

**TITLE**

ПУСНИ, ПУСНИ КЪРПА



**TITLE IN ENGLISH**

Drop, drop scarf

**OTHER COUNTRIES WHERE THE GAME WAS/IS PLAYED**

Bulgaria, Poland (Chodzi lisek koło drogi), Portugal (Jogo do lenço), Italy (Fazzoletto peo peo), Spain (Alerta / Juego del pañuelo)

**ORIGIN:**

No reference found.

**MINIMUM NUMBER OF PARTICIPANTS**

3+

**MAXIMUM NUMBER OF PARTICIPANTS**

20+

**MATERIAL AND BUILDING INSTRUCTIONS**

Scarf or handkerchief

**SETTING:**

Indoor or outdoor, playground, streets, etc

**DESCRIPTION OF THE GAME:**

The players sit in a circle, one of them takes a scarf in his hand, starts to run around the circle and tries not to be noticed when putting the scarf behind a player.

**RULES:**

The player with the scarf, walks around and drops it behind someone's back unnoticed. When a player touches the scarf behind his back he has to run and catch the player who has dropped it.

The player in which the scarf was dropped on, tries to catch the other player running around the circle, and the other one tries to escape and sit on the empty space.

If he catches the player, he goes back to his place and the round is repeated. If he/she is not able to catch the other player, it's his/her turn with the scarf.

**LEARNING OUTCOMES | COMPETENCES TO BE DEVELOPED THROUGH THE GAME:**

Psychomotor abilities: body coordination, agility, balance, running skills, coordination, speed, flexibility.

Social skills: Responsibility, teamwork, collaboration and cooperation, relationship, social interaction.

Intellectual abilities: Strategy, decision making, problem solving.

ILLUSTRATION:



Illustration by Hubert Wencel