



IT COSTS ALMOST NOTHING



BENEFICIAL INDOOR GAMES
AND HANDICRAFTS FROM
RUBBISH AND RECYCLED
MATERIALS



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BENEFICIAL INDOOR GAMES AND HANDICRAFTS
FROM RUBBISH AND RECYCLED MATERIALS

BY

MARYBETH GALLAGHER AND MARIE HARLECH-JONES

WITH THE ASSISTANCE OF:
LUCY Y STEINITZ
SUZANNE GALLAGHER (ARTWORK)
BRIAN HARLECH-JONES (PHOTOGRAPHS)

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From all of us:

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From Marie:

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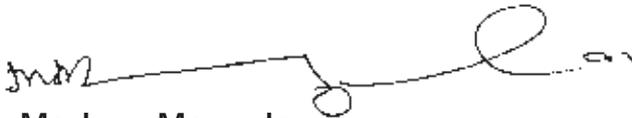
PREFACE

All children need to play. Play teaches children problem solving and coordination skills, as well as skills of communication and social interaction. Depending on the particular game, play helps children increase their knowledge of basic colours, words, logic, geography, and mathematics. Child advocate John Williamson argues that activities that promote the psycho-social wellbeing of children affected by AIDS are an essential measure in a comprehensive strategy to reduce the impact of HIV on vulnerable children and families.

Can you remember back to your own childhood when you solved a particularly difficult puzzle or won a game that you hadn't ever won before? This success increased your self-esteem, meaning that you felt emotionally stronger inside yourself. Children also like to make things. If children can make their own games and handicrafts, then they also learn important skills that make them feel good about themselves. This experience encourages them to try harder in the future, even in the face of bigger challenges.

Unfortunately, too many of our orphans and other vulnerable children aren't given the opportunity to play. Sometimes, they are too busy taking care of other siblings or of a sick parent. But even more often, they are put off from playing because other people say that games and toys are expensive and these children are too poor.

That is no excuse, and this book proves it. When you look through these pages, you will discover all sorts of creative ways to make wonderful games and handicrafts using rubbish and recycled materials that you can collect in your own home, or from friends, or from the local grocery store. These games are perfect for pre-primary schools, early childhood centres, art classes, after school programmes, and even your own home. None of them require special equipment or take up a lot of space. They are all designed for inside a room or under a tree. All our children deserve the same opportunities to play and to learn. This book teaches us how to make that happen. Use it well, and have fun.



Marlene Magunda
Minister of Gender Equality and Child Welfare, Namibia

A WORD TO OUR READERS

Most of the games cited in this book have been played for centuries in various versions and are in common domain, as noted in Hoyle® Board Games . Where this is not the case, permission has been gratefully received by the publisher and is noted in the text - for example, with the game "Tic, Stack, Toe."

All the games and crafts in this book have been adapted so that they can be made cheaply or at no-cost, using rubbish and recycled materials that are commonly found in Southern Africa. We suggest that an adult or older child makes all the crafts and toys at home first, to learn how it is done. Similarly, an adult or older child is needed to help make and teach the games, but once learned, the children can play most of the games with minimal supervision.

This book roughly follows the following order: After some background information, we introduce the toys and artwork that you can make with rubbish and recycled materials. The authors have made all of these with children in many countries around the world, most recently at the Bernhard Nordkamp Centre of Catholic AIDS Action in Windhoek, Namibia (where the photographs were taken).

In the next section, we introduce the games, starting with those for younger children. We selected games for small spaces only, for example, for a church hall, or classroom or under a tree. Although we do not focus on traditional games because we think these are probably known to many of you, two popular African games are included in the book. In the appendix, you will find the answers to some of the puzzles, as well as many pictures which you can trace or copy for the games you make.

