

Kispus/ Blinkeleg

(Playing Tricks)



TAFISA
RECALL

Games of the Past – Sports for Today

www.recallgames.com

Aim of the game: Active tag game based on the social contact with other participants.

Set up: Indoor or outdoor (e.g. park, school backyard, gym)

Rules:

The players hold hands in a big circle around a catcher in the middle.

Two participants at a time must try to make contact and make a contract. This is done by winking or using body language in order to show a sign of interest.

When a contract is made, the two players involved must try to switch places without being caught by the catcher in the middle.

The catcher tries to catch (touch or tag) one of the participants, before they to the edge of the circle. If no one is caught, the game continues until someone is.

The person caught changes places with the catcher and there are possibilities of making new relations.

Instead of body language the participants can yell names or other characteristics when they make contracts.

Will playing with small children; play without a catcher – its fun just to make the contact and contract working-



Equipment and Materials:

Non

Age:
5+

Number of players:
12 - 25 per team

Duration:
5 - 30 min.

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TAFISA
The Association For International Sport for All

Let's Inclusivize TSG!

Teaching Style

1. Provide clear and simple instruction
2. Safety instructions to be tailored to the environment and participants playing the game.

Equipment

1. Players wear bright bibs to make them easier to see with a different colour for the catcher

Rules

1. Play with/without catcher
2. Define different ways of communication/making contact
3. Increase/decrease the number of people that have to swap places
4. Modify the way people have to move while swapping places
5. Set time limits for catcher
6. The catcher could be blindfolded

Environment

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

