach it will be the "keeper" who places one hand on the stone while the others return to their spots. The keeper yells, "Blarney, bum! Run, run, run!" Players run as close as they can to the keeper without being tagged. If a player is tagged, they grab the keeper's free hand. Play continues, and each tagged person becomes part of the chain. When one free player remains, he or she becomes keeper, and the game starts again.



GORRI • Aboriginal Australia

In the original version of this game, players threw spears at a piece of rounded bark to develop speed and accuracy. For 4-20 players.



To play: Players stand behind a throwing line, holding tennis balls. The "roller" stands about 20 feet (6.1 m) in front of them. The roller yells, "Gool! Gool!" (Going! Going!) and rolls a soccer ball across the field, parallel to the throwing line. Players roll or throw their balls, trying to hit the soccer ball as it goes by. When a player hits the target, the others cheer. All balls are retrieved, and players try again. Everyone counts their hits to score a personal best.