CHAPTER THREE

GAMES FROM NATURAL CONTEXT
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General overview and discussion on traditional games has been deliberated upon in the last chapter including significance of games and classification according to its functions based on its category. This chapter deals with a group of twenty traditional games belonging to different categories based on play method and function. These games have been identified for relative ease of adaptability for transforming into games for use in children’s theatre practice.

It is a complex task to transport a genre of practice in a folk context to another context and apply it effectively. Especially, games in a folk context have advantages in that they are commonly understood and practiced among the community and transferred vertically through generations. Games happen naturally and regularly in a rural context without any designated framework. These games happen in a living environment. Whereas, a game for theatre practice has to be closely examined and practiced under the supervision of an instructor or teacher, and in a formal context. Since the game has an objective, the foundations of the game and its principles should be redefined according to the objective. There are many games exclusively devised for theatre and children’s theatre based on its requirements. But, folk games have their own bearings. So the major task is to extract the positive elements of the games applicable to theatre and at the same time keeping in view the admissibility of these games among children from different backgrounds. The following factors were considered in selecting the games from among those collected through field work:

• Duration of the game
- Space required
- Material required
- Number of players required
- Physical activity involved
- Adaptability to modern children’s theatre practice.

**Methodology used for selection of Traditional Games:**

For collection of data on traditional games the following methodologies were used. Literature survey, field work to collect the games in their natural contexts from rural villages in Rayalaseema region of Andhra Pradesh, practice sessions in different stages with children to examine and observe the effect of these games in several practice situations, and finally shaping the games and adopting it for children’s theatre training through a series of workshops involving children and taking their feedback. Both primary and secondary sources have been used for this purpose. These include a large number of books, journals, and articles on games culture in the country and across the world, such as folk games, customs, ceremonies, rituals and oral traditions and relevant information collected for analyses in relation to the games.

The researcher has visited various villages to gain insight and firsthand knowledge about various traditional games still played in the villages. By observing children during field trips and workshops in various play conditions, a considerable number of games were obtained. This source is valuable too, as it shows which games
are still in circulation and have spontaneously survived, and these are, as a rule, the culturally, psychologically and educationally more valuable games. Besides, playing practice is better to demonstrate the nature of a game than the description of its rules.

Some of the places visited were Nandaluru, Paathuru, Gobbilla, and Sankaraiah Memorial High School, Nagireddypalli for field work in Kadapa district. Intensive and concentrated work was carried out at the above mentioned villages over a period of time to collect and record the games and also to compare and incorporate new ideas that came up during this period.

The researcher, during the visits to the villages, observed and encouraged children over there and asked them to play games that they knew and liked and recorded those games through video camera and captured photos during the play. At the end of the game the researcher would ask the children during interactive sessions to record their inputs about their favourite games, how and from whom they learned and why they liked the games, whether they knew the history and origins of the game, the rules of playing and variations of the games and the benefits of playing these games. All this information was recorded for future reference and follow up. The elderly and the parents of their children were also interviewed to elicit more information and substantiate the inputs received from the children. The interaction with these set of people was particularly useful in knowing the history, the cultural and traditional significance of the games and also to know how the games have evolved over generations and how they used to play during their childhood and what they learnt playing the games.

The researcher’s field work process basically consists of interacting with as many people and children as possible in various parts of Andhra Pradesh and around the country particularly in rural areas to share and talk about the games they know of and to
motivate them to ask the same of their friends and acquaintances. The inclusion of people of various back-grounds and experiences increases the chances of a rich harvest: adults, children, old people, farmers and housewives. Generally, the elderly people are adept at recalling and narrating the tradition behind playing the games and origin of many of the games. Another productive method used was to engage students and teachers to know the games the current generation still enjoy playing and any variations employed. It is essential to have the co-operation of people of different age groups representing the different regions or sub regions of the country in order to collect a wide variety of games such as male games, female games, children’s games, seasonal games, and festivity games.

The main objective was to obtain a pool of children's games that would later be adapted and transformed for practice in children’s theatre. Finally, the educational value of games can be increased, if they can be modified and assigned according to age level and function. A teacher or a trainer can just look under a particular category, check the appropriate age level and make the choice based on the list of functions.

Pre-transformation games (traditional games) were explained in their natural setting such as names of the games, material used for playing, tradition behind playing the games, terminology used during playing the game. Appropriate translations of native words are provided in English, wherever necessary.