You may notice that we left out activities such as woodcarving and making things from wire. This was on purpose because we figured that many people already know how to do these things, and also because the tools can be very dangerous for young children. Of course, there are many more things you can do and make in addition to the crafts and games described in this book, once you let your imagination come up with new ideas.

by Y Steinitz

Lucy Y. Steinitz, Ph.D.
Regional Senior Technical Advisor for
Orphans and Vulnerable Children
Family Health International
Windhoek, Namibia

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GETTING STARTED

While working with children in many countries, we have made each of the crafts and games contained in this book. All the activities we describe are simple to set up, easy to do, and provide creative fun for the children. They are designed to make children feel good about themselves and learn new skills.*

Collecting the materials you need:

Although you will need some standard supplies such as glue and scissors, most of the materials are definitely low-cost or no-cost. In fact, they are so "low-cost/no-cost" that most people usually treat the materials we use as "rubbish" or "garbage." Once you start seeing them as resources for your handicrafts and games, however, this throw-away rubbish will look like treasures to you!

If you are working with large groups of children, always make sure you have enough material for everyone to participate. Ask friends and family members to help you with the materials you need by collecting magazines, old calendars, newspapers, boxes, egg trays, cans, and toilet rolls - basically, all the usable 'rubbish' and scrap from their homes. Do not use glass, however, as it can shatter and be dangerous to children. The children in your group can also bring things from their own homes. With everyone making contributions, you will be surprised to see how much useful material you will collect in a short time. You will also see how the children can use their own ideas for different handicrafts and games, using whatever materials you have available.

The materials used to make the projects in this book are only suggestions. If you do not have the same materials, try adapting whatever you have. Use your imagination and be creative! You will find that this can be the most fun of all.



The games and crafts in this book will help children learn how to:

- Develop their artistic talents and ideas.
- Recognize and create different designs.
- Work in teams and help each other.
- Communicate well with peers and adults.
- Gain confidence and feel better about themselves.
- Listen to instructions and follow them precisely.
- Learn accuracy in drawing and cutting.
- Use a pencil and crayons correctly, and also scissors and a ruler.
- Improve their muscle co-ordination.
- Appreciate nature and learn about the environment.
- Improve their concentration.
- Improve their reading and writing skills.
- Improve their mathematics and thinking skills.

Perhaps most importantly, the children will realize that learning can be lots of fun. This will increase their self-esteem and help them cope with problems, make and keep friends, and succeed in school.



* For additional activities that encourage a child's motor skills, sensory integration and self-esteem, you may want to order *Extraordinary Play with Ordinary Things* by Barbara Sher, which is available upon order in some bookstores or from momsense@asis.com or www.amazon.com.

HOW TO MAKE FLOUR GLUE

This is an essential ingredient for many of the art projects in this book. Using flour glue saves on the amount of commercial glue you have to buy.

You should make the flour glue at home, in advance. It can be stored in the refrigerator in a closed container.

Materials needed:

A pot; a stove or open cooking fire; a long spoon; 4 tablespoons of bread flour; 2 cups of water.

Method:

Place the pot on the heat and bring most of the water to a boil.

In a little cold water, mix the flour to a thick paste that can be poured into the boiling water.

Pour the paste into the boiling water, stirring continually.

Continue until the mix starts to thicken.

If it is too thick, add a little more water until it is sticky like very thick gravy.

The glue is ready to use once it has cooled.

Note:

Unless it says otherwise, either flour glue or commercial paper glue (that you buy in the store) can be used on all the projects mentioned in this book.



HOW TO MAKE DICE



Time needed:

15 minutes per die. This will be useful for many of the games in the book. Children can also make the dice themselves.

Materials needed:

Thin cardboard (from a cereal box or something similar);
clear tape; dark marker/koki pen; ruler; scissors.

Method:

Measure out a rectangle, 8cm x 6cm.

Make 12 squares on it, each one 2cm x 2cm. (See photograph.)

Cut out the top two corners and the two lower squares on the left and right side.

