

TITLE

Tángano

TITLE IN ENGLISH

Tángano



OTHER COUNTRIES WHERE THE GAME WAS/IS PLAYED

Spain, Poland (Babka), Italy (gioco della ciappa)

ORIGIN:

The Tángano canarian game was played before the european ruled game well known as Palet. The tanga or tángana was, with many different variations, very popular in the islands until the second half of the last century, as an individual or team game that was usually played with bets.

MINIMUM NUMBER OF PARTICIPANTS

1

MAXIMUM NUMBER OF PARTICIPANTS

4

MATERIAL AND BUILDING INSTRUCTIONS

One tángano (a tin, full of stones or sand), elements to bet (small pictures, small metal caps, coins etc.), a flat sandstone, or a flat piece of wood, piece of chalk to draw on the floor

SETTING:

Indoor, outdoor.

DESCRIPTION OF THE GAME:

The Tángano is placed on the floor and after seven steps, we draw a line. Each player places on the tin the elements for the betting, for example, a metal cap (chapa) or a small picture (cromo).

Afterwards, each player throws the flat stone(tejo) from the line on the floor in order to knock down the tin.

When all the players have thrown the “tejos” they will go to get the elements that were bet that are closer to their flat stone (tejo).

Then, the elements that were bet are placed again on top of the tin and the game starts again.

The game is played again and again. The winner is the player who has obtained the most elements that were bet, small pictures (cromos), small metal caps, coins etc.

RULES:

If the player hits the Tangano the bet elements that are closer to his flat stone (tejo) belong to the player.

The rest of the elements belong to the Tángano so it's the other player's turn.

If the player fails, it's another player turn.

If the tangano has been knocked down there are two options: to throw the flat stone against the bet elements or to throw it against the tángano in order to get it away to get as many bet elements as possible.

The game finishes when there are no more bet elements to win.

LEARNING OUTCOMES | COMPETENECES TO BE DEVELOPED THROUGH THE GAME:

Psychomotor abilities: body coordination, agility, balance, aiming skills, coordination, speed, spacial perception, hand-eye coordination.

Social skills: Social interaction, competitiveness.

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

ILLUSTRATION:

Illustration by Hubert Wencel