

# Ubuthi



**Aim of the game:** To catch a buthi and bring it home

**Set up:** Players form a circle. One person is chosen to be the leader ("sebi", the thief). Place the buthi (the pin) inside the circle

## Rules:

- The sebi stands in the middle of the circle with the buthi. The sebi must shout another person's (the 'muntu') name.
- Both the sebi and the "muntu" run to try to grab the buthi
- The player who gets the buthi first then tries to reach the spot in the circle that the muntu vacated. The player who did not get the buthi tries to tag the runner.
- The sebi for the next round is the person who either successfully makes it back to the place in the circle without having been tagged and with the buthi, or the one who successfully tagged the other player.



**Equipment and Materials:** 1 pin

**Age:**  
5+

**Number of players:**  
4+

**Duration:**  
Infinite

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## Let's Inclusivize TSG!

### Teaching Style

1. Provide clear and simple instructions.
2. Encourage players to communicate throughout the game.
3. Provide enough time for players to familiarize themselves with the equipment and the game.
4. Safety instructions to be tailored to the environment and participants playing the game.
5. If needed, help people with physical disabilities to moved

### Equipment

N/A

### Rules

1. The leader calls out more than 1 name (2 or more muntus then try to grab the buthi)

### Environment

1. Make the circle smaller/bigger

