DOMINOES (Dominican Republic)

To Start
The dominoes are shuffled face down in circles with the flat of the hand.
Each player draws 6 dominoes and places them so that the other players can't see their value.
The first person to play is that person holding the double-six, or failing that the double-five and so on. The tile played must be the double tile that permitted the player to take the first turn. If none of the players hold a double, then the tiles are reshuffled and re-drawn.

To Play
In order to play, a player must position a tile so that it touches either end of the domino chain. A player may only play a tile which has upon it a number showing at an open end of the domino chain. A tile can be placed in any one of the three directions as long as the two matching sides are fully touching. Doubles are always placed cross-ways across the end of the chain. A tile played to a double must also be placed accordingly - perpendicular to the double touching at its middle.
If a player can lay a domino, then it must be played. Otherwise the player "knocks", or raps the table and play passes to the next player.

To End and Score
Play stops when one player "chips out" (plays her/his last domino)
The winners score the sum of all the dots on the other players remaining tiles.
A game can be played to 100 points or an agreed upon limit.
**BOKWELE** (Democratic Republic of The Congo)
Bokwele is played like Capture the Flag. There are 2 teams and each team guards a hula hoop. Inside the hoop each team has 2 scarves. When the game begins the players yell "Bokwele" while they try to steal the other team’s scarves. If a player is tagged she/he must sit out for the rest of the game. If a player drops a scarf before they bring it over the line the hula hoop on that side is placed around it. A team wins when it has all the scarves.

Equipment needed:
- 2 hula hoops
- 4 bandanas (2 different colors)

**MANCALA** (popular in many countries)
Set Up:
The Mancala board is made up of two rows of six pockets (also called “holes,” or “pits”) each. Four pieces are placed in each of the 12 pockets. Each player has a “store” (also called a “Mancala”) to his/her right side of the Mancala board.

Game Play:
1. The game begins with one player picking up all of the pieces in any one of the pockets on his/her side.
   2. Moving counter-clockwise, the player deposits one of the stones in each pocket until the stones run out.

3. If you run into your own Mancala (store), deposit one piece in it. If you run into your opponent's Mancala, skip it and continue moving to the next pocket.

4. If the last piece you drop is in your own Mancala, you take another turn.
5. If the last piece you drop is in an empty pocket on your side, you capture that piece and any pieces in the pocket directly opposite.

6. Always place all captured pieces in your Mancala (store)

7. The game ends when all six pockets on one side of the Mancala board are empty.

8. The player who still has pieces on his/her side of the board when the game ends captures all of those pieces.

9. Count all the pieces in each Mancala. The winner is the player with the most pieces.

**HUMAN MANCALA**
Draw/create Mancala board on pavement or grass area. Divide youth into two teams of 24. Each team puts on the t-shirt/bandana associated with his/her team. Have 4 teammates stand in each marked area to represent the stones that get moved. Follow the same rules as Mancala, except each team has to work together to decide which “stones” move.
Variation: Have the youth leap frog as they take their turn

48 youth
24 RED XXL
24 BLUE XXL
24 Hula Hoops

**MEGA MANCALA**
Create the Mancala board using the hoola hoops and tape/chalk. To start each game you distribute the colored beanbags as you would the stones in a mancala game board. Follow the same rules as regular Mancala.
TWO FRIENDS – KHOLO EVEAWO (Ghana)
Line up in pairs facing each other w/ IT at head.
It calls “I’m seeking a friend” (Mele kholo dim) and claps hands.
At this, the last 2 in line run forward around the line toward the front, and try to meet and hold hands before the IT tags either of them.
If they meet, the IT does it again.
If the IT catches a friend, the person left is the new IT.
The couple joins at the front of the line.
Runners cannot meet until they are in front of the lines.

YUT-NORI (Korea)
Each player takes a turn tossing the sticks in the air. The player then moves a game piece according to how the sticks land.

If they fall with one dotted side up, you advance one space.
If two dotted sides are up, you advance two spaces.
If three dotted sides are up, you advance three spaces.
If four dotted sides are up, you advance four spaces.
If four striped sides land face up, you advance five spaces.

If you got all dotted or all striped sides face up, you can take another turn.

If a player lands on a dot where another player's game piece is resting, the second player must go back to the starting dot.
The first player all the way around the board is the winner!

To see the board game go here:

CINCOS - a Circle Marble Game (Guatemala)
The objective of the game is to knock the other players’ marbles outside the boundary lines. Each player gets to keep the marbles he or she knocks out of the boundary lines
• Create a circle which will be the playing board. All players must shoot from outside the circle.
• Every player contributes 4 marbles that are placed randomly inside the circle.

• Decide who goes first.

• The player shoots a marble into the circle and tries to knock at least one marble out of the circle, while leaving the shooter in the circle. If the player is successful, they claim any marbles knocked out of the circle and take another turn.

• A player's turn ends when no marble is knocked out of the circle OR the shooter rolls out of the circle.

• Whoever ends up with the most marbles wins.

**JUMPROPE** (Guatemala)

**LAWIN AT SISIW** (lit. Hawk and Chicken) (Philippines)
This game is played by ten or more players.
One player is chosen as the "hawk" and another as the "hen."
The other players are the "chickens."
The chickens stand one behind the other, each holding the waist of the one in front.
The hen stands in front of the file of chickens.
The hawk will take a chicken from the hen.
The hawk will ask the chicken to hunt for food and goes to sleep.
While the hawk is asleep, the chicken will return to the hen.
The Hawk wakes up and tries to get back the chicken taken while the hen and other chickens prevent the hawk from catching the chicken.
If the hawk succeeds, the chicken is taken and placed in a jail.
If the hawk fails to catch the chicken, the hawk will try to buy the chicken.
**DAY & NIGHT** (Philippines)
Shoes or slippers
2 Groups on opposite lines – one is Day and the other group is Night. One group captain tosses the slipper in the air into the middle. As soon as it lands each group runs to the opposite side. The chasers are the group who’s shoe side is UP: open side up – DAYS are chaser; sole side up = NIGHTs are chasers. If a player gets safely to the opposite side, s/he is safe, those caught go to the other side. Captains take turns tossing and do not participate in the catch portion.

**SASKATCH SOCCER** (World Cup)
15 or 20 players link up into lines of 4. Groups can be uneven. The players hold hands or put their arms around each other. There are usually 3 goals but there can be more. The goals are designated around the field with small cones. Each goal is defended by a team of two players. The goalie pair may hold hands but they don't have to. Before shooting the ball, each member of the team must touch the ball. Any member of each team of 4 can shoot any ball in any net. If a member of another team touches the ball before a shot on the goal is taken every member of the team must kick pass the ball to each team member again before a shot is taken.

When a goal is scored the team goalies that were scored on replaced two members of the scoring team. Anything can be changed during the game: the number of balls, size of goals, number of goals, etc.

List the equipment needed.
15 to 20 players per team
20 small cones
4-5 Balls (soccer ball size)