

GAMES BOOKLET



“Out of nothing” project



Erasmus+



Games played in Romania



Musical Chairs



Instructions:

- ❑ A set of chairs is arranged with one fewer chair than the number of players.
- ❑ While music plays, the contestants dance around the set of chairs. When the music stops abruptly, all players must find their own individual chair to occupy.
- ❑ The player who fails to sit on a chair is eliminated.
- ❑ A chair is then removed for the next round and the process repeats until only one player remains and is declared the winner.



Samurai

*In this game
everyone is on his
own.
The goal is to be
the last one
standing.*



Instructions:

- ❑ The participants will stay in a circle at first.
- ❑ The game starts with the youngest and everyone will have his turn.
- ❑ There are 2 sets of move that you can do when is your turn.
 - ❑ 1.Move->you will take 1 step.
 - ❑ 2.Attack->try to hit others arms but you can't jump or move your legs to much.
- ❑ Your hands will be your weapons
- ❑ -The balde will be from the point of the fingers to the wrist and every other part of the arm can be cut and you will lose that arm.
- ❑ You can doge others attacks even tho it's not your turn(just evade it or parry it with your " Blade").
- ❑ If you lost both your arms u are out of the game.



Games played in Portugal



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Guessing Movie Characters



- In this game one selected person has to discover the movie character that is being played by the others. If the guesser doesn't know what character is being played, he can do questions to the leader, and the leader can only respond YES or NO. When the player guesses the movie character correctly the game ends.
- All the others should make gestures or signs, but they can't make any kind of sound.

TISSUE GAME

All the players are divided in two teams.

Each team stands in line, front to front, in opponent sides of the field and every player of each team have a different number.

One person stands on the middle field with the tissue hanging on his hand.

- The game starts by calling a random number or two numbers at the same time.
- The players with the number called, will have to catch the tissue and run away from the opponent and go outside of the playground.
- If the person who holds the tissue says "fire" all the players can catch the tissue.
- The team who caught the tissue more times wins the game.



Games played in Italy



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PALLA PRIGIONIERA



- This game's title is in Italian because there isn't a translation in English, but literally it means „prisoner ball”
- Two teams
- One ball
- At the end of each field there is a space called jail
- Both teams have to throw the ball at each other: if you get hit you go to jail, if you catch the ball thrown at you the other person goes to jail
- When you're in jail you can free yourself by catching the ball from players in the other team
- A team wins when all the people in the other team are in jail

BLIND GUESS



- One person is blindfolded and s/he must guess the other person in front of him just from touching his/her face and nothing else.



Games played in Poland



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Pif-Paf



It's a movement game. Players stand in circle and shoot at each others. First one shouts pif and points at someone in the group. The one that is pointed squats and players standing next to the one that squated point at each other. The one that shouts paf later is shot. That player is eliminated. When there are two people left, they stand back to back and make 10 steps – someone outside counts from one to ten. After „one” they turn around and shoot at each other. The person that shoots first



Green door

It's a logical game. Master of the game creates a rule what players can bring through the green door, for example – only flying objects. Players have to guess the rule by asking if they can take a particular thing.



An aerial photograph of a frozen body of water, showing a dense field of ice floes and cracks. The ice is a mix of white and light blue, with darker blue water visible in the cracks. A bright yellow rectangular box is superimposed horizontally across the center of the image.

ICE BREAKERS

Daisy



This is an ice-breaker activity, which should be made in groups of 4-6 people. The participants draw a flower consisting of one big circle and petals in number of the participants. In the middle (of the circle) the participants write three things that everybody in the group likes/has in common. On the petals each person writes two individual things that only s/he likes and no one else from the group. In the end, everybody needs to talk about another person's petal.

GROUP ORDER



Ask the group to line themselves in order based on certain criteria. Make it more challenging by setting a rule that members can't speak to each other. You can do this as a get-to-know-you-better activity. Some examples are by:

- Birthday
- Height
- Shoe size
- Haircolor
- Eyecolor

SKITTLES QUESTIONS



The group selects one candy each, and people with the same candy color answer the same question.

The game allows you to get to know another person's point of view better. The questions can be both funny and raise important life questions. Examples:

- Would you like to be a tiny horse or a huge chicken? Why?
- When you die, what do you want to be remembered for?
- What's the funniest WiFi name you've heard?
- What would the title of your autobiography be?