Before proceeding into details of the selected traditional games and their descriptions it would be appropriate to explain some of the features associated with the games and terminology used during the play.
I. Methods of selecting players to commence a game:

Before commencing a game, the children select one among them as the ‘den’. The popular methods followed for the selection of ‘the den’ are mentioned below:

a. Chappatlu (Clapping):

In this method, about four or five children stand in a circle holding their hands. At a given time all their hands and clap and lay their palms one on the other, either closed or open i.e either upwards or downwards. The children whose palms are placed in opposite direction to the rest of the group qualify so to speak. And thus it continues till only two players remain. A ‘thodipellikoduku’ joins them to facilitate in clapping to identify the thief.

b. Enda Vaana (Rain or Shine):

A thin piece of rock or pot is taken and is spat upon on one side with the other side dry; the wet side is called vaana (rain) and the dry side is enda (shine). Now it is tossed up, two players are asked to guess correctly as to which side the piece falls, whoever guesses correctly is safe. Then the rest will continue guessing two players at a time, till the last one remains and is declared as the ‘den’.

c. Ankelu Veyuta (Number Counting):

In this process all the children stand in a circle. First, they decide on a number. One boy from among them counts the number already fixed commencing from the boy standing next to him. If the number fixed is 10 the boy who stands at 10 will be out.
Next, the leader again counts from No.1 till all are eliminated, and one boy is left and is declared the thief.

d. Jute vasthunna, Pilli Vachche Yelaka Badram, ekkadi dongalu akkade gupchup, Aakulu teesuku raa, Ankelu lekkinchadam:-

These are especially for hide and seek games, before commencing the game; the children hide somewhere or the other. Some time is allowed for this process and the following types of slogans are used to commence the seeking.

(a). The thief shouts ‘jute’ (ready). If someone hiding replies ‘jute’, the game commences.

(b). The thief says ‘Vasthunna’ (here, I come), then, the other boys who are ready call out ‘Raavachchu’ (come on).

(c). An elder who is managing the game closes the eyes of the thief with his or her palms and says ‘Pilli vachche, Elaka duram’ (the cat’s out, watch out mouse) or ‘Police Vachche, ekkadi dongalu akkada gapchup’ (the police are coming, watch out thieves) and releases the thief, to start the chase.

(d). The children ask the thief to get the leafs of a tree which is at a distance. Before he brings it, they hide and he has to catch them.

(e). The thief stands facing a wall or tree and counts 1 to 30 numbers and says Vasthunna (here, I come) and commences the game.
II. Description of terminology used during play:

The traditional games discussed in this chapter have a standard terminology, a group of words which are used by players to denote and identify the other players, specific actions and restricted spaces encountered during playing the games. Such words are explained below in detail for better following and understanding of the games.

a. Alli gadham (boundary):

Some games have to be played within certain boundaries. The boundary that is drawn on the ground is called ‘Alli’ (boundary) to specify the play area limits. The player who crosses the ‘Alli’ is out.

b. Jantalu korukovodam (pairing):

When there are two teams to play a game, two leaders stand side by side. Two boys pair up and give themselves flowers’, animals’, villages’ or crops’ names. They come back to the leaders and say their names. The leaders select one each according to their choice.

c. Sama Ujjilu (equals):

If two teams have to play, two leaders who are equal in age and strength will stand face to face in front. The rest will stand in two lines; they are also of same age and strength. Now the leader who gets the chance to elect first will choose the persons he wants included in his team.
d. **Panta pandindi (harvest home):**

The player who wins the game declares ‘Panta pandindi’ to indicate his win.

e. **Aata vidupu, amlis, BC (short break):**

The boy or girl who is tired during the game can say these words loudly and take rest.

f. **Thoouch (mistake rectifier):**

If some mistake is done during the game, to correct the mistake one should loudly utter ‘Thoouch’. If the thief notices the mistake and utters ‘Thoouch’, the boy who made the mistake becomes the next thief.

g. **Uthuththi Mirapakaya, Aatalo Aratipandu (dummy):**

The kid brothers and sisters of the children playing are included in the game for the satisfaction of the young kids. But they cannot become thief or chaser. The kids so included in the game are called Uthuththi Mirapakaya (a dummy).

h. **Thodi Pellikoduku (best man):**

In this process of clapping and selecting the players if two children remain, one from among the already selected will join the two and assist them in clapping and selecting the thief. The boy who joins is called Thodi Pellikoduku.

The following is a compilation of traditional games mostly played in South India, especially in Andhra Pradesh, where the researcher is currently working on his project. For ease of reference and better following and understanding the pre-
transformation games (traditional games mentioned in the present chapter) and post-transformation games (the transformed games in the following chapter) are denoted by the same number e.g. G-1, G-2 etc.

