

TITLE

La Lippa



TITLE IN ENGLISH

Gilli Danda

OTHER COUNTRIES WHERE THE GAME WAS/IS PLAYED

Poland (Klipa), Spain (Billarda)

ORIGIN:

Gilli Danda is an amateur sport, originating from the Indian subcontinent, played in the rural areas and small towns all over South Asia as well as Cambodia, Turkey, South Africa, Italy and in some Caribbean islands like Cuba. Gilli Danda is an ancient sport of the Indian subcontinent, possibly with origins over 2500 years ago.

MINIMUM NUMBER OF PARTICIPANTS

4

MAXIMUM NUMBER OF PARTICIPANTS

20+

MATERIAL AND BUILDING INSTRUCTIONS

"Gilli Danda" is played with two pieces of equipment - a danda, being a long wooden stick, and a gilli, a small oval-shaped piece of wood

SETTING:

Indoor or outdoor, with a large area.

DESCRIPTION OF THE GAME:

Standing in a small circle, the player balances the gilli on a stone in an inclined manner (somewhat like a see-saw) with one end of the gilli touching the ground while the other end is in the air. The player then uses the danda to hit the gilli at the raised end, which flips it into the air. While it is in the air, the player strikes the gilli, hitting it as far as possible. Having struck the gilli, the player is required to run and touch a pre-agreed point outside the circle before the gilli is retrieved by an opponent. There are no specific dimensions of gilli danda.

RULES:

There are 2 teams, with the same number of players.

A player of the striking team hits the gilli as far as he can, If a fielder from the opposing team catches the gilli, the striker is out. If the gilli lands on the ground, the fielder closest to the gilli has one chance to hit the danda (which has to be placed on top of the circle used) with a throw. If the fielder is successful, the striker is out; if not, the striker scores one point and gets another opportunity to strike. The team with the most points wins the game. If the striker fails to hit the gilli in three tries, the striker is out.

LEARNING OUTCOMES | COMPETENCES TO BE DEVELOPED THROUGH THE GAME:

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

Social skills: Social interaction, communication, cooperation.

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

ILLUSTRATION:

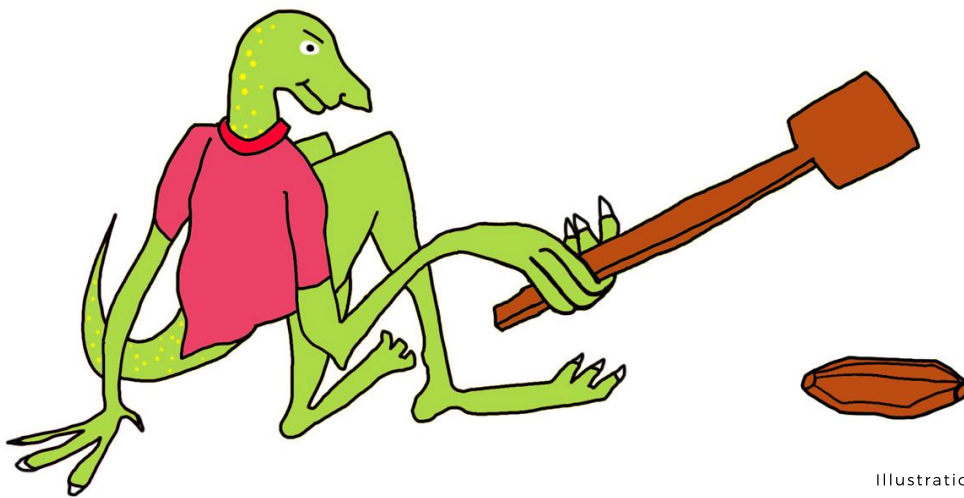


Illustration by Hubert Wencel