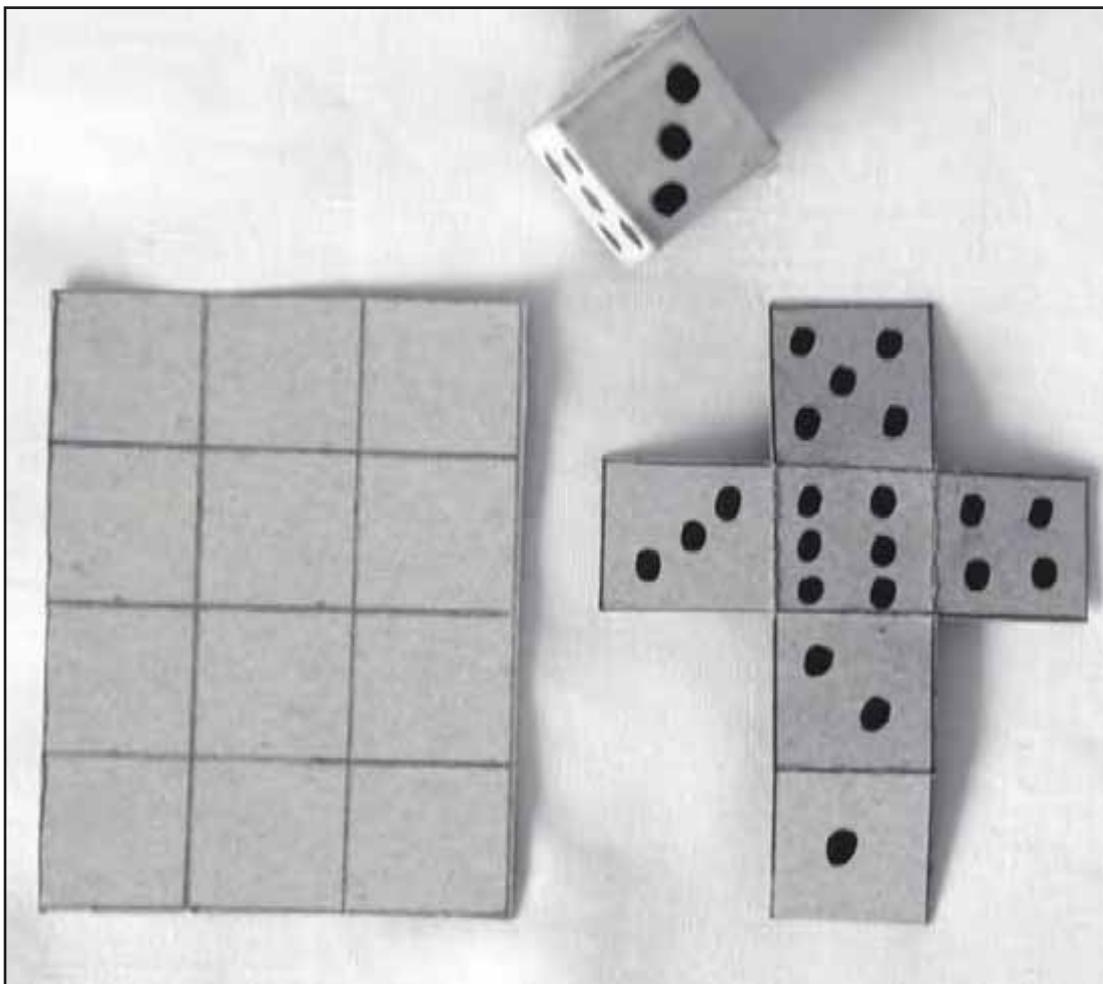
You then have a cross-shape made up of 6 squares.