**Prominent Traditional Games:**

The following section comprises the description of a set of 20 popular traditional games that are well known and played all over India, though these games are known by different names in different regions, the manner, method and approach for playing the games is similar. As the focus area of study of the researcher is Andhra Pradesh, the names for the games are retained in native language of Telugu and suitable names in English are given for each game.

**G-1. Kuntata (Hopping game)**

This is one of the most popular and simple games that can be played anywhere with minimum preparation. Usually this game is played by 10 to 15 players in the age group of 7 to 12 years. A small even ground is required to play this game. In villages, this game is played in evening time after sunset and before dinner, usually as a warm up game before a long game session. It is believed that after playing the game, children would get tired and thus have an increased appetite before dinner and also get sound sleep at night.
Preparation for playing includes choosing an even ground and pouring water on the ground so that dust doesn’t rise up while playing and drawing a rectangle of size 10 x 10 meters (all-boundary) on the ground to set boundaries. Then a chaser is selected using the clapping method.

The chaser starts hopping on one leg, with the other leg bent at the knee. He/she enters the rectangle hopping, trying to touch the other players. The players run away from the chaser to all corners of the rectangle. If the chaser touches a player, or a player exceeds the boundary while playing, he or she is out. The chaser should hop on one leg, and should not change his hopping stance, till he reaches the other end. The focus for the children is to stay within the limits of the play area and evade the chaser, and for the chaser it is to maintain the hopping stance and chase.

G-2. Kappalata (Frog game)

This game is very popular and a favorite among boys and girls. It is more suitable for boys as it is physically very demanding and offers many benefits. Around 10 players both boys and girls can play this game, one adult is required to act as a referee. The preferred age-group is 8-12 years.

Two parallel lines are drawn on an even ground, 10 meters apart, for preparing the play area. The players sit in a position resembling a frog along the line at one end facing the other end. On the count of 3, they move forward jumping like frogs with the support of their hands on the ground. Those who touch the line should change their position by keeping their hands on their waist and continue hopping towards the front line as they return to the start line. Once again they should change their position this
time by keeping their hands on their heads and continue to finish the race by reaching the start line. Whoever finishes the race first in this manner is the winner. As this game is a kind of race the focus is on the participants maintaining the stance of a frog throughout the game.

G-3. Nalugu Stambalata (Four Pillars game)

Nalugu Stambalata (four pillars game) is a very popular game which is similar to Latchers. It is played by the children of Andhra Pradesh who play this game in ‘Manduva Logili’ houses usually found in villages, which are constructed with several wooden pillars (made of Rosewood or Teak) and an open space at the centre which is open to the sky. The game is also played outdoors in open woods.

5 players are required to play this game, in the age group of 7 to 12 years. A square shaped open space with four poles at the four corners or a similar pattern is drawn on the ground as shown in Fig.

At the start of the game, the den is selected using one of the popular methods. The other four players are runners who occupy each of the poles. The objective of the runners is to shift from one pole to the other without being captured by the catcher; and the objective of the catcher is to capture the runners while they shift from pole to pole.
The blue lines in the Fig. indicate the movements of the runners. The blue lines in the figure show the moves of the runners.

A runner, for example No.1 leaves his pole and occupies any of the poles of the other only if the runner, for example No.2 of the corresponding pole leaves for another pole. If No.1 leaves his pole and shifts to a new pole that is occupied by the other runner, the catcher quickly touches the pole (that is left by No.1), then he is out, alternately No. 1 can also get out, if the catcher succeeds in capturing him who is about to touch the new pole; then he becomes the catcher, the previous catcher becomes the runner and the game goes on till the players are bored of it.

G- 4. Meka Puli Aata (Goat and Tiger game)

This is one of the popular games played in villages in paddy fields or in the streets. Usually 10 to 20 children can play this game at once. The age of the children can range from 9 to 13 years.

This game is played in a big ground or in wet paddy fields. In villages during the harvest season, immediately after the crops are cut and the paddy is spread across the field. The grains are expected to loosen and fall off the paddy on to the field when the players run over it; and also the birds get scared away by the shouting and noise created by the players.

If played in paddy field, the field itself is set as the boundary. When played in the streets or grounds, a big circle is drawn on the ground to prepare the play area. By clapping method, three players are chosen to play the goat, the tiger and the milk maid.
The rest of the players stand in a circle holding their hands together. The milk vendor keeps the goat inside the circle in the custody of the children who act as a fence, warns them about the tiger which is on the prowl to catch the goat and leaves to sell the milk. Before leaving, she locks the door by closing the hands of the two children. The ‘Tiger’ can only go through this door by breaking the lock to catch the ‘goat’. When the tiger enters the circle, the players release the goat outside. Then the tiger has to chase and catch the goat before the goat re-enters the circle. If the tiger fails, the goat comes back into the circle, and the tiger is out. Then, once again the game starts with the tiger.

