

## Costa Rica

### *Enano Gigante* – Small Person, Giant

- One student is the leader. When the leader says *enano*, all the students squat down. When the leader says *gigante*, everyone stands up. Similar to Simon Says, the leader switches back and forth between the two words trying to trick students into doing the wrong action. If a student stands for *enano* or squats for *gigante*, they are out.

### Stop (Similar to Scattergories)

- Randomly choose one letter. Each student needs to think of a word for each category that starts with this letter. Categories are Occupation, Fruit, Food, Things, Nationality, Clothing.
- Each student gets one point for each word they have, but if their word is the same as someone else's, they cross out the word and no one gets a point.

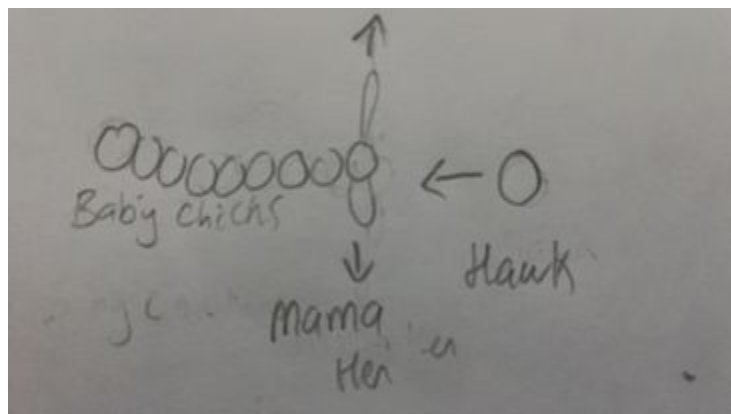
### *El Palo* (The Stick)

- Students make a circle and one person stands in the middle of students holding a long stick (or pole, rod, pool noodle, whatever you have on hand!). This person spins around keeping the stick close to the ground. Everyone else tries to jump over the stick when it gets to them without tripping over it.

## Hong Kong

### Hawk and Mama Hen

- One student is the Hawk and another is the Mama Hen. Everyone else is a baby Chick. The Hawk wants to steal the Chicks, and the Mama Hen wants to protect them.
- The Chicks have to stay in a line behind the Mama Hen. If the Hawk touches a Chick, the Chick is out. The Hawk has to avoid being touched by the Mama Hen. (The Hawk is not out if he/she gets touched, just reminded to stay away from the Mama Hen.)



## Taiwan

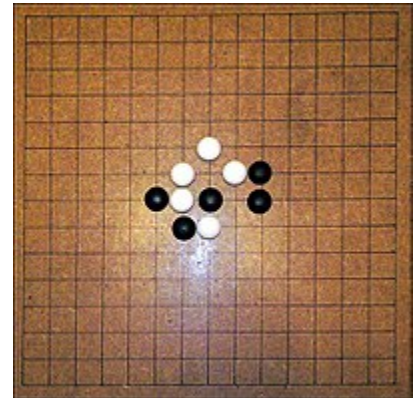
### Variations on Rock, Paper, Scissors

1. Whole Body Rock, Paper, Scissors: Rules follow the normal format but rock is represented by feet together, scissors is represented by crossed feet, and paper is represented by feet knee-length apart
2. Rock, Paper, Scissors 2.0: After a regular game of Rock, Paper, Scissors, the winner must also win a second contest. For the second contest, the winner points in one of four directions (up, down, left, or right) and the loser simultaneously moves his/her head in one of these directions. If they choose the same direction, the pointer wins. If the direction is different, they go back to playing Rock, Paper, Scissors.

## China

### Gomoku

- *Gomoku* or Five in a Row is traditionally played with white and black stones on a 15x15 board. Players alternate turns placing a stone of their color on an empty intersection (a spot where lines cross). Black plays first. The winner is the first player to form an unbroken chain of five stones horizontally, vertically, or diagonally. Placing a piece so that a line of more than five stones of the same color is created does not result in a win. These are called overlines.
- Because the pieces do not move, the game can be played with paper and pencil.



## The Philippines

### Sawsaw Suka

- One student taps their finger on another student's palm while saying the following rhyme: *Sawsaw suka, mahuli taya*. (In Filipino this means, "Dip the vinegar, catch it.") When they finish saying the rhyme, the student with the open palm closes their hand and tries to trap the other student's finger.



## Ethiopia

### *Korkee*

- Make a line out of metal bottle caps from glass bottles. All the students stand behind this line.
- The first student throws an object (Ethiopians prefer using the sole of a shoe - but you can choose any object) from behind this line as far as they want to throw it. Each other student also throws one object. They can choose whether to throw their object farther or closer than the first person's object.
- Then each student goes to stand by the object they threw and throws it back at the line of bottle caps. The goal is to hit the bottle caps as close to the left side of the line as you can. Wherever you hit the line of caps, you get all the caps from that point on (toward the right). If you miss the line you get nothing.
- The winner is ultimately the person who hits the line of caps from the farthest away. (It is up to the individual's strategy to decide how far to throw their object, wanting to maximize distance without being so far away that they can't hit the line of caps.)

