

TITLE

Raz, dwa, trzy baba jaga patrzy



TITLE IN ENGLISH

One, two, three, the Baba Yaga sees thee

OTHER COUNTRIES WHERE THE GAME WAS/IS PLAYED

Portugal (Macaquinho do chinês), Italy (1, 2, 3 stelle), Spain (El juego de las estatuas; in Canary Islands "1, 2, 3, Pescado salado es" o "1,2,3, Juan Periquito y Andrés")

ORIGIN:

Statues is a popular children's game, often played in Australia but with versions throughout the world. How the game is played varies throughout different regions of the world. In Poland, the game is called "Raz, dwa, trzy, Baba jaga patrzy!"("one, two, three, the baba Yaga sees thee!"). The caller after shouting that, turns and looks at the others and they cannot move. In some versions, the caller may come close to "frozen" ones, look at them and try to startle them without touching them. In Israel, the game is called "אחת, שתיים, שלוש, דג מלוח" (one, two, three, herring / salted fish).

Statues also known as Red Light, Green Light in the United States, and Grandmother's Footsteps in the United Kingdom.

MINIMUM NUMBER OF PARTICIPANTS

5

MAXIMUM NUMBER OF PARTICIPANTS

20+

MATERIAL AND BUILDING INSTRUCTIONS

No material is needed.

SETTING:

Indoor or outdoor, in an open area with a wall.

DESCRIPTION OF THE GAME:

One player is chosen from among the players to be Baba Jaga

The Baba Jaga stands with his/her face to the wall and his his back to the players, who are standing side by side behind a line at a certain distance (15 meters p.e.).

RULES:

Baba Jaga, facing the wall, says: "One, two, three... Baba Yaga sees thee!" and turns to the participants. While Baba Yaga is turned backwards saying the words, the participants run towards the wall. As soon as Baba Yaga finished speaking the words, the players stand still.

Baba Yaga goes between players and is looks for people who move. Those who move must go back to the start. The rest are still, until Baba Jaga turns back to the walls and says the words again.

The game lasts until someone reaches Baba Yaga or the wall.

LEARNING OUTCOMES | COMPETENCES TO BE DEVELOPED THROUGH THE GAME:

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

Social skills: Social interaction, competitiveness.

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

ILLUSTRATION:

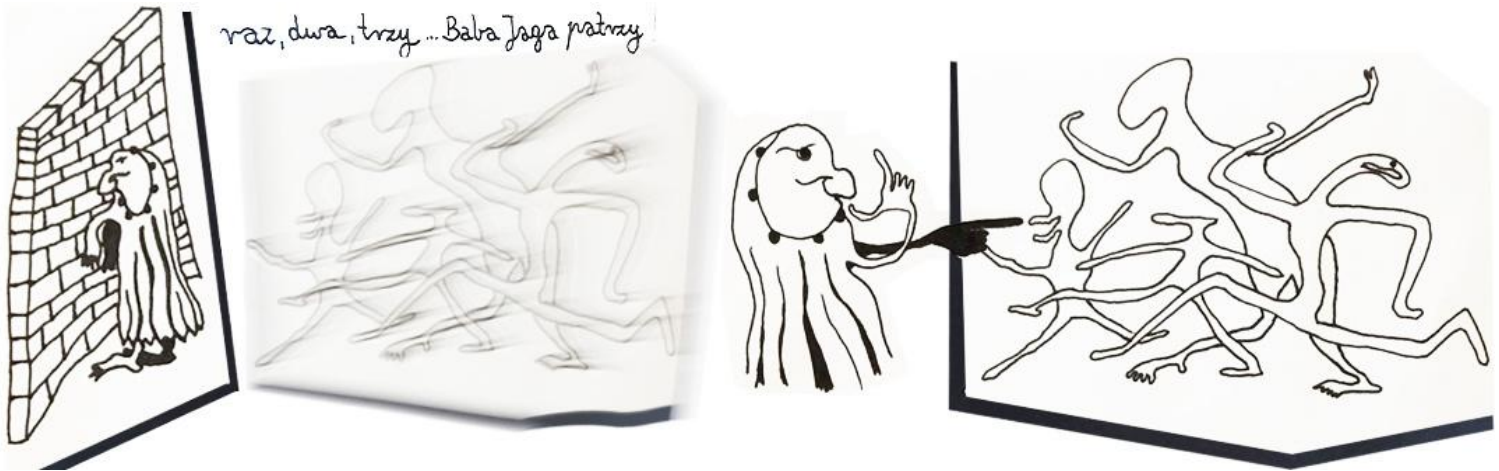


Illustration by Hubert Wencel