



EduTrend Contents

W4C · CULTURAL STUDIES & ANTHROPOLOGY · PRIMARY

Games Around the World

Play and compare traditional games

Ages 8–11

Level: Developing

60 minutes

Groups of 5 · up to 30

Activity 02

Inside: activity at a glance · step-by-step session plan · facilitator notes · 3 pupil worksheets · assessment checklist

ACTIVITY 02 · AT A GLANCE

Games Around the World

Pupils rotate round stations, each with a traditional game from a different part of the world, such as mancala, jacks, hopscotch and tag games. They play, note the rules and materials, compare games and discuss what games tell us about people's lives and values.

Learning outcomes

By the end of the session pupils can:

- play and explain the rules of traditional games from different places;
- locate where each game comes from on a world map;
- compare games and find similarities and differences;
- explain what games can show about culture.

KEY WORDS

tradition · game · rules · culture ·
compare · origin · similarity ·
difference · heritage

CURRICULUM LINKS

PE: traditional games. Geography: locating countries. PSHE: diversity and cooperation. C3 Framework, Dimension 2.

1

WONDER

What do people do?

2

OBSERVE

Look and listen

3

ASK

Hear their view

4

COMPARE

Same and different

5

INTERPRET

What does it mean?

6

REFLECT

What about us?

Materials (per station)

- Mancala boards (egg boxes and seeds or beads)
- Jacks or five stones
- Chalk for hopscotch
- Beanbags and cones for tag games
- Instruction card and world map for each station
- Worksheets 1, 2 and 3

Before the session

- Choose four or five games and check their origins in a reliable source; many games have versions in several countries.
- Prepare simple instruction cards with a map showing where each game is played.
- Set up stations indoors or outside.
- Invite pupils or families to share games they know.

SAFETY

Keep small stones and beads away from younger children. Clear space for active games and agree boundaries.

ACTIVITY 02 · SESSION PLAN

Step by step

Draw out that many games appear in similar forms across the world, which shows how ideas travel.

Time	What happens	Say or ask
0–10 min Hook	Ask pupils to name games their parents or grandparents played.	<i>"Where do games come from?"</i>
10–40 min Rotate	Groups spend 7 minutes at each station, learning and playing.	<i>"What do you need to play this game?"</i>
40–50 min Compare	Groups complete a comparison table and mark games on a world map.	<i>"Which games were similar?"</i>
50–55 min Discuss	Discuss what games show: skills, materials, values such as cooperation.	<i>"Why might this game be played outside?"</i>
55–60 min Share	Pupils teach a game from their own family to a partner.	<i>"How would you explain the rules?"</i>

CHALLENGE CARD (print or copy onto the board)

Learn and play four traditional games, compare them and explain what each game might show about the people who play it.

ACTIVITY 02 · FACILITATOR NOTES

The anthropology in brief

Games are part of culture. They pass on skills, such as counting, balance and strategy, and values such as fair play or teamwork. Materials often reflect the environment: seeds, stones and chalk are easy to find. Many games have similar versions in different countries because ideas travel with people.

Mancala is a family of counting games played in many parts of Africa, the Middle East and Asia. Versions of hopscotch and jacks are found around the world. Comparing games helps pupils see both shared human interests and local differences.

Common ideas to listen for

- “Each game belongs to only one country.” Many games have versions in many places.
- “Traditional games are old-fashioned.” Many are still played today.
- “Games are just for fun.” They also teach skills and values.

Adapting the activity

Support

Use three stations with picture instructions and adult support.

Stretch

Research the history of one game and present how it spread.

WORKSHEET 1

Game notes

Name: _____

Class: _____ Date: _____

Record each game you play.

Games

Game	Where it is played	What you need	How to win
1			
2			
3			
4			

WORKSHEET 2

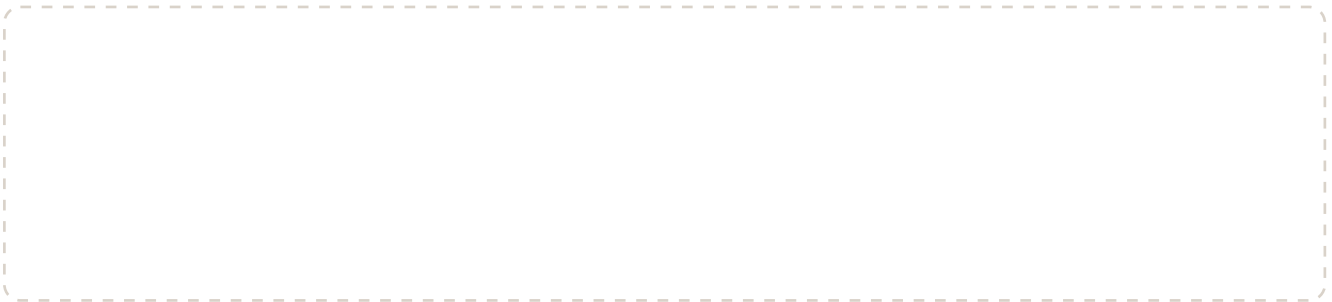
Compare the games

Find similarities and differences.

Similar

Different

Map



Mark where each game comes from on the world outline.

WORKSHEET 3

What games teach

Think about culture.

A skill or value one game teaches

A game from my family and how to play it

FOR THE TEACHER

Assessment checklist

Use during the session. One sheet covers up to eight pupils; copy as needed.

Pupil	Explains rules clearly	Compares games	Links games to culture

Suggested codes: W = working towards · E = expected · G = greater depth

ABOUT THIS ACTIVITY

Games Around the World is a sample activity from the EduTrend Contents W4C Cultural Studies & Anthropology programme (primary, level: developing). Every activity in the programme follows the same format: a practical challenge, a clear session plan, facilitator notes and ready-to-print worksheets, so that teachers, club leaders and parents can run it without extra preparation.

Full 15-, 20- and 32-week programmes are available from EduStore at edutrend.org.

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