Name of Activity/Game	Materials Required	Instructions	Cultural Links/Importance	Learning Outcomes	Open-Ended Questions/Adult Role	Country of Origin	Other Notes
Gilli-Danda is one of the most thrilling traditional Indian games. It was invented on the Indian Subcontinent & thought to have originated 2,500 years ago. This game is the root of some games, like Cricket, Softball, & Baseball.	1. Two sticks - The smaller, oval-shaped wooden piece,5 to 13 cm long & 2 to 3 cm in diameter & both ends pointed, is called a "Gilli" & the longer one, 42 to 45 cm long & 3 to 4 cm in diameter & only one end pointed, is termed a "Danda". 2. Ground - No specific requirement of shape/size. Only A pit called Gali is required to put the Gilli to start the game. 3. Players - No such binding two/more up to a hundred players of any age group above six years can play.	1. The game starts by tossing -olisukhi. 2. The player who wins the toss starts first. 3. The player first places the Gilli on the pit & the pointed end of the stick - Danda is bent over the stick & hits the Gilli at the raised end, which flips it into the air. 4. While in the air, the player hits the Gilli as far as possible. 5. If a player standing in the field catches a stick hit by a player, then that player is dismissed. 6. Otherwise, the player earns points on the number of hits of galli in the air & the distance between the pit & the dropped Galli on the ground. Danda measures this distance. 7. Ultimately, the person or the team with the most points wins the game. 8. The secret to winning this game is in raising and hitting Gilli.	https://inmarathi.net/vitti- dandu-information-in- marathi/#viti_dandu_khelac a_itihasa history_of_vitti_dandu_ga me	 It helps to improve eye & hand coordination. Increase & build concentration power. Increase numeracy skills. It fosters a healthy competitive spirit. It provides a mode of interaction with children in a similar age group. 	No need for Adults	India	
Name of Game: Lagori/ Lingocha/ Seven Stones It is the most ancient game of the Indian subcontinent, whose history dates back to the Bhagwata Purana, A Hind.A Hindu religious text, nearly 5000 years old. It mentions Lord	teams- the seeker & the hitter, with a minimum of three players in each team. In the World Cup	2. A pile of flat stones is placed in the middle of the	https://www.topendsports.com/sport/list/lagori.htm	skills, strategy-building	are not necessary. But when tournaments are there, fixed rules & regulations are	India	

Krishna playing the game with his friends. It is included as a demonstration sport in the 2023 National Games Of India		pile of stones to knock them over and then tries to restore the pile of stones while staying safe from the opposite team the Hitter's throws. 4. The Hitter aim is to hit the ball before the seekers reconstruct the stone pile. If the ball touches the Seeker, that Seeker is out. 5. A Seeker can always safeguard themselves by touching an opposite team member before the ball hits the Seeker. 6. The Hitter cannot run with the ball to hit the Seeker. 7. To declare the reconstruction of the pile, the Seeker must say the game's name after restoring the pile of stones. 8. If the ball hits the pile & opposite member catches the ball, then the whole team is out.		Children can learn to compete in a healthy environment and value friendship & leadership. Thus improve social interactions. It improves physical health.			
Kanchey/Gotya/Gooli Gundu/Marbles In the ancient Era, when humans lived in caves, they used mud & to make small, circular balls to play. In the first half of the twentieth century, 2500 BCE, the marbles were	Ground- It can play in a tiny place, outdoors or indoors. It requires a small pit & a circle measuring approximately 2 to 3 feet in diameter. The game	2.Each player contributes a minimum of two marbles each to begin the game. All the marbles are collected at	https://sportkhelo.co.in/go tya-game-information-in- marathi/	 It improves concentration, eye & hand coordination. It helps to develop mathematical numeracy skills, & motor skills. It nurtures healthy competition & provides an opportunity to socialize. 	Children play on their own.	India.	

found in excavations near Mohenjo-Daro, a site associated with the Indus Civilization. In ancient Egypt, it was made up of clay, stones, or glass. Imported marble from the Low Countries came to Britain during the Middle Ages.	Players- Two or more players of any age can play the game.	a line & the players stand at the line and try to throw					
field sport, which combines elements of tag and hopscotch. 2. It originated from the Pandiyan Dynasty and was called, Nondiyaattam.	needed. 2.Players- A minimum of two players can play this game as a pastime & for fun. Anyone above three can play this game. 3.It is also a team sport. There are two sides, with twelve players on each side	1. A match lasts 36 minutes. 2. It is played in four innings of nine minutes each, with the teams alternating roles in each inning. 3. A coin toss is done before the game, with the team that wins the toss defending. 4. The chasing team sends chasers who hop on one foot and try to tag the defenders. The chasers can step out of the ground as long as they keep on	https://en.wikipedia.org/wiki/Langdi (sport)	 In Langadi, we do all the running, sprinting, stabilizing, reaching, outbound, and hopping on a single leg. So, the leg strength increases. It fosters stamina, balance, & concentration. It improves the work of the respiratory system. 	When it is played as a pastime, then there is no need for adults . Children play on their own.	India.	

