

Ukrainian Games

COLOR

Players: 10 or more

Description: Participants agreement upon the boundaries of the playing field. You can choose the leader by picking a number out of a hat, drawing a short straw or something like this. The players form a circle. The “leader” closes his eyes and stands with his back to the group some 15-18 feet away from it. He names any color – for example, blue, red, green. Then he turns around to the players. Those who are wearing this color or an object of this color, point to it on themselves, which marks them “safe”. Those who do not have clothes of the named color must run away from the leader. Whomever he catches becomes the new leader or “it”. Then the process repeats (for as long as the game is interesting to the participants.)

Notable rule: If anyone runs outside of the established boundaries of the playing field, then that person automatically becomes the leader/”it”.

HERON

Players: usually children, aged 7-10, on a small playing field. (For example, the diameter shouldn't be more than 30 feet if there are 5-10 players.)

Description: Like in the previous game, you can select the leader – the “heron” by picking a number out of a hat, short straw or something like this. The other players are “frogs”. While “the heron sleeps” – stands bent over with arms touching the ground and eyes closed, the other players jump in a squatting position, imitating frogs. Suddenly the heron will “wake up” and give a scream and begin to catch (tag) the frogs. Whoever is caught becomes the heron. Usually, this process is repeated five to six times.

Notes about Rules:

The heron must chase the frogs on straight legs (no bending of the knees) while bent over, keeping at least one hand on the legs. He will need to take large steps to pull this off.

The frogs must be in a squatting position. If someone stands up, then she becomes the heron.

The frogs must stay within the playing field. If someone goes out of bounds, he becomes the heron.

NEEDLE AND THREAD



This game is played on a court or in a gym, and primary school children enjoy it the most.
Players: 7 to 40.

Description: : Like in the previous game, you can draw the leader – the “needle” by picking a number out of a hat, short straw or something like this. Then a few volunteers, three to seven (depending on your overall number of players) join the needle to become the “thread”. All the other players stand around the court/gym separately, not in groupings. The players who have become the needle and thread join hands to form a chain, with the needle in front. The needle runs around and in between those standing (see the figure), taking unexpected turns, zig-zags and the thread must follow exactly. Anyone who fell off the chain, have to pay a penalty, i.e. do something upon demand: sing, dance, recite a poem or joke, act out a scenario, etc. The game can be repeated. Usually, after five to ten penalty performances, the game concludes.