But, if the tiger catches the goat, the goat is out. And the two players who acted as door will become goats and enter inside with the rest forming the chain. This way, the game continues, till the tiger catches all goats but the last two. Then the milk vendor comes back to guard the goats and chases the tiger with a rope. The tiger has to position itself between the two goats to win, or else every time the milk vendor hits the tiger as she chases, one goat that is out rejoins, to form the circle. The game goes on like this; if all the goats rejoin the game, the tiger loses and has to carry the youngest player of the group on its back along the circle as the other players make fun of the tiger.

G-5. Jantalata (Game of Pairs)

This game is played by boys in the streets and school play grounds and involves lots of shouting and cheering. Number of players usually ranges from 12 to 20 in even numbers in the age group of 7 to 12 years. There is no specific time to play this game; it can be played during mornings, evenings and on moonlit nights. Only a spacious open
even ground is needed to play this game. A big circle is drawn on the ground to set a boundary for preparing the play area.

The game begins by selecting the thief using the clapping method or by any of the other methods. The thief stands outside the circle, the rest of the players, except one, stand in pairs at different spots within the circle. The lone player is free and the thief chases him to touch and put him out of play. The free player runs around in the circle looking to form a pair, by breaking the existing pair. As he joins a pair the second player of the existing pair is released, now he becomes the free player and the thief runs after him. The game continues like this till the thief is successful in touching a player to make him thief to start the game all over again.

**G-6. Lakkoni Poye Aata (Snatching game)**

This game is also known as Donga-Police aata (game). About 10 to 12 players are required to play this game. Age of the players can range from 9 to 13 years and above. A large spacious ground is required to play this game and the time of play is generally mornings and evenings.

The Play area is prepared by drawing a big circle to set a boundary. At one end outside the circle a square is drawn, which is the thieves’ den. Another square at the opposite end, inside the circle is drawn to indicate the jail.

The game begins by selecting two police and three thieves by clapping method. The rest of the players stand in the jail. The police and thieves stand at different places along the circle as shown in Fig., the thieves trying to pull out the thieves locked in jail.
and take them to their den away from the circle. The police guard the jail and chase away the thieves. If the thieves successfully send all the jailed thieves to their den, then they win. If the police touch the thieves during chasing, they too are locked in jail. This way the game goes on till either one wins, and a new game starts.

G-7. Lagori (Seven Stones game)

Lagori is a traditional Indian game, it is also called saat-pathar (seven stones), pittu and several other names, and is the most complex popular children’s game in India, and is rather like Dodge ball, but more aggressive. Minimum 2 players in each team play this game. But it is much more fun with a lot more players. The age of the children varies from 8 to 12 years. Tennis or a rubber ball, 7 stones, or suitable substitutes are required to play this game.

Two teams with equal number of players need to be formed. A coin is tossed to select which team takes the attacking role first. Seven stones are placed on top of each other to form a pile within a circle and the defending team takes positions. The position for the fielding team will be ball keeper (much like a wicket keeper) who stands behind the stones while others stand around randomly as fielders stand in cricket. All the players of the attacking team take position behind a crease line at an appropriate distance away from the pile of stones.

1. The attacking team gets three chances to hit the pile of stones with the ball (Underarm or Over arm) to knock the pile of stones.
2. The attacking team has to hit the pile within three hits. If they fail, then the defending and attacking team interchange places and continue to play, with one point for the formerly defending team for every turn missed by the formerly attacking team.

3. As soon as the ball knocks the pile of stones, the defenders catch hold of the ball and try to get the opposing players ‘out’ by hitting them with the ball on their leg below the knees.

4. The aim of the attacking team is to rearrange the pile of stones and trace the circle three times with their fingers before the other team can make all the players out. If they succeed in doing that, their team gets 1 point and they get the chance to throw the ball again. However, if all the players are out, then the defending team now hits the stone and they gain one point.

Rules:

1. The defending team player can only pivot with the ball and not move around. The maximum time he is permitted to have the ball in his hands is about 50 seconds. He has to pass the ball to other members of his team who will attempt the same – to make a player that they are marking ‘out’ by hitting his leg with a ball below the knee. People with the ball, however can dodge.