		one foot. The defenders are declared out if they step out of the ground or commit a line fault. 5. Once all defenders in the field are tagged, a new set of defenders enter the field from a designated entry zone, with the chaser required to go to the other half of the field before tagging the latest defenders. If the chaser fails to remain on one foot, they leave the field, and a new teammate will come. 6. During the first turn that a team chases, their chasers must hop on their right foot, and then in their next chasing turn they must all hop on their left foot. 7. The team that tags the most defenders is declared the winner.		 4. It gives good physical exercise & good motor control. 5. It helps in body awareness & reduces the chances of injuries & helps in performance improvements. 6. It is helpful for games like Kho-Kho, Volleyball, Athletics, & Gymnastics. 			
Tikkar/ Chhipri/Kith Kith/ Stapoo/Nondi /Hopscotch It is believed that, train Roman soldiers invented this game for improvising their footwork	1.It requires coal/chalk to draw a playing court. 2.A square/ round piece of flat stone, not bigger than 4inches/10cm. 3.Ground- flat groun, to draw the grid. Or sand & a stick to draw grids. 4.players- Individual child plays this game for pastime & fun. Two or more players can play the game. Commonly, three to five players play the game. Girls of six to twelve commonly play this game.	1. One of the participants draws a playing court on a flat surface (usually the floor of alleys) with the help of a piece of coal or chalk. A ladder shape pattern is drawn on the floor and every box is numbered from one to six or sometimes one to eight or ten. 2. The court's size depends upon the participants' wishes and may thus vary greatly. For example, if all the participants agree to have a court of eight boxes two by four feet (0.61 by 1.22	https://www.dsource.in/resource/indian-games/outdoor-games/stapoo	1. It improves balance, coordination of eyes and legs, & strength of legs. 2. It imparts social skills for dispute resolution, negotiations & coordination. 3. It improves guessing skills & counting skills.	Children play the game on their own.	Rome.	

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of the court.								
Sagargote/Gajage/Pachet Five stones or pebbles. It 1. Players used to sit https://www.dsource.in/re 1. In this game, Children play on their India			of the court.					
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and an analysis and a second an	Sagargote/Gaiage/Pachet	Five stones or pebbles It	1. Players used to sit	https://www.dsource.in/re	1. In this game	Children play on their	India	
	- 13.1. 30 to Sujugo I weitet							

a/Five Stone	is the fruit of one plant. A	facing each other and play	source/indian-		hands, fingers,	own.		
➤ It is an ancient	minimum of five pebbles	this game; if there are	games/indoor-		and eyes			
traditional game. t is a popular game	are needed.	more girls, they sit in the circle & play turn by turn	games/pacheta		exercise well.			
among girls & women	Ground- There is no	clockwise.		2.	It improves the			
aged six & above.		2. Players spread the			catching skills.			
This game was played	ground. The game can be	8						
in each & every house	played anywhere in the house or outside the	One stone should be		3.	It fosters			
50/55 years back.	home.	thrown in the air and before, and before it			motor skills.			
		comes down, pick up						
	Players: Children play in	another stone on the						
	small groups of two to	ground and swing the						
	four players.	high-flying stone.						
		3. If the stone falls						
		while picking it up, the innings ends; otherwise,						
		the first innings is called						
		Erai, the second innings is						
		called Durkhai. , and the						
		third one is Tirkhai,						
		Chowkhai. The second						
		time one Sagargota is						
		thrown high, the following two Sagargota						
		should be picked up at						
		once. The first round						
		ends.						
		4. Like this, it is						
		played in various levels,						
		which are sequential & predetermined by the						
		players to suit the age						
		levels.						
		5. The winner of the						
		game is the first one that						
		finishes all the game's						
		levels.						
Kabaddi/ Hututu	1. No special	1. The raiders should	https://www.wikihow.com/		improves	Children play on their	India.	
Rononjoy Sen speculates	equipment or material is necessary for	take a breath and repeatedly yell	Play-Kabaddi	co	ordination	own.		
in his book Nation At Play	kabaddi.	'kabaddi kabaddi'		be	tween various			
that it originated during	2. Kabaddi court for	without any break.		bo	dy parts.			
the Vedic period,	men is flat, rectangular,			2. It	fosters quick			
between 1500 BC and	13 meters wide and 10	2. The raider should tag a		an	d fast moves.			
500 BC. Lord Krishna and Gautam Buddha also	meters rong, ror	member of the		3. It	enhances			
played this game.	3. Women, it is 12 meters wide and 8	opposite team and return to his half.		fle	xibility.			
playea tillo gallio.	meters wide and 8 meters long. These are	return to ms nam.			improves			
2. According to another	official measurements.				eathing and			
version, it originated in	4. While playing	3. A player is 'out', when			ysical strength.			
				PII	Joicai suchigui.			

