

TITLE

Jogo da Malha or Chinquilho



TITLE IN ENGLISH

Mesh game

OTHER COUNTRIES WHERE THE GAME WAS/IS PLAYED

Portugal, Italy (Bocce), Spain (Malla portuguesa; In Canary Islands similar to a version called Petanca or Bochas)

ORIGIN:

The game of “malha” is a traditional Portuguese game played mostly by men but sometimes also by women.

There is no certain evidence of its origin. The first reference of the game of ‘Malha’ dates from the beginning of the 16th century and was found in the book Cancioneiro de Garcia Resende (1516). References were found to the practice of this game in Portugal reported in documents since Portuguese began harnessing the horses of the Roman army. In order to occupy their leisure time in the camps, the soldiers had the idea to take advantage of the worthless horseshoes. It is likely that the indigenous populations, Celtiberos and the Lusitanos, have also practiced, perhaps before them, aiming games with shells, horseshoes or rolled stones.

It was also found some references of this game played in France, and in the bordering regions (Vendée, Mayenne), Italy, in very old times that are not well determined. There are reports of the game from 1490, but the legal proof of its existence comes from a French document of 1644. The game was also taken to Brazil by Portuguese immigrants.

MINIMUM NUMBER OF PARTICIPANTS

4

MAXIMUM NUMBER OF PARTICIPANTS

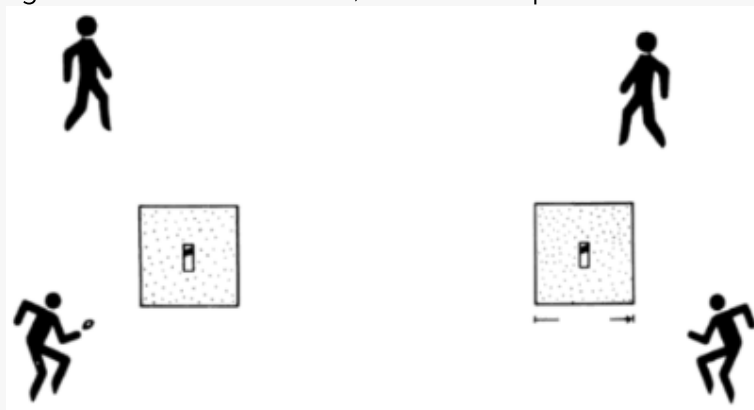
10+

MATERIAL AND BUILDING INSTRUCTIONS

Four wood, iron or stone meshes (two for each team) and two pins (round sticks that balance vertically).

SETTING:

Outdoor, in a long field 20 m or more, such as a park lane or alley



DESCRIPTION OF THE GAME:

Players must try to knock the pins down or get as close as possible from them.

RULES:

On smooth and level ground, the pins are placed with about 18/20 meters apart.

Each team is behind one of the pins.

The game starts with a first throw from an element of one team and then one element from the other, and so on, being the objective of the game to knock down or place the mesh as close to the other team pins.

The score is awarded as follows: 6 points for each drop and 3 points for the mesh closest to the pin. The first team to reach 30 points is the winning team.

A match consists of three games, and to win, a team will have to earn at least two.

LEARNING OUTCOMES | COMPETENECES TO BE DEVELOPED THROUGH THE GAME:

Psychomotor abilities: Hand mastery, body coordination, hand-eye coordination, accuracy, balance, strength.

Social skills: Cooperation, teamwork, relationship, communication.

Intellectual abilities: Strategy, reasoning, tactics;

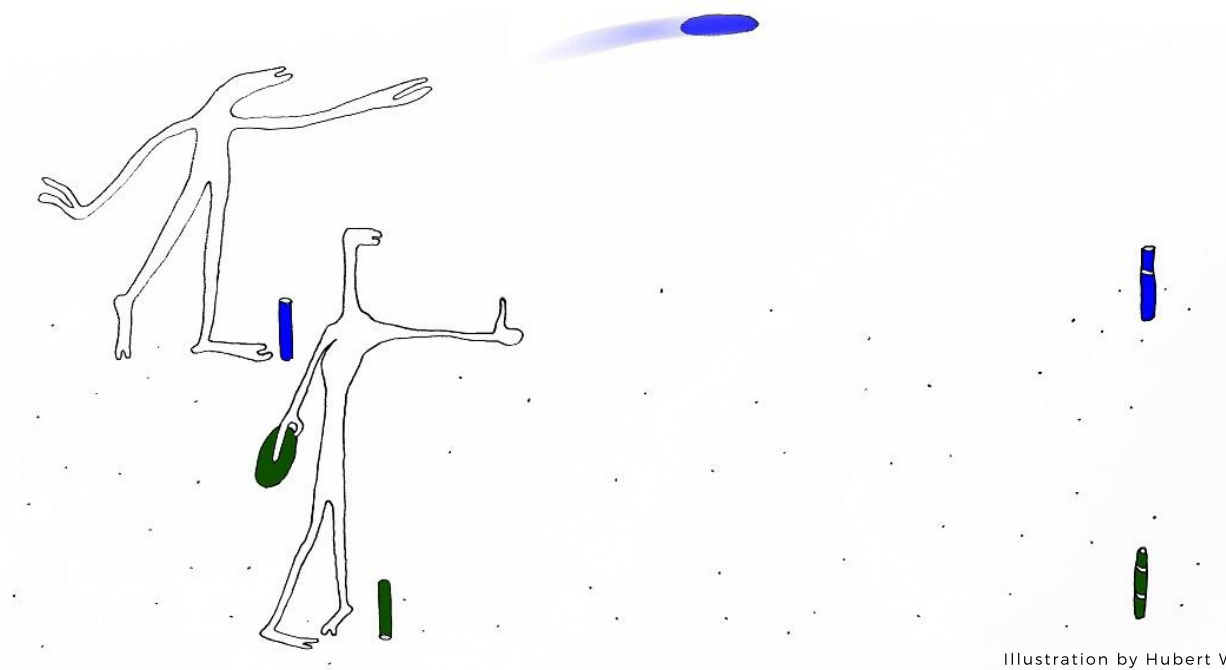
ILLUSTRATION:

Illustration by Hubert Wencel