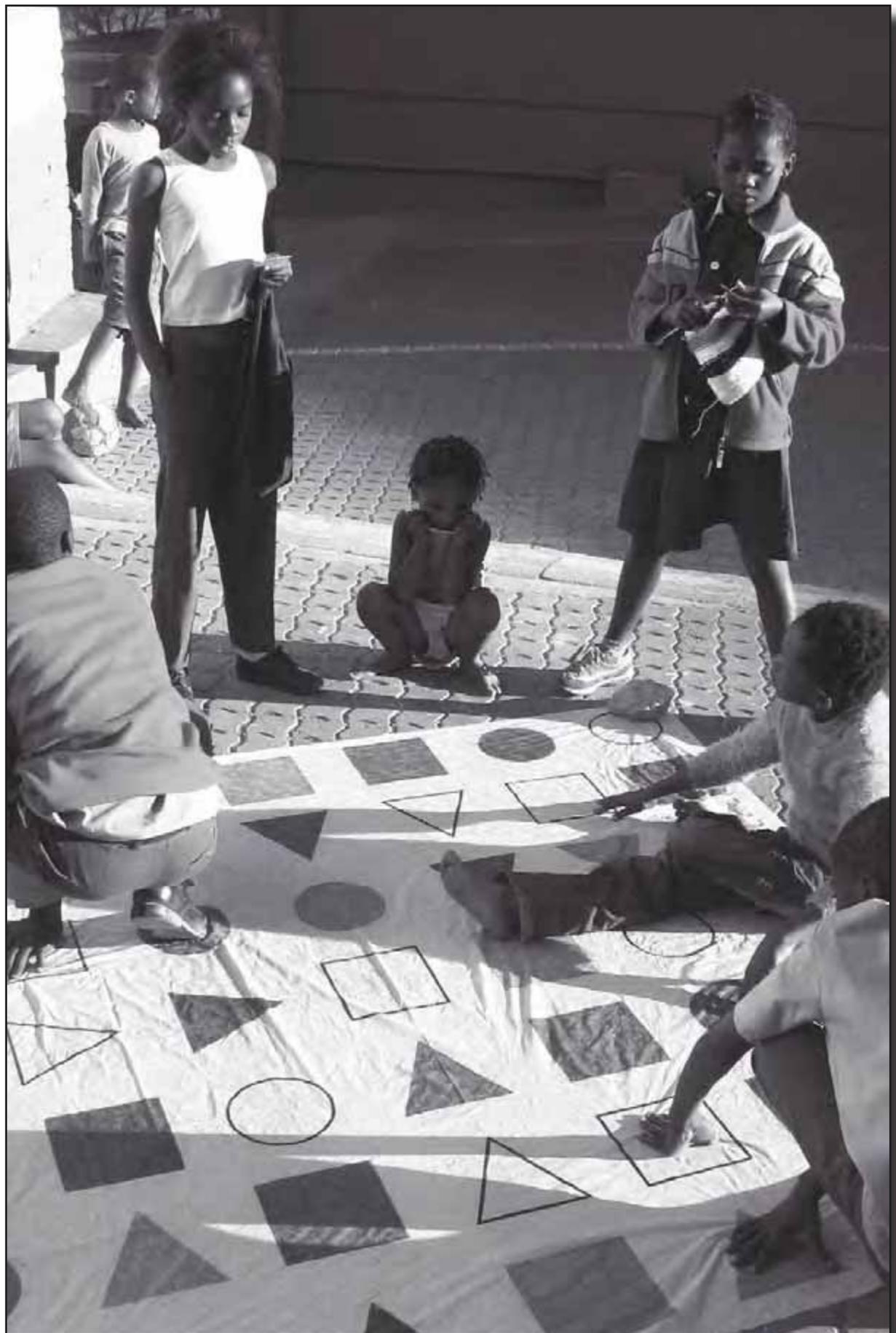
Take the marker/koki pen and draw the dots on the six squares, as you see in the photograph below.

Fold those squares on the lines so that it forms a cube.

