



# Matteusskolan

## Stockholm, Sweden,

### Games

Matteusskolan is a municipal elementary school in Norrmalm. We have approximately 740 students from preschool to grade nine, including special education group.

The school is located in the corner vanadisvägen/Norrtullsgatan with proximity both to the subway Odenplan and Haga Park's greenery. Inside the 110-year-old walls are designed for a lot of innovation and creativity, providing a good foundation for a good knowledge, high comfort and good examination results.

In this book you will find three of our favorite games we usually play on breaks, class days and sports lessons.

# The can "dunken"

Playing the can must be at least 3 people; you need a place with many hiding places and an object that is stuck in the ground such as a pole approximately in the middle of the place you have chosen!

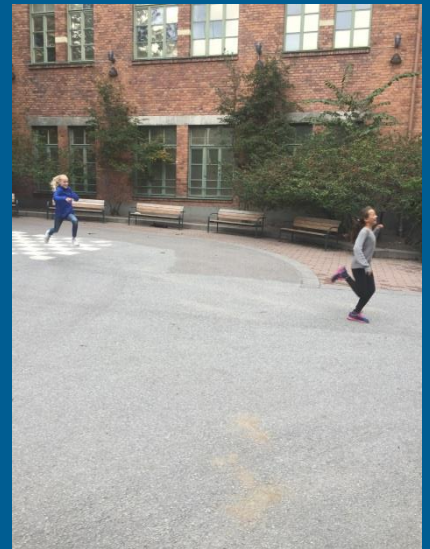
A person counting on your selected object (dunk place) to 30 seconds, while everyone else runs / runs and hides. When the person has finished counting is to find those who are hiding. If the person who figured seeing one of the hiding running hen back to dunk the place and screaming "dunk for you 123" but the hiding can also run and try to get ahead of the counting and say "dunk for me 123"! But if the counter gets there before you found / pounded! If you make it first passed you and must wait for all to be found or cope.



But you can also get by if the counter is not watching and take a chance on you have time to run back to dunk the place and say, "dunk for me 123"! But if the counter sees you running hen also highlighted, it is to be first!

Anyone who left at the end of the hiding can run up before the counter and say "fridunk" then the counter count back and round starts again with the same person that counts. You will be found first, you have to count the next round! (Not unless someone makes fridunk)





## How to do the game.



# “Flaggleken”

## Capture the Flag - Setting Up

First of all, a big open space just isn't going to work. Since a big part of this game involves hiding and ducking around corners, a more forested area would be ideal. As far as how many players you need, it doesn't really matter as long as both teams are equal (although at least five per team is generally a good number). The playing field must be divided into three areas, with the two teams separated by a neutral space. Each team must hide their flag somewhere in their area, making sure that nobody from the opposing team can see where it is. If you don't have a couple of flags handy, pretty much anything will do.

### “Flaggleken” Capture the Flag - Playing the Game

Now, both teams get five minutes to hide their flags. Once the flags are hidden, the game begins. Obviously, in order to win the game, you must capture the other team's flag and bring it back to your own territory. But if an enemy team member grabs you while you're standing on their part of the field, they are allowed to take you straight to jail (which is a small patch of land in their territory). You can be freed from jail if one of your team members touches you, and there's no limit to how many times you can be thrown back into the slammer. Though the game works best outdoors, there's no reason why you couldn't play inside on a rainy day!



# Sardinen

How to do it: Everyone counts except one called sardines. The sardine run and hides in a hiding place. When someone finds the sardine hides person with sardines that have been hiding. When all is find sardines that will be the one who found the sardines eventually becomes the next sardine to hide.