“SAY SOMETHING NICE” ENVELOPES



Each person in the group decorates the envelope with their name, the envelopes are pinned to the board in a visible place, and the participants anonymously write something nice on a piece of paper and put it in the appropriate person's envelope. We do not look into the envelopes before the end of the project / semester / school year / camp.



SPORTS

GAMES

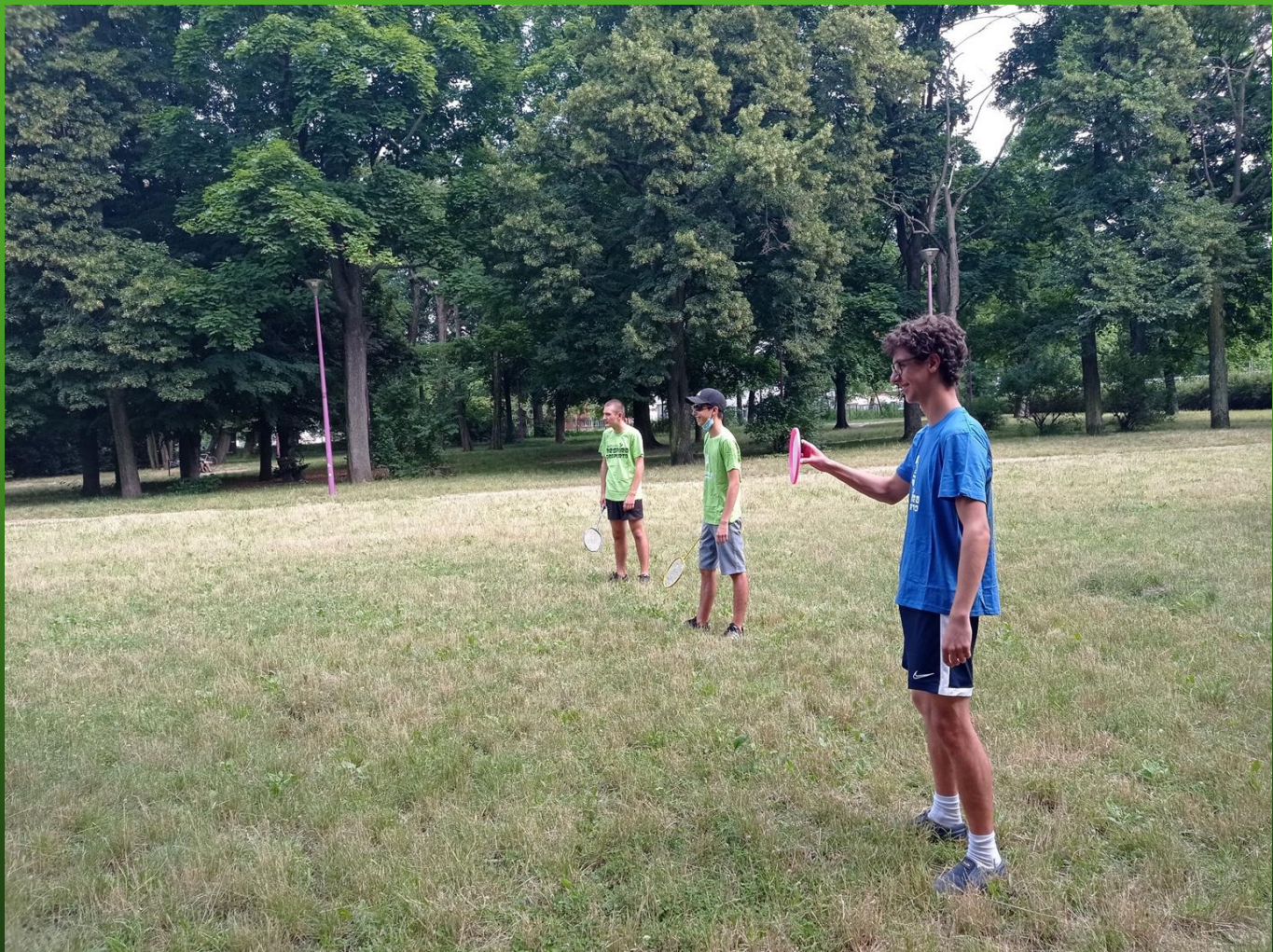
BONUS



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V E L C R O B A L L



CLIMBING WALL



The project "Out of nothing"
took place in Wrocław on 12-
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