Tamilnadu. 3. There are also accounts that it was played in Iran 2000 years ago. 4. First organized competition was held in 1920s. 5. In 1930, it was introduced in the Indian Olympic Games. 6. The game is Hadudu in Bangladesh,	casually or time past with friends, there is no need for exact measurements; only the ground must be flat, open, and rectangular. 5. Lines & Damp; markings of the court are as follows- boundary line, play area line, midline, balkline, and bonus line. 6. Players-there are two teams of seven players each.	they break the breath or fail to tag the opponent team member. 4. 30 seconds are available for each raid. 5. If the raider fails to reach his half within time, he is out, and the opposite team gets one point. 6. If the raider crosses the check line with one foot and the other one in the air when the defending team has 6 or 7 defenders, the player gets a bonus point.		5. It improves offensive and defensive skills and decision-making power.			
Mallakhamb / Pole Yoga / Pole Dancing Mallakhamb is an ancient traditional Indian sport. Malla means gymnast/ wrestler, and khamb means pole. So, it stands for a gymnast's pole. In the Ramayana and in the Buddhist Chinese pilgrims to India, There are some references to some form of Mallakhamb. The game originated in the 12th century. In the 19th century, Peshwa Bajirao 2nd's sports and fitness instructor, Balambhatta Dada Deodhar, revived the game. Maratha empire figers like Rani Lakshmibai, the Rani of Jhansi, Tantia tope, Nana	There are three variations of Mallakhamb- 1. Pole Mallakhamb 2. Hanging Mallakhamb 3. Rope Mallakhamb 4. Both men and women practiced all variations. 5. Pole MallakhambA vertical wooden pole made of teak wood or sheesham, of 2.6 meters in height with a circumference of 55 centimeters at the base and gradually tapers to 35 centimeters at the top and is fixed to the ground and smoothened withcastor oil, which helps to minimize excessive friction. 6. Hanging Mallakhamb It is a smaller version of	 The first step of Mallakhamb is to familiarise your body to the pole/ rope and trust it. First, use the toe to secure your stand and pull yourself up using your arms and core muscles. The player/ gymnast performs aerial yoga postures, different positions, and exercises and holds their positions longer. Before beginning Rope Mllakhamb, warming up the body muscles is necessary. Training and practice is necessary to perform this sport. It is essential to take safety precautions. It is essential to do it slowly at first. It is a strenuous kind of workout that may 	1) https://en.m.wikipe dia.org/wiki/Mallak hamba 2) https://www.linke din.com/pulse/rope-mallakhamb-traditional-sport-improves-your-overall-fitness?utm source=sh are&utm medium=me mber_android&utm_campaign=share_via	 It is a fantastic workout for strengthening. It helps in developing core strength. It enhances flexibility, particularly in the shoulders and the back. It enhances balance and general coordination. It builds endurance and enhances general stamina. It increases concentration. 	The adult role is significant. The tricks and techniques and practice in the trainer;s presence are essential.	India	

Saheb Peshwa practised Mallakhamb.	fixed Mallakhamb. It is suspended with the aid of hooks and chains. The bottom of the pole doesen;t touch the ground. 7. The swinging and revolving motion makes it quite difficult. 8. Rope Mallakhamb-A thick rope is suspended vertically, 5.5 meters long, and 2centimeters in diameter. 9. Players- One or more players can perform on the same pole or rope.	exhaust the body, so rest days are essential. 8. While performing this sport, it is essential to maintain the body's hydration.					
Chaupar/ Chaupat/ Chopad/ Chaupad/ Pachisi For centuries, people have played a similar version of the game. It was played on mediums like cloth, slate, and boards using tamarind seeds, pista shells, groundnut shells, staves, or dice. The exact origins of this game are uncertain. In the Vedic Era, in Rug-Veda and Atharv- Veda, gambling with dice is mentioned. They used Vibhitak tree nuts for dice. The great epic Mahabharata contains a dice game called Chaupar played between King Duryodhan and Yudhishthir, whose families were in conflict. It is also found in the 3rd millennium B.C. in	 ➤ The board of any material, wooden or embroidered cloth, in the shape of a cross, each arm is divided into three adjacent columns of eight squares. ➤ Three squares on each arm are highlighted with a cross or some other distinguishing mark - the middle square at the end of each arm and the fourth square from the end of the arm on either side. These squares are called castles. The middle of the cross forms a large square called the Charkoni. ➤ Sixteen beehiveshaped pieces (songati/ men) are used: four in black, 	takes turns throwing the cowry shells. The player with the highest score starts first.	 https://en.m.wikip edia.org/wiki/Chaupar https://www.mast ersofgames.com/rules/pachisi-rules.htm 	 It fosters numeracy skills. It improves concentration. It builds motor skills Kids learn to identify coloures. Kids improve hand-eye coordination. Children can learn to hold conversations and negotiate It builds memory, logic, and reasoning. It boosts brain power. In adults, this game reduces the risk of Alzheimer's or Dementia and improves self-confidence. 	Adult interference is unnecessary when children play the game for fun and pastime.	India	