2. The stones have to fall within the circle only. If they fall outside the circle, then it is again 1 point for the defending team plus they get to throw the ball now.

3. If any defending team player catches the ball after it has touched the pile of stones and before it has bounced, then they get 1 point and the teams interchange places.

4. The player of the attacking team can shield himself from the ball, by hitting it away from the main area, so that time is wasted when the opposing team player fetches
it from far away. However, the palm should not be used and only a closed fist can be used to push the ball away.

**Tips:** The point to note about 7 stones strategy is that you should attempt to disrupt the stack of 7 as little as possible. Preferably, just the top stone being knocked relatively close by, with a glancing blow from the ball. That will mean your rebuilding will be trivial. Blast all 7 all over the place with a powerful direct hit, and you are in for trouble rebuilding.

### G-8. Nalugu Rallu Aata (Game of 4 stones)

The game ‘Nalugu Rallu Aata’ is similar to ‘Latchars’, it is a very ancient traditional outdoor game played by the children in villages of Andhra Pradesh State. 5 players of 8 to 12 years of age can play this game. It is played on an open even ground upon which four independent boxes and a circle in the middle are drawn as shown in the figure and four medium sized stones.

Four players stand in their squares and four stones one above the other are placed at the centre. The objective of each player is to get a stone without being captured by the catcher. The objective of the catcher is to capture the players before they get the stone. The blue line indicates the path along which the catcher moves and the orange lines indicate the path along which the players move.

A catcher is selected by one of the selection methods and the game starts, the catcher keeps moving along his path to capture the players who try to pick up the
stones. The catcher is not supposed to enter the boxes. One of the players takes the initiative to pick up all the stones and tries to move into any of the boxes one by one and distributes the stones to the other players. However, it is not necessary that only one player should take initiative in picking up all the stones, but every player can pick up any number of stones for distribution. When each player picks up at least one stone by default, there is no need of distribution.

When all the players get their stones, they ask the catcher to choose either “Gumpu” (Group) or “Chuttu” (circling). When the catcher chooses Gumpu, and selects a particular box, then all other players carefully gather in the selected box, with the stones in their hands. For the choice of Chuttu, each player will have to make 6 rounds and finally reach his/her native box. A player, while shifting to other boxes, is declared to be out when he/she is touched by the catcher. The game continues till one of the players is out and the next game starts with this player as catcher.

**G-9. Kuchi Kuchi Pulla (Tiny Twig game)**

This is an interesting traditional game played in villages with riverbanks. Two players of 7 to 12 years of age, both boys and girls, can play this game. A small twig or a match stick of about 2 inches length is required, ground with soft loose soil or sand usually found on riverbanks is ideal for playing this game. It can be played as long as there is light in the day.

Two children, by playing 10 -20 or clapping method decide who will be king and who, the thief. Then both players sit opposite each other about two feet apart. With
the fine sand a long, narrow, triangular shaped pile is made. The player who is the king then takes the small twig or match stick, holds it between his thumb and index finger of his right hand inserts it in the pile of sand at his end and runs it through the pile towards the other player hiding it somewhere along without giving a clue to the thief. Then the thief has to guess where exactly the stick is and put both his hands with fingers interlocked and palms down on the spot. If his guess is correct then thief wins and gets the chance to hide the stick. If his guess is wrong then the king gets the point. Whoever wins 10 or 12 games first is the winner.

In the second phase the winner puts the sand along with the stick in the loser’s hand and then covering his eyes with his hands or a kerchief moves him across in a round or a zigzag manner and tells him to drop the sand at a different spot, then brings him back to the starting place.

Now the winner uncovers the eyes of the loser and the loser has to find the sand and the stick. If the loser is successful in locating the sand and the stick, then he has to chase the winner and touch him. Then the winner has to carry the loser on his back to the starting place. If the loser fails to touch the king and the king reaches the spot first then the loser will carry the king on his back.

G-10. Vottoti – Surotti (Twisted Rope game): Nothing naughty but something

This game is played during festivals in a fun atmosphere when families unite for celebration or special events. It can be played by 10 to 20 players, the more the
number of players the better and funnier the game becomes. A medium sized open
ground and a small towel rolled or twisted like a rope are required to play this game. It
is played in the evenings or under the shades of the trees during the afternoon.

The Play area is prepared by drawing a big circle on the ground to accommodate
about 10 to 20 players. A player is chosen by clapping method or by any other method
described above, as chaser to begin the game.