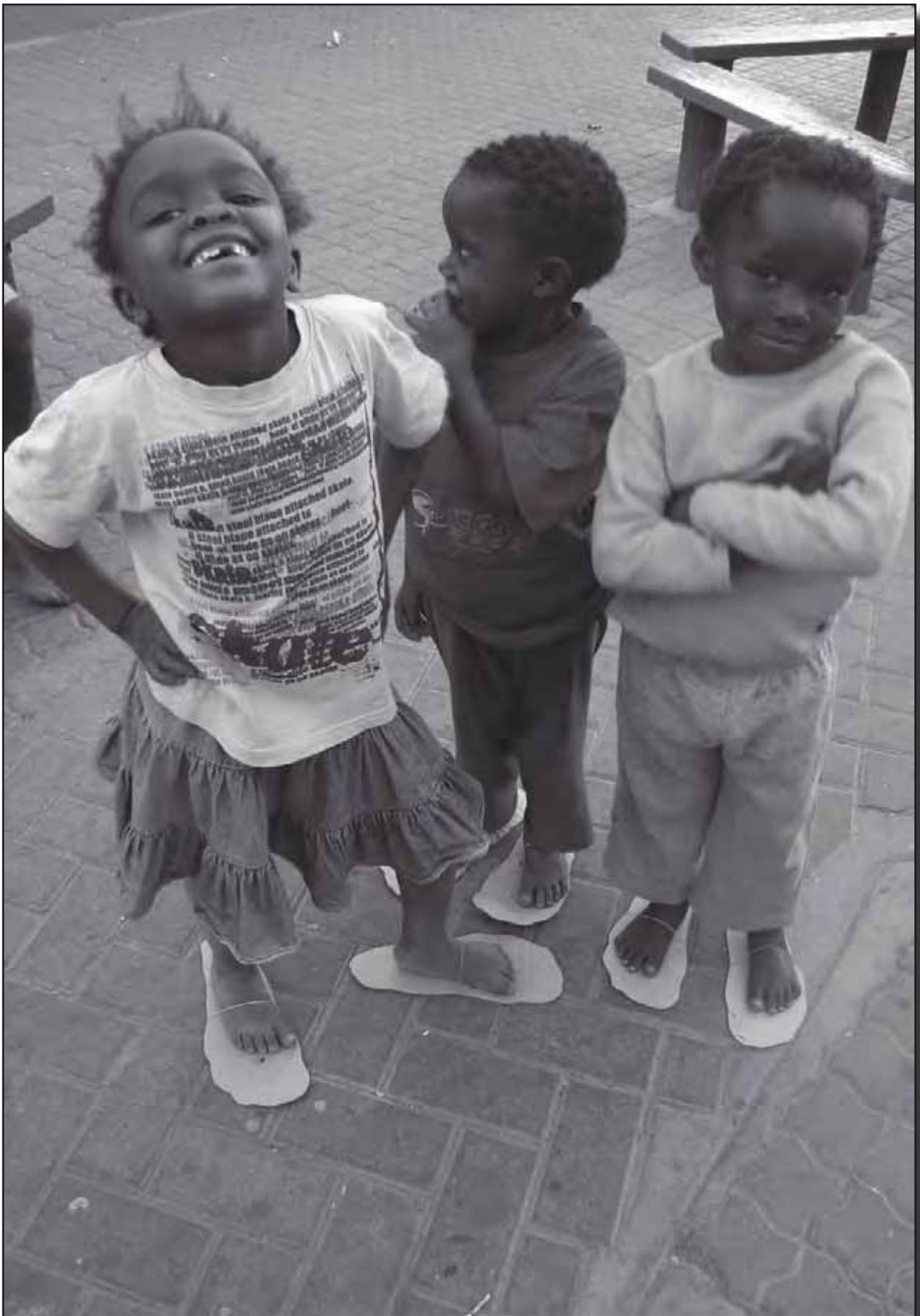
Tape all the sides together so that the die is solid and stiff.

If the dots are not visible with all the tape covering them, simply draw over them again with the marker/koki pen.





I. CRAFTS AND TOYS
YOU
CAN MAKE



GIANTS' FEET



Time needed:

1/2 hour, with lots of fun afterwards

Age group:

3 years and up

Materials needed:

Stiff cardboard; elastic bands or string; scissors; pencil;
two large adult feet.

Method:

An adult should stand on the cardboard with his or her feet slightly apart.
Allow the children to draw around both feet with a pencil - each child in turn,
on a different piece of cardboard.

