

**TITLE**

komórki do wynajęcia



**TITLE IN ENGLISH**

Cells for rent

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

Poland, Portugal (Jogo dos arcos)

**ORIGIN:**

No reference found.

**MINIMUM NUMBER OF PARTICIPANTS**

4

**MAXIMUM NUMBER OF PARTICIPANTS**

20+

**MATERIAL AND BUILDING INSTRUCTIONS**

Chalk to draw circles on the floor or hula hoops.

**SETTING:**

Indoor or outdoor, in an open area.

**DESCRIPTION OF THE GAME:**

Circles are drawn on the floor (cells for rent). There should be one cell less than the amount of players.

One player stands outside the circles, and the other players stand in the circles. The chosen player walks around the circles and asks: "Are there any cells for rent?". The players inside the circles can answer "No" or "No, but there is one" showing the other player's cell. At this time players quickly change cells and the chosen player tries to capture another player's cell.

If he captures the cell - the owner of the cell is now the player without a cell and repeats the process or is eliminated.

**RULES:**

There are two versions of this game:

- when the player is unable to enter a cell, in the next round he asks the question "Are there any cells for rent?" or;
- when the player is unable to enter a cell, he is eliminated and the number of cells is reduced until only 1 player remains.

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

Psychomotor abilities: body coordination, agility, balance, coordination, speed, spatial perception, speed.

Social skills: Social interaction, competitiveness.

Intellectual abilities: strategy, decision making, problem solving, observation, concentration.

**ILLUSTRATION:**



Illustration by Hubert Wencel