

**TITLE**

Ciuciubabka



**TITLE IN ENGLISH**

Blindman's buff

**OTHER COUNTRIES WHERE THE GAME WAS/IS PLAYED**

Portugal (Cabra-cega), Italy (Mosca cieca), Spain (La gallinita ciega)

**ORIGIN:**

Blindman's buff, is a children's game played as early as 2,000 years ago in Greece.

The game is variously known in Europe: Italy, Germany, Sweden, Spain and France colin-maillard (named after medieval fight between a French lord of Louvain [Leuven] and a man named Colin who fought with a mallet and was blinded in the battle).

The game blindman's buff is also played in many areas other than Europe, like in Papua New Guinea where the game is known as kamu namu.

**MINIMUM NUMBER OF PARTICIPANTS**

3

**MAXIMUM NUMBER OF PARTICIPANTS**

20+

**MATERIAL AND BUILDING INSTRUCTIONS**

A scarf or bandana.

**SETTING:**

Indoor or outdoor, in an open area.

**DESCRIPTION OF THE GAME:**

One of the players is a Ciuciubabka. Ciuciubabka has to cover his/her eyes (e.g. with a scarf).

The other players have to spin Ciuciubabka (round and round many times so it gets dizzy) and they say together: "Ciuciubabko turn around".

After saying those words, players have to run away from Ciuciubabka, so he/she won't catch them. Players can touch her, but be careful not to be caught. The player who gets caught, becomes the Ciuciubabka.

**RULES:**

Ciuciubabka can not take the scarf, and can only listen the other players voice and movements.

The other player can talk or touch the Ciuciubabka to distract him/her, but can not push him/her.

**LEARNING OUTCOMES | COMPETENCES TO BE DEVELOPED THROUGH THE GAME:**

Psychomotor abilities: body coordination, agility, balance, coordination, speed, spatial perception, speed, space orientation and hearing

Social skills: Social interaction, competitiveness.

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

**ILLUSTRATION:**

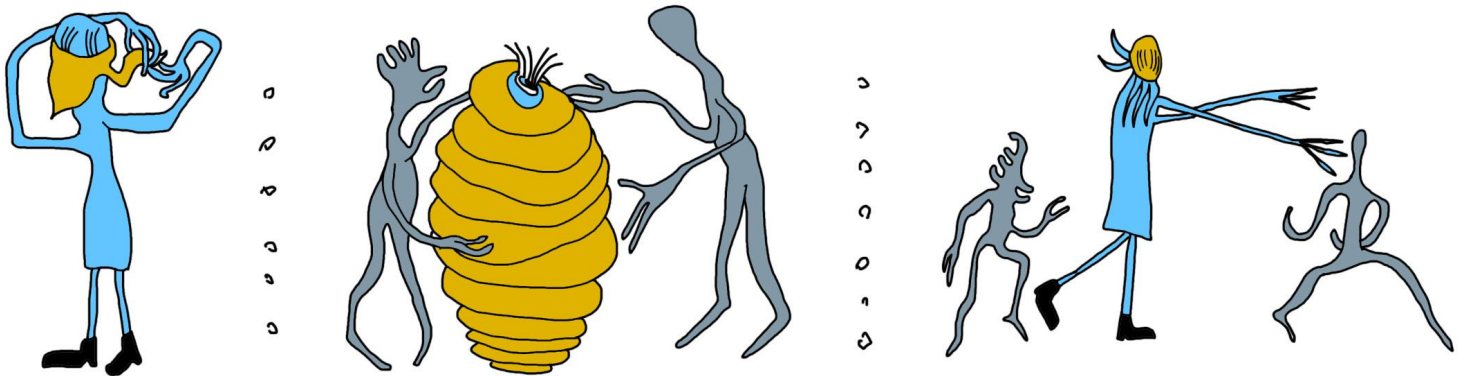


Illustration by Hubert Wencel