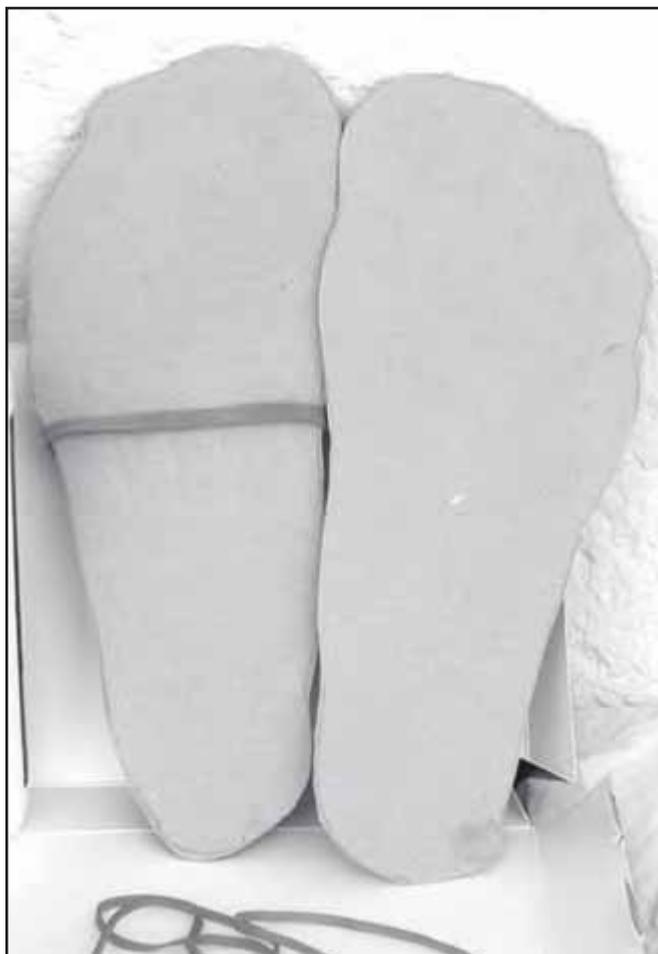
Each child then cuts out the outline of the feet.

(Very young children may need help with this.)

Fit an elastic band over each foot and the cardboard foot to hold it in place.

This should just fit over each child's shoe or foot tightly.

The children enjoy having races with their big feet, or just trying to walk
with them.





ELEPHANT PENCIL HOLDER

Time needed:
1 to 2 hours

Age group:
6 years and up

Materials needed:

A used can (make sure that it is clean and that there are no sharp edges); newspaper; pencil; glue/flour glue; scissors; paint and brushes; coloured pencils or crayons; stiff cardboard from a carton.

Note:

Before you meet with the children, you should cut out an example of the ears from paper and then give this pattern to the children to trace around.



ELEPHANT PENCIL HOLDER



Method:

Hand out the pages of the newspaper, one to each child.
The children should tear each page into narrow strips.
Hand out the cans, one to each child.

