

Jogo do Burro

(Game of the donkey)



Aim of the game: To toss the “malha” (or disk) on to a board marked with different point values. The goal is to get the highest number of points without the disk landing on the donkey

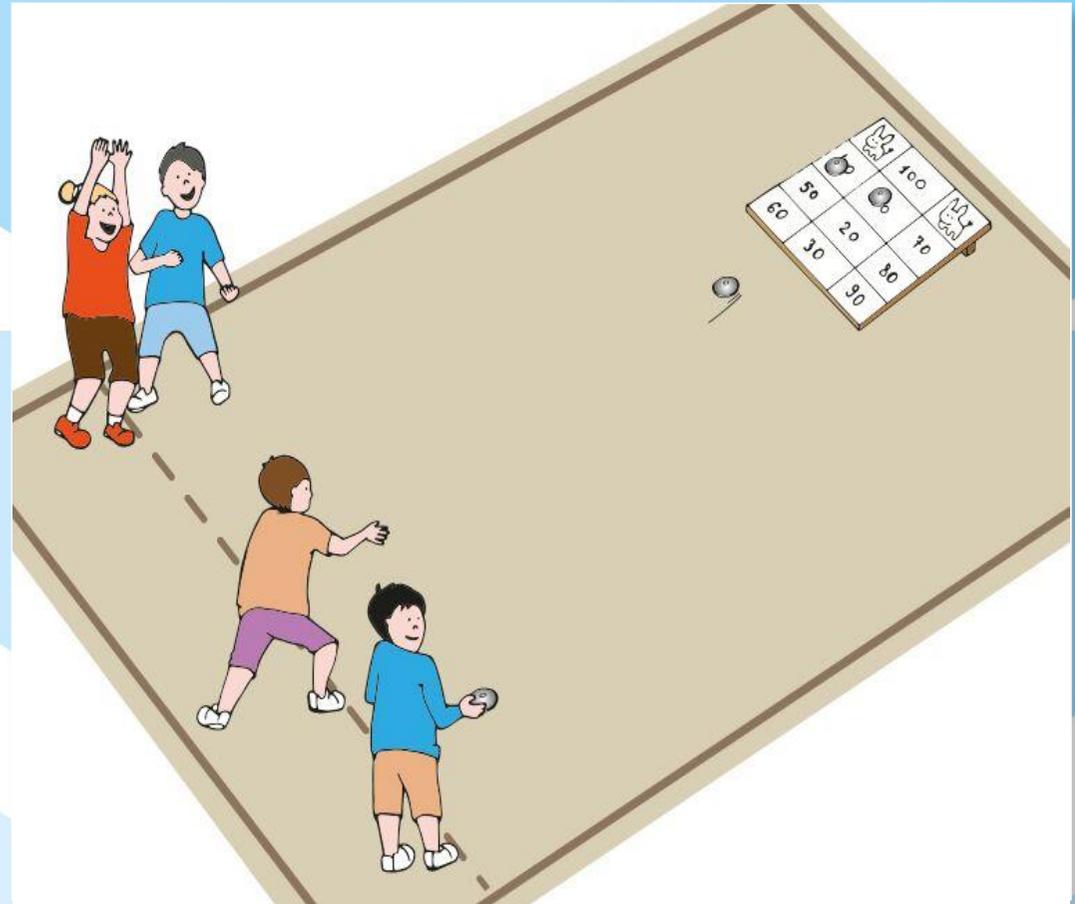
Set up: Place the wooden board in a wide open area. Draw a baseline 4 meters away from the box. You can also draw the board with chalk or on dirt field.

Rules:

This game is normally held in tournament mode, according to an elimination system such as the best-of-three (the team that wins two “sets” wins the game).

This is a variation of the traditional game called ‘malha’. The order of the players is usually determined by a draw. The first player throws his/her the 2 ‘malhas’ consecutively to try to score the highest number of points and avoiding to hit the donkey.

Once the score confirmed, he/she removes them from the places they landed and the points are noted. Then the next player of the same or other team starts. The order of the players must be maintained until the end of the game and everyone has thrown his/her malhas once. The final score is defined by the greatest sum of values entered in the squares. If one player hits the donkey box, 10 points are deducted from the score.



Equipment and Materials: 2 ‘malhas’ per player, and a wooden box or board at least 15 inches wide and 15 inches long or more marked with 12 squares, each containing a number or a donkey.

Age:
3+

Number of players:
2– 4 players on each team.

Duration:
No limit

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Teaching Style

1. Provide clear and simple instruction
2. Balance the ability level of the pairings
3. Practice games before introducing scoring
4. Encourage players to communicate throughout the game
5. Safety instructions to be tailored to the environment and participants playing the game

Equipment

1. Range of materials can be thrown that vary in weight, size, speed, texture, density etc.
2. Audible equipment can be used (e.g. bell or rattle ball)
3. Brightly coloured equipment can be used

Rules

1. Use left/right hand to throw or roll
2. Define the number of shots every player has
3. Introduce a time limit to the game
4. Increase/decrease number of players per team

Environment

1. Increase/decrease the distance from board
2. Ensure the indoor/outdoor playing area has a smooth surface and is free of obstacles