		_			
the Indus Valley	form in amount form in	now from any further			
	four in green, four in				
Harappan.	red, and four in	attack.			
The size and shape of		5. A score of 25 points-			
dice changed	yellow.	All seven cowry shells			
gradually, generally	➤ Six small cowry	are used in each throw.			
	-				
rectangular,	shells.	In one version, scoring			
occasionally	> A maximum of four	is as follows:			
triangular and		a All 7 facing down 7			
variously marked	players play this	points			
	game, each sitting in				
with numbers.		bi I ideniig up) o ideniig			
Cubical dice are	front of an arm of the	down – 10 points			
known in antiquity	cross. The center of	c. 2 facing up, 5 facing			
outside of India, for		1 ,			
example, Tepe Gawra	the cross is ghar or	d. 3 facing up, 4 facing			
	home.				
in Mesopotamia and		down – 3 points			
Tellel'Amarna in		e. 4 facing up, 3 facing			
Egypt.		down – 4 points			
Gautam Budhha,		f. 5 facing up, 2 facing			
while laying down		down – 25 points			
		=			
rules in the text		g. 6 facing up, 1 facing			
Vinaypitika, warns		down - 30 points			
against playing the		h. All 7 facing up – 14			
board game Chausar.		points			
> The visual reference		F			
occurred in one of the					
most adorned caves in					
Maharashtra, Ellora					
cave number 29, built					
between the 6th and					
the 8th centuries CE;					
one wall is sculpted					
with figures of Shiva					
and Parvati, shown					
enjoying a game					
Chausan					
Chausar.					
Mughal Emperor					
Akbar and Abul Fazal					
were addicted to this					
game. Richard Carnac					
Temple describes the					
<u> </u>					
game.					
During the 19th and					
20th centuries, and					
even today, it was a					
more popular indoor					
fun game for women					
and children.					
This game is the					
ancestor of the					
modern game, Ludo.					
The USA and Europe					
sold the game in the					
1860s					
	1	<u> </u>		l	

WOFO Vancouver 2024

Latto/Spinning Top/ Bhanvara/Latu

- > It is one of the oldest recognizable toys found archeological sites. All over the world, it originates independently in cultures.
- > Ancient Roman wooden spinning top, **Tebtynis** from (Egypt), dating from the 1st-3rd century CE.
- The tops were made of clay earlier and later replaced with wood/plastic. However, technological advancement, one can find many different varieties and colors of tops today in the market. Some are with lights and sound effects.
- ❖ A nail- the wooden top is mounted on the nail.
- ❖ A string- to spin the top and also pick the top the string is used.
- ❖ The string is tied across the top.
- Players- can be played alone or in groups.

- 1. There are various modifications & techniques associated with this simplelooking yet scientific game, like, lifting the moving top off with the string, rolling the top on the string, and many more.
- There are no set rules. A group of kids decide the rules.
- 3. Smaller tops have a short stem and are set in motion by twirling it using the fingers. A thumbtack may also be made to spin on its tip similarly.
- 4. They may be set in motion by twirling a handle with the fingers, by pulling a rope coiled around the body, or using a builtin auger.

- 1. https://natkhatduniy a.in/lattu-the-indiantraditional-spinningtop-toy/
- 2. https://en.m.wikipedi a.org/wiki/Top
- 3. https://www.teacher magazine.com/in en/ articles/using-toysto-improve-learning
- 4. https://www.momju nction.com/articles/t op-traditional-indiangameslist 00687698/

- 1. It improves concentration.
- 2. It fosters hand-eye coordination.
- Children can understand Physics concepts.

No need for adults. Children learn themselves

while playing.

India