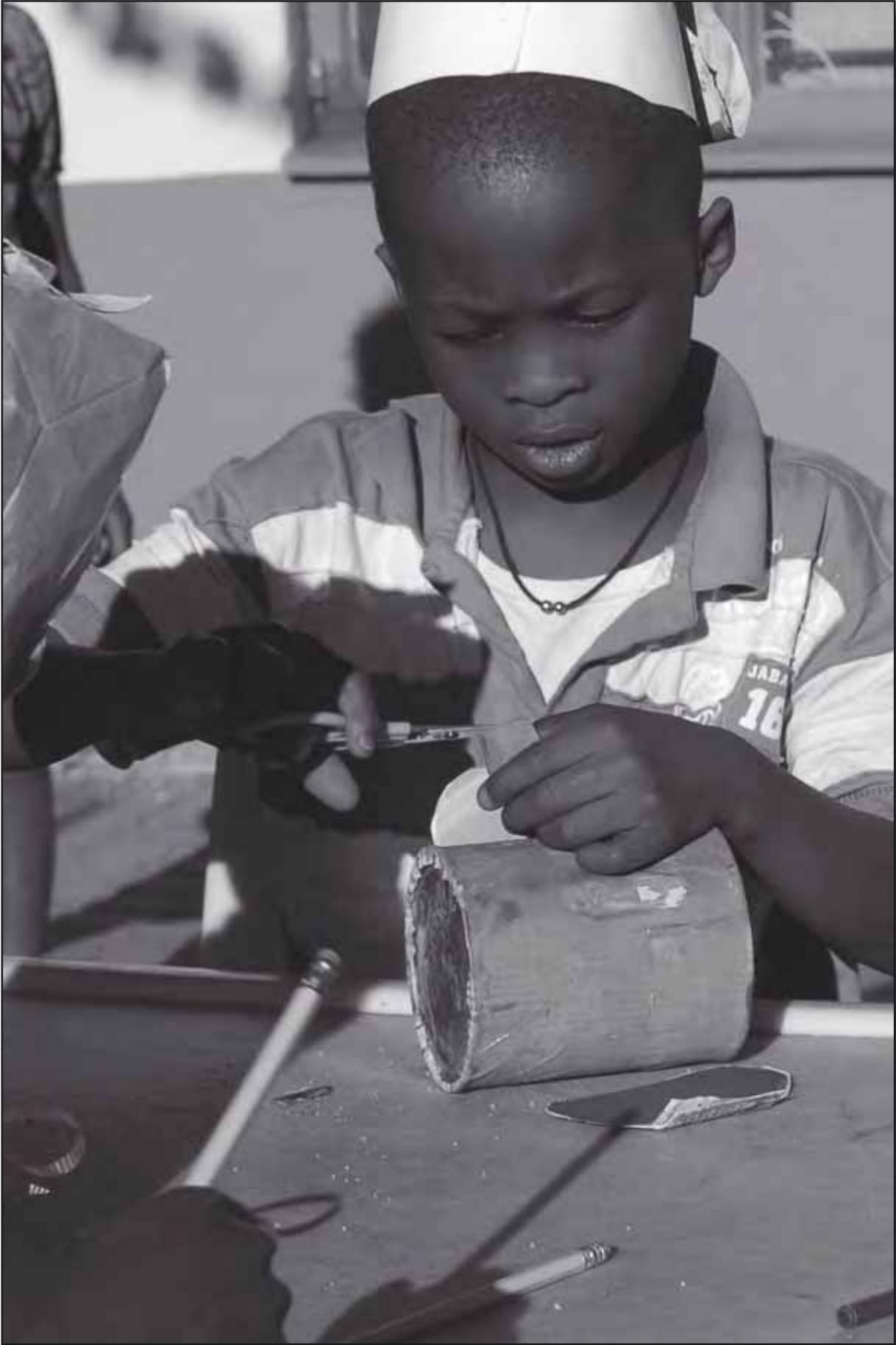
Brush each strip of paper with the glue, just before it is about to be used.
Wrap the newspaper strips around the can so that it is covered with about three layers. This becomes a papier-mâché covering. Let it dry for a while.

Cut the ears for the elephant out of the cardboard using the patterns that you have already made. Glue the ears to the papier-mâché covered tin.

To make the trunk, use two strips of paper.
Glue the two pieces of paper together at the one end, and then fold the two pieces over each other until the end of the paper is reached and glue the ends together.

Glue the trunk onto the papier-mâché covered can.
The ears should be pointed away from the trunk.
Tusks can be made from pieces of branches that are pushed into the paper at the level of the trunk (not shown).
Then let the children paint or draw on their elephants.





PAPER CHAINS



Time needed:

1 hour or more (This will depend on how long you want the chains to be)

Age group:

4 years and up

Materials needed:

Used computer paper, coloured paper or any old paper that you have; coloured pencils or crayons; commercial glue (flour glue is not strong enough); scissors; ruler.

Method:

Cut the paper into strips that are 5cm wide and about 15cm long.

If you use computer paper or another type of old white paper, it should be coloured on both sides before being glued together.

The first ring is made by joining the two ends of one paper strip together with glue.

The next strip of paper is threaded through the first and the two ends are glued together.

Continue doing this until you reach the desired length.

Notes:

- Very long chains can be used as big necklaces or hung on the wall.
 - Some people use paper chains as Christmas tree decorations, too.
- Interesting effects can be achieved by twisting the ends of the paper strip half-around before gluing them together (known as Möbius strip).





CAN STILTS



Time needed:

1/2 hour, with lots of fun afterwards

Age group:

4 years and up

Materials needed:

Thick, strong string; two cans of the same size (make sure that the tins are clean and that there are no sharp edges); glue; a can opener; pictures from a newspaper, magazine, or hand-drawn by the children.

