

TITLE

Arco e Gancheta

TITLE IN ENGLISH

Bow and Hook



OTHER COUNTRIES WHERE THE GAME WAS/IS PLAYED

Portugal, Poland (obręcz/fajerka i pogrzbacz), Italy (Gioco del cerchio), Spain (El aro)

ORIGIN:

The earliest accounts date back to Roman times: in the Vatican Museum there is a low relief of a child sarcophagus from the 2nd century a.C. showing a child playing with bow and hook.

In more recent times it has been documented in famous engravings and paintings such as, for example, in Breughel's "children's games," a painting from 1560.

Some authors say it must have been initially a magical and religious object that by its round shape represented the sun in the ceremonies of worship to this star.

MINIMUM NUMBER OF PARTICIPANTS

2

MAXIMUM NUMBER OF PARTICIPANTS

10+

MATERIAL AND BUILDING INSTRUCTIONS

+2 bows, +2 hooks

SETTING:

Indoor or outdoor, as long as it has a flat area

DESCRIPTION OF THE GAME:

Players travel a previously established course, trying to control the bow with the hook and perform the shortest possible time.

RULES:

If the player loses control of the bow, restart the race where it happened.

The player who reaches the finish line wins, or if the test is not taken simultaneously, the player who has the shortest time.

Optional rule: Penalize each loss of the arc with, for example, 2 seconds in addition to the time achieved.

Variations: team competition.

LEARNING OUTCOMES | COMPETENCES TO BE DEVELOPED THROUGH THE GAME:

Psychomotor abilities: body coordination, agility, balance, speed, hand-eye coordination, speed, flexibility.

Social skills: Cooperation, relationship, communication.

Intellectual abilities: Strategy, decision making, problem solving;

ILLUSTRATION:

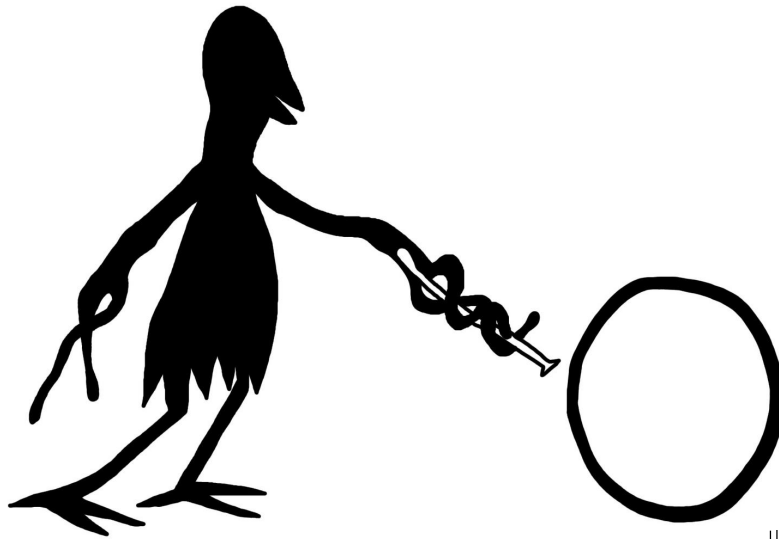


Illustration by Hubert Wencel