

TITLE

Jogo do Mata | Piolho



TITLE IN ENGLISH

Kill Game or Game of lice

OTHER COUNTRIES WHERE THE GAME WAS/IS PLAYED

Portugal, Poland (gra w zbijaka), Italy (palla prigioniera), Spain (La Piola)

ORIGIN:

There are several references for different origins of this game. The most accepted version refers to the training of King Papus's army, which was prepared to fight the invasion of barbarians in Paponia, located in northern Southern Europe. One of the activities of this training was pitching of fireballs. There are reports of the presence of the game in Egypt. Some references dating from the 11th Dynasty (2130-1983 b.C.).

MINIMUM NUMBER OF PARTICIPANTS

8

MAXIMUM NUMBER OF PARTICIPANTS

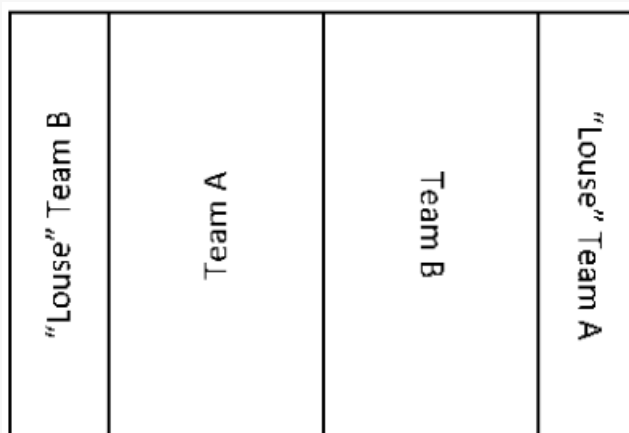
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MATERIAL AND BUILDING INSTRUCTIONS

Ball, volleyball court or similar

SETTING:

Indoor, outdoor



DESCRIPTION OF THE GAME:

The game starts with two Teams (A and B) with an equal number of players, playing against each other, in a delimited space, 2 main fields and 2 zones for the "louse".

Each team is placed in its midfield, with the exception of one player placed in the respective "Louse" area.

The objective of the game is to kill (hit with the ball) the players of the opposing team, and at the same time to try not to be hit by the opposing team. When a player is hit, they must move to the respective "louse" area. The team that can kill the most opponents during the playing time wins.

RULES:

After exchanging the ball through a pass between the field players and who is in the "lice", each team try to "kill" the opponent players (by hitting them with the ball).

The ball is played only with the hand and no player can leave the court lines. Any player on the main field or in the "lice" area can "kill" an opponent player. It's only possible to "kill" when the player grabs the ball without first touching the ground or any obstacle.

Opposing players in the main area try to escape the opponent's shot or try to grab the ball without letting it fall to the ground. If they can grab it, they can immediately try to "kill" the players of the other team.

When the game starts, when either team has a first "kill", the "killed" player will go to the louse area and the initial "lice" player will take a place in the main field. When a player is "killed", goes to the "louse" area and has the possession of the ball, that player restarts the game and can immediately "kill" an opponent player.

LEARNING OUTCOMES | COMPETENECES TO BE DEVELOPED THROUGH THE GAME:

Psychomotor abilities: Hand mastery, body coordination, reaction capacity, agility, hand-eye coordination, speed, throw, accuracy.

Social skills: Cooperation, teamwork, relationship, communication.

Intellectual abilities: Strategy, reasoning, understanding.

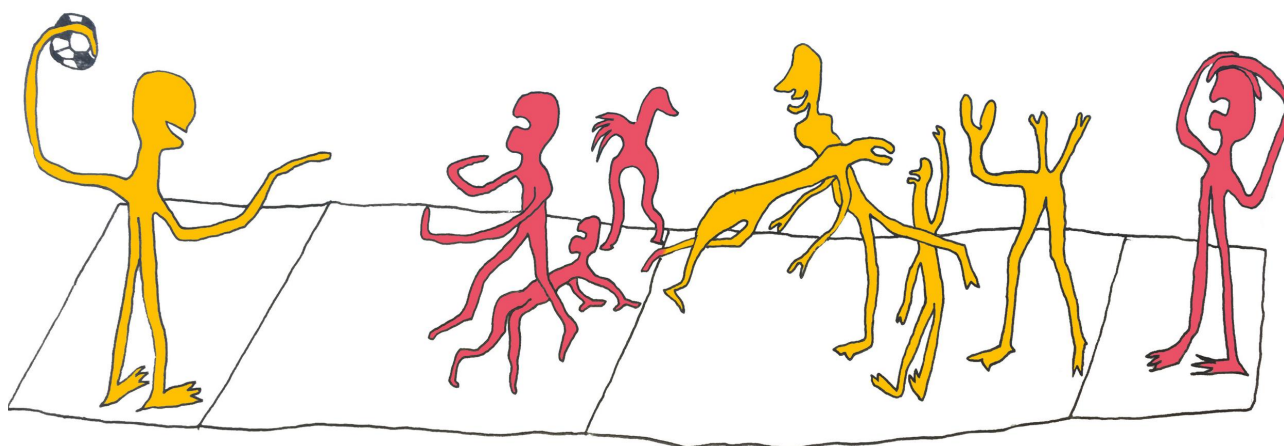
ILLUSTRATION:

Illustration by Hubert Wencel