



# Comenius Grundschule Buchloe

**alle** müssen  
**alle** achten und  
wertschätzen

**alle** lehren  
und lernen  
zusammen



**alle** sind ungeachtet ihrer  
Nationalität, Hautfarbe  
oder Herkunft gleich



Erasmus+

# *Our questionnaire*

At school children of all age groups told about their famous games they play during the break:  
Klasse / age group: \_\_\_\_\_

Was spielst du am liebsten in der Pause?

Bei schönem Wetter/ Pause draußen

Fußball / football	
Fangspiele / hide and seek	
Ballspiele / playing with a ball	
Hüpfspiele / skipping games	
Turnen am Feuervogel / games on our firebird	
Turnen am Klettergerüst / Climbing frame	

etwas Anderes		
something different		

Gibt es in eurer Klasse besondere Spiele (z.B. Ballspiele oder Fangspiele mit besonderen Regeln), die ihr gerne den Kindern in unseren Partnerschulen zeigen möchtet?

Are there any special games you want to show your friends in the European partner schools?

# Game Instructions

## Game 1: "Crown" (Hide and Seek)

"Crown" is an outdoor game enjoyed by boys and girls aged 6 to 10 (1st to 4th graders during school breaks) involving a lot of movement.

1. The children gather and agree on a place to be tapped to become "free", for example a bench, a tree, a gutter ...
2. One of the children volunteers or is determined to be the "catcher".
3. The "catcher" slowly and loudly counts to 30 with eyes closed while the other children hide on the schoolyard within sight on the agreed "freeing point".



4. After counting to 30 the "catcher" opens his/her eyes and starts looking for the other children, moving away from the "freeing point". Upon sight of one of the other players the "catcher" has to run back to the "freeing point" and tap it shouting "1,2,3 ... (name) ... caught".
5. The children hiding somewhere on the schoolyard are trying to sneak to the "freeing point" and tap it before the "catcher" sees them and taps them off. They constantly keep an eye on the "freeing point", waiting for the best opportunity to dash back to it and reach it before the "catcher" sees them and beats them to it. If they succeed they shout "1,2,3 ... (own name) ... free". In case the "catcher" sees one of his/her fellow players running towards the "freeing point" he/she can try to outrun the person, tapping the "freeing point" first, which often leads to nice races.



6. Since usually several players are simultaneously running towards the "freeing point" from different directions the "catcher" has to be really alert and react quickly to prevent the fellow players from reaching the "freeing point" first.

7. When all the players have come out of their hiding and reached the "freeing point" or have been seen and "caught" the game is finished. The first player who was seen and tapped off at the "freeing point" with "1,2,3 ... (name) ... caught" becomes the next "catcher". Then the game is started again with the new "catcher" counting to 30 and the other players hiding



## 8. „Crown“

If the last free and hiding player manages to reach the "freeing point" and tap it before the "catcher", he/she quickly shouts "1,2,3 crown", setting all the previously caught fellow players free and the "catcher" has to do another round of counting and hunting the others.

**It's important to shout loudly** so that the players know who is "free" or if they were seen and tapped off while trying to hide, because in this case they have to come out of their hiding.



### **Game 2: "Tag games"**

We love playing tag games on our fire bird.

If one of players touches the ground he has to tag the others. Great fun!



#### **Kletterfangen**

Wir spielen das Spiel auf dem Feuervogel.

Wenn ein Spieler auf den Boden kommt, muss er der Fänger sein.



### **Game 3: "Follow me, run away"**

#### **Follow me, run away!**

All children are standing in pairs in a circle.

One child runs around this circle.

He touches one of the children in the circle and shouts either: "Follow me!" or "Run away!"

Both children in the pair either follow him or run in the other direction.

The three children try to be the first and second in the gap.

The last one has to run around the circle.

#### **Komm mit, lauf weg!**

Alle stehen sich im Kreis auf.

Einer geht oder läuft außen herum und klatscht einen ab.

Er ruft dabei: Komm mit oder lauf weg.

Bei Komm mit verfolgen sich die beiden.

Bei Lauf weg, läuft das Kind, das abgeklatscht ist in die andere Richtung.

Jeder versucht am schnellsten wieder in die Lücke zu kommen.