The play begins as all the players sit in the circle drawn on the ground, facing
inwards. The chaser starts running outside and along the circle behind the players back.
As he runs along, he asks questions and in turn the players give funny and witty
rejoinders. When the chaser distracts the other players thus, he silently drops the towel
hidden inside his dress behind a player and continues running as if the cloth is still with
him. If the player doesn’t realise that the cloth is behind him, he stays put and the chaser
makes one round back to the player and that player is out. If the player realizes that the
cloth is behind him, then he has to immediately pick up the cloth and run after the
chaser to smack him with the cloth. In that case, the chaser is out, but if the player fails
to smack the chaser, and the chaser occupies the place of the player in the circle and the
player is out. Then the game starts with a new chaser.

G-11. Nela - banda aata (Ground or Floor game)

This game is played in the streets, grounds and big verandas by both boys and
girls. About 15 to 20 players of age 6 to 12 years can play this game. This game is
usually played as a warm up game before a long game session in the evenings. The
playing surface should have different features like rocks, slab stones and flat ground.
A player is chosen as chaser from among the players by clapping method. An older player from the rest of the players is selected as the leader who will hold the hand of the chaser and asks him to choose between rock and ground. Once the chaser states his choice, for example rock, then the leader asks the other players to run and occupy rock by standing on different types of rocks, slabs but not on the ground. Then the leader releases the chaser to catch the players who move from place to place, teasing the chaser by alternately standing on the rock and the ground. In the process, if the chaser touches a player who is on the move but not on the rock then the player is out and he becomes the chaser and the game starts all over again.

**G-12. Pettalata (Box game)**

This game is played by girls. It is a variation of ‘Thokkudu Billa’ game. Played by generally 5 players, it needs only a minimum of two in the age group of 7 to 12 years to play this game. An even ground and a small flat square shaped stone are needed to play this game.

A pattern is drawn on the ground as shown in the fig. Numbers are written in the squares as shown to prepare the play area. A starting line is drawn about 4 or 5 feet away from the pattern. The pattern is divided in four parts e.g., base, first part, second part and peak. All the players should follow the rules strictly e.g., 1. Game is played by hopping on one foot, 2. Player can switch foot in the home square only.

By taking turns, each player keeps the flat stone on the starting line, pushes it with one foot in a hopping stance, and towards the pattern to land it in the square and
number on the square indicating his score. Then the play order will be decided in
descending order based on each player's score and each one should remember her score.

The game starts with the players who got the highest score for example ‘30’,
then the player starts from the base, keeping the stone on the square showing ‘30’. i.e.,
player hops with one foot from the base jumping over one square at a time towards her
‘house’ i.e., indicated by the number 30. The player should not touch the line and the
stone should land exactly within the house, else the player is out. Then the other player
takes her turn. If the player is successful in pushing the stone correctly till she reaches
‘80’ then she moves on to the second part of the game.

The player then restarts from the base by pushing the stone to the square in the
second part to land it for example in ‘100’. After hopping to reach ‘100’, the player then
pushes the stone with her foot from one square to the other to reach ‘140’, there the
second part ends.

She once again starts from the base to play the third round to complete the
game. In this round, the player should kick the stone with one foot directing it into the
top section i.e., peak in three attempts. For every failed attempt, 20 points are deducted
from the player’s total score. A player’s total score is determined by adding all the
points in the squares along which the player moved the stone in the first and second
rounds. Each player should remember her score. This way whoever scores the most
points wins the game.
G-13. Thokkudu Billa (Hopscotch game)

Thokkudu Billa is a very funny hopping game played by girls. Tokkudu Billa, a 2×4 grid, is a variation of the family of Hopscotch games. About 5 players of ages 10 to 16 years can play this game. On special occasions women of 20 to 30 years also play this game. This game is played in the cooler part of the day usually morning times and late evenings. A coin or a small slate stone, Chalk piece or chalk powder, and flat ground are required to play this game.

The aim of Tokkudu Billa is to capture maximum number of squares in the grid by hopping and jumping through the court in a specific pattern without the feet touching the lines and without putting a hand down to gain balance. A small and flat concrete area or a sandy ground would be ideal to play this game. The grid is drawn on the ground or on the floor and numbered as shown in Fig. with the semicircle on the top with number 9 as Home.

This game is played in four phases:

In the first phase, a player stands outside the grid and throws the stone into square1 and hops over the stone to reach home i.e. square 9 and turns back hopping to pick the stone in square 1. Now the player throws the stone in square 2, then hops from square 1 goes to square 9 and comes back to pick up the stone in square 2. This way the
process is repeated by throwing the stone on squares 3, 4, 5, 6, 7 and 8, and picking up to complete the first part.

