

TITLE

La Cavallina



TITLE IN ENGLISH

Buck buck or Johnny-on-a-Pony

OTHER COUNTRIES WHERE THE GAME WAS/IS PLAYED

Italy, Portugal (Salto ao eixo), Spain (La piola)

ORIGIN:

This game has been practiced since the nineteenth century in Rome and widespread in Italy with different variants and names.

As early as the 16th century, children in Europe and the Near East played Buck, Buck. Pieter Bruegel's painting "Children's Games" (1560) depicts children playing a variant of the game.

MINIMUM NUMBER OF PARTICIPANTS

2

MAXIMUM NUMBER OF PARTICIPANTS

20+

MATERIAL AND BUILDING INSTRUCTIONS

No material needed.

SETTING:

Indoor or outdoor. No special tools are required except for a large space, without obstacles.

DESCRIPTION OF THE GAME:

The game consists of jumping over the back of another player, who is leaning forward with his hands resting on his legs.

The game can be played only with players jumping over their friend's back for a certain time or as a race, by jumping until the team reaches a certain distance.

RULES:

The player to act has a horse (the one who remains stationary with his hands resting on his knees and his head down, acting as a support) is established by a "count".

Assuming the position he waits for the playmates, who, after a short run, resting their hands on their backs give momentum to climb over his back with a jump with legs apart.

In order not to be penalized for making the "cavallina", the jumpers must not touch the opponent in any other way, except with their hands.

LEARNING OUTCOMES | COMPETENECES TO BE DEVELOPED THROUGH THE GAME:

Psychomotor abilities: body coordination, agility, balance, coordination, speed, spacial perception, jumping

Social skills: Social interaction, communication, cooperation.

Intellectual abilities: Strategy, decision making, problem solving, concentrarion.

ILLUSTRATION:

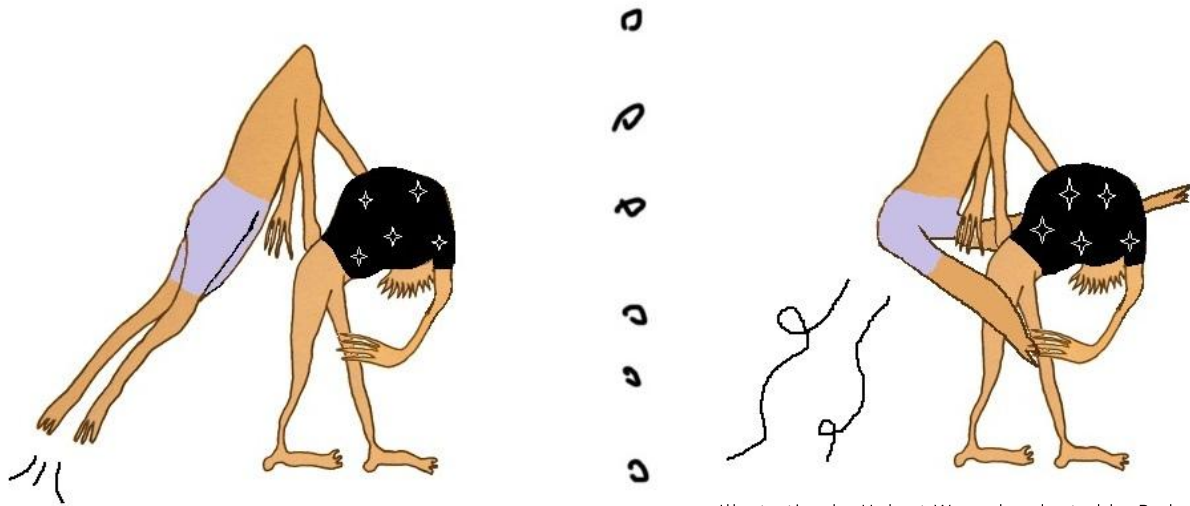


Illustration by Hubert Wencel , adapted by Pedro Lagoá