

Jogo do Pião

(Spinning top)



Aim of the game: Keep the spinning top rotating as long as possible

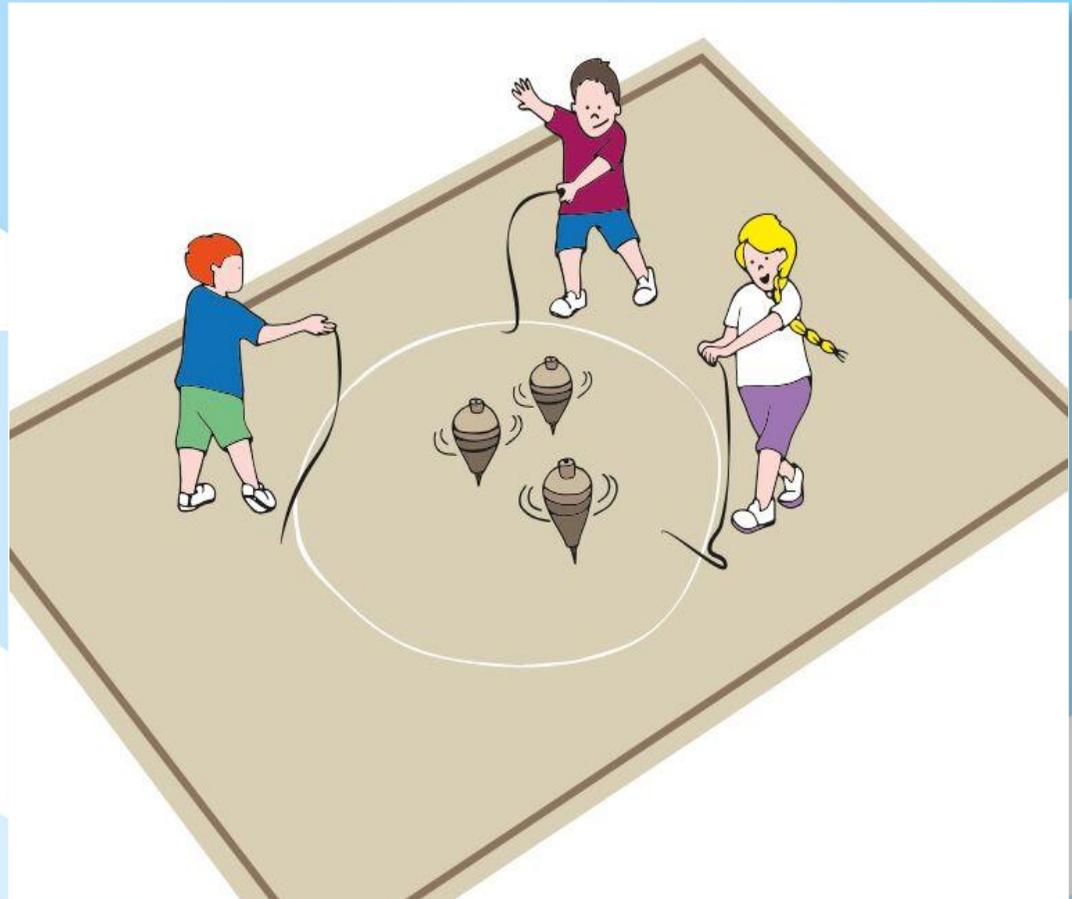
Set up: This game is played on a plain flat surface.

Rules:

After winding the top with the drawstring, starting from the nozzle, the top is thrown to the ground and spins or rotates as long as possible.

In one variation of the game, a circle with a diameter at least equal to the string length is drawn on the ground. The participants launch their tops in the circle in such a way to try to push other opponents' spinning tops out of the circle.

In this case the loser's spinning top takes as many 'niques' ('niques' derives from the verb 'nicar' which means to use a spinning top nozzle to break the loser's spinning top) as previously agreed with the top opponents. The player is allowed to replace a broken top with an older one, which has already suffered previous attacks.



Equipment and Materials:

A wooden top and a drawstring.

Age:
6+

Number of players:
Unlimited

Duration:
Unlimited

Jogo do Pião

(Spinning top)



Let's Inclusivize TSG!

Teaching Style

1. Provide clear and simple instruction
2. Practice games before introducing scoring
3. Safety instructions to be tailored to the environment and participants playing the game

Equipment

1. Audible equipment can be used (e.g. audible spinning top)
2. Brightly coloured equipment can be used

Rules

1. Try to remove top (still in rotary motion) from the circle by using the string
2. Try to rotate the spinning top on the palm of the hand
3. Keep at least 2 tops spinning continuously for as long as possible

Environment

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