In phase 2, the player with the stone kept in open palm, has to hop from square 1 to square 8, and then throw the stone out of the grid not too far away so that the player can jump over it hopping. Now the process is repeated with the stone on the back of the palm.

In phase 3, Kaaya, Pandu is played; if the other players say Kaaya, then the hopping player has to sit down with back facing the grid and throw the coin so that it falls in any one of the squares. If the players choose Pandu, then the player stands up with back facing the grid and throws the stone so that it falls in any of the squares. Then the player hops into the grid, and picks up the stone as done in the previous steps. The box in which the player picked up the stone is crossed out with chalk to indicate that the box is captured by the player. This is the home of the player where she can rest both her legs.

In phase 4, the player goes through all above phases to capture the other boxes. You can rest both of your legs in boxes 4 and 5 and in the boxes that you have captured.

Rules:

A player is out, if

a. the stone falls out of the grid

b. the stone falls on the lines of the grid

c. the stone slips down off the palm
d. lands on a box that is captured by the opponents

e. the stone is thrown on crossed squares

**G-14. Statue**

This is one of the easiest games played in schools, parties, while travelling, wherever a group of children get together. It is also played as Freeze or Attack. A group of at least five children or more of ages 5 to 15 years can play this game. Older family members also can join the children in this game.

Two people are selected to start the game. Someone from the group describes a situation for the two people to start out with. The two then enact the situation or it may be any action among the group. At any point of time a member from the group can shout statue! Then both the actors and all the kids in the group then ‘freeze’ in whatever position they are in till the person says ‘easy’. The person who called out has to start the next situation. The next situation has to be completely different from the one before. The game continues this way till everyone is tired. There is really no winner in this game.

**G-15. Donga Police (Police and Thief game)**

Donga Police has two forms, one played indoors and the other outdoors. It is an interesting game of chance, a favourite among children. Four players of ages 8 to 12
years can play this game. Bits of paper of equal size, a pen, and open ground if played outdoors, some toys or small articles are required to play this game.

**Indoor Procedure:**

4 bits of paper of equal size are used. Raja, Rani, Police and Donga are written on each paper bit. All the papers are folded in such a way that the text is inside the fold and the bits look similar. Children sit together forming a circle and one player takes the initiative and shuffles the folded papers in hand and throws it on ground. Then each player picks one bit and checks what he got. The text written in the paper should be a secret and other players should not know what others got. Then the player who is ‘Police’ has to raise his hand and he is asked to find the player who is ‘Donga’. The following are the points for each character Raja – 10, Rani – 5, Police – 1 and Donga -- 0, . If the guess is right, Police gets one point, if not the point will go to Donga. Points gained by each player are noted down on a paper and totalled at the end of the game. Ten to twenty rounds are played thus and the winner is the player who gets maximum points.

**Outdoor procedure:**

This is also a simple game where the players form 2 groups, one group will be Police and the other group will be Donga. The thief group will do some mischief or take a toy and hide it and the police group finds the toy; or the Donga group will hide and the Police group searches them out as in Hide and Seek. It is the same concept of Thief and Police in real life. By playing this game children’s guessing power, face reading skills get enhanced.
G-16. Ankelaata

Usually this game is played in the villages by a group of children especially in the evening times in front of houses. An elderly person will gather the children and ask them to stand in a circle. Each child is identified by a number from 1 to 10 depending on the number of children available. The elderly person or the referee then calls out a number aloud, calls out either odd or even and points his finger towards a player in the circle to start the game. The player then has to say the following odd or even number immediately, then the player next to him has to say the number following that. Thus, the game continues in clockwise direction along the circle; the player who makes a mistake or fumbles in saying the correct number is eliminated from the game. Then, in the next round, the referee once again comes up with a number and indicates odd or even and points his finger towards some other player to start the game. This way, the game continues till the last player remaining who is declared the winner of the game.

G-17. Uppaata (Salt game)

In villages, a large quantity of grains, pulses and nuts, besides sugar and jaggery are kept in store and they attract ants and other insects. In order to keep these away, small quantities of salt used to be kept at the corners and on the ‘ataka’ (wooden lofts). Overtime, this practice took the shape of a game and is nowadays played with sand instead of salt. Two groups with 6 players in each group play this game; age of the players is from 6 to 12 years. A piece of chalk and a small quantity of sand are required to play this game. This game is played during day time, usually inside and around the house.
The players are divided into two groups and a leader is selected for each group. By one of the selection methods it is decided who plays police. The other group is thieves. The game begins with the police counting from 1 to 50.

**In the first variation**

The thieves as soon as the counting starts, disperse and with a piece of chalk draw four small straight lines on the back side of the objects inside and around the house which are not easily visible to the police. When police count 50, the thieves ask the police the sum total of lines drawn by all the thieves. Then police starts looking for those objects to strike out each set of four lines drawn by the thieves. If the police are successful in finding all the lines, they win or else the thieves become police and start a new game.

**In the second variation**

The thieves use sand in their hand and hide it in remote and far corners of the house. The police count out 50, the thieves ask the police how many small heaps of sand they hid, then the police search to locate and if they succeed in finding all the heaps of sand they win the game and the game continues. If they fail, the thieves become police to start a new game.

**G-18. Konga Yegire (Flying Crane game)**

Konga yegire is a famous game still played in villages and in schools. Eight to twelve children of ages 5 to 10 years can play this game. The more the number of players, the more the fun. It can be played anywhere depending upon the size of the group.
All the players need to sit in a circle with their hands touching the ground. One player in the group will be the leader and the other players should do actions according to the commands given by the leader. The leader should name an object/thing along with the ‘yegire, yegire’ (Flying Flying), for example if the leader says ‘konga yegire, yegire’ (Crane is Flying Flying)” The kids should repeat ‘konga yegire, yegire’ and flap their hands stretched to the sides imitating a flying crane, and if he says ‘ginne yegire, yegire’ no actions will be made by the players as ginne (bowl) will not fly. The Players need to hear carefully what the leader says and should be aware whether the leader is mentioning a flying object or a non-flying object and should act accordingly and quickly. If a player from the group makes a mistake, then that player will be out for the rest of the game. The leader will give commands slowly at the beginning and will increase the speed in order to eliminate the players from the game. The last remaining player in the game is the winner of the game. Then a new game is started once again. The game gives wide knowledge about flying and non-flying objects etc.

G-19. Thadaata (Skipping game)

This is one of the oldest games, a favourite of girls that can be played anywhere and everywhere. Skipping game can be played individually or in pairs or by more players depending on the variation and by children of age 6 to 12 years and above. A skipping rope, and a small even ground are required for playing this game.

A skipping rope is used in the game of skipping played by children and many young adults individually or in groups, where one or more participants jumps over a rope swung so that it passes under their feet and over their heads. This may consist of
one participant turning and jumping the rope, or a minimum of three participants taking
turns, two of whom turn the rope while one or more jumps. There are some complex
movements several simultaneous jumpers, jumping a single rope etc.

**Some of the techniques that can be used when jumping rope are:**

**Basic jump**

This is the basic technique for beginners and young children, where both feet are
slightly apart and jump at the same time over the rope. Beginners should master this
technique first before moving onto different variations.

**Alternate foot jump (speed step)**

This style consists of using alternate feet to jump off the ground. This technique
can be used to effectively double the number of skips per minute as compared to the
above technique.

**Criss-cross**

This method is similar to the basic jump with the only difference being that while
jumping, the left hand goes to the right part of the body and vice versa for the right
hand. Your arms cross your body.

**Side Swing**

This is a basic technique where the rope passes the side of the skipper's body,
without jumping it. Usually the skipper performs a basic jump after a side swing, or a
criss-cross.
Double under

To perform a double under, the participant needs to jump up higher than usual while swinging the rope twice under his feet. It is possible to have the rope swing three times under the feet (triple under).

Combination jumps

There are many more difficult rope jumping tricks that combine two or more of these techniques to make a single trick and many other variations are possible.

G-20. Phone Vachche or Phoneaata (Phone Game)

This is a simple game played by children in villages using empty match boxes for communicating messages with each other. Two empty match boxes and a long thread of 3 to 4 meters are used for playing this game. Each end of the thread is tied to a small stick or a twig in a knot and this stick is inserted into the inside part of the match box (the part in which matchsticks are kept). This box is used as a mouthpiece of a telephone. The children stand at a distance of 3 to 4 meters holding the match box in their hand and speak to each other as if they are talking over telephone. When the game is played by three or more children they select the players by any of the methods from SM1 to SM3. A moderator is selected to pass the messages to one of the two players who hold the phone in their hands. A message or information is passed on to the first player by the moderator, now the task of the first player is to listen carefully and pass on the same over the phone to the player at the other end. Then, the moderator goes to the other end and asks the other player to repeat what he heard on the line. If the second
player correctly and clearly repeats the message, then he wins, and it is the turn of the second player to pass the message. This way the game goes on until one of the players fails to repeat correctly and is eliminated and replaced by a new player.