Method:

Give each child two cans of the same size.

Make two holes on opposite sides at the edge on the top of the closed end of the can.

Pass the string through these holes, creating a loop on each can. It should be long enough for a child standing on the cans to be able to hold the string comfortably in his/her hand (about waist high).

Tie the strings to the cans with strong knots.

Pictures from a newspaper or a magazine (or hand drawn by the children) can be glued on the outside of the cans to make them look colourful and attractive.

Activity:

To get started walking on the can stilts, the children may need a bit of help from the instructor. You can show them by trying it yourself! Children especially enjoy organised stilts-races. With pre-school children, do not give them high cans, as they could fall and hurt themselves.



PLAY DOUGH

Time needed:

The dough takes $\frac{1}{2}$ hour to make, but the playing time is endless!

Age group:

3 years and up

Materials needed:

2 cups of flour; $\frac{1}{2}$ cup cooking oil; $\frac{1}{2}$ cup salt; water to mix into thick dough (the same as if you were making bread); bowls; food colouring or powder paint.

Note:

You must take care to make enough for all the children in the group, remembering how much the children love making the dough. To make the bowls for mixing the dough, you can cut off the top of large 5 litre water containers about half-way down.

Method:

Put the flour into a bowl, one for each child.

Add the oil and salt, and add a little water at a time.

Work the wet ingredients into the flour, and continue doing this until the dough no longer sticks to your hands.

Then add the colouring, working it in well.

Notes:

1. If you use powder paint, be sure that the younger children do not try to eat the dough.
2. This mix keeps well in the refrigerator. In fact, it can keep for up to 6 months. From time to time, you will need to add some water to keep it from drying out.

Activities:

The children can play happily with the dough for hours on end.

Make rolling pins out of water-filled plastic bottles with tight lids.

All kinds of lids can be used to make shapes. Hands can also be used, as well as stencils. Cans with the lids cut out on both ends make very good cutters. Allow the children to experiment with available materials.



INTERLOCKING SHAPES



Time needed:
1 hour

Age group:
7 years and up

Materials needed:

Used computer paper or the blank side of cereal boxes or something similar; lids of containers (preferably all the same size); pencils; coloured pencils or crayons or paint and brushes. Glue may be used to paste the picture on a frame afterwards (for example, a larger piece of paper or cardboard).

Method:

On the paper or back of the cereal boxes, the children draw the shapes, which should overlap each other. Lids can be used for tracing shapes. Each child always draws the same shape.

They do this until the whole page is full.

Then they colour each section differently. (A section is any area between lines.)

The more colours, the better - as no two shapes with the same colour should touch each other.

Note:

The children should colour the sections between the lines, not the whole original shapes (see photograph below.) If you do not have different coloured pencils or crayons, the children can make different designs in each section, for example thin stripes, dots and tiny stars.





POLYSTYRENE FRAMES

Time needed:
1 hour

Age group:
4 years and up

Materials needed:

Polystyrene plates; magazine pictures or similar illustrations (or the children can make their own pictures); scissors; glue; string; glitter or sand if available; shapes cut out of coloured paper or copied (or traced) from the pictures in the appendix of this book. You should provide enough newspapers or magazines for each child to look for their own pictures.

Method:

Glue a picture onto the middle of the polystyrene plate.
Make two small holes at the top of the picture, through which the string is fixed. (The string can be used to hang the picture.)
The children then decorate the surrounding plate with coloured shapes, pictures, and glitter or sand.



FRAME WITH LEAVES OR SAND



Time needed:

1 1/2 hours

Age group:

6 years and up

Materials needed:

Cardboard; glue; pictures (either drawn by the children, copied from the appendix of this book or cut from a newspaper or magazine); string; pencils; scissors; fresh leaves or used white and brown paper bags. If possible, you should allow the children to collect their own fresh leaves to make this frame. Alternatively, you can cut out leaves from used white paper or brown paper bags.

Method:

Use a flat piece of cardboard about 21cm x 15cm for the back of the picture. Glue the picture to the cardboard, leaving enough spaces on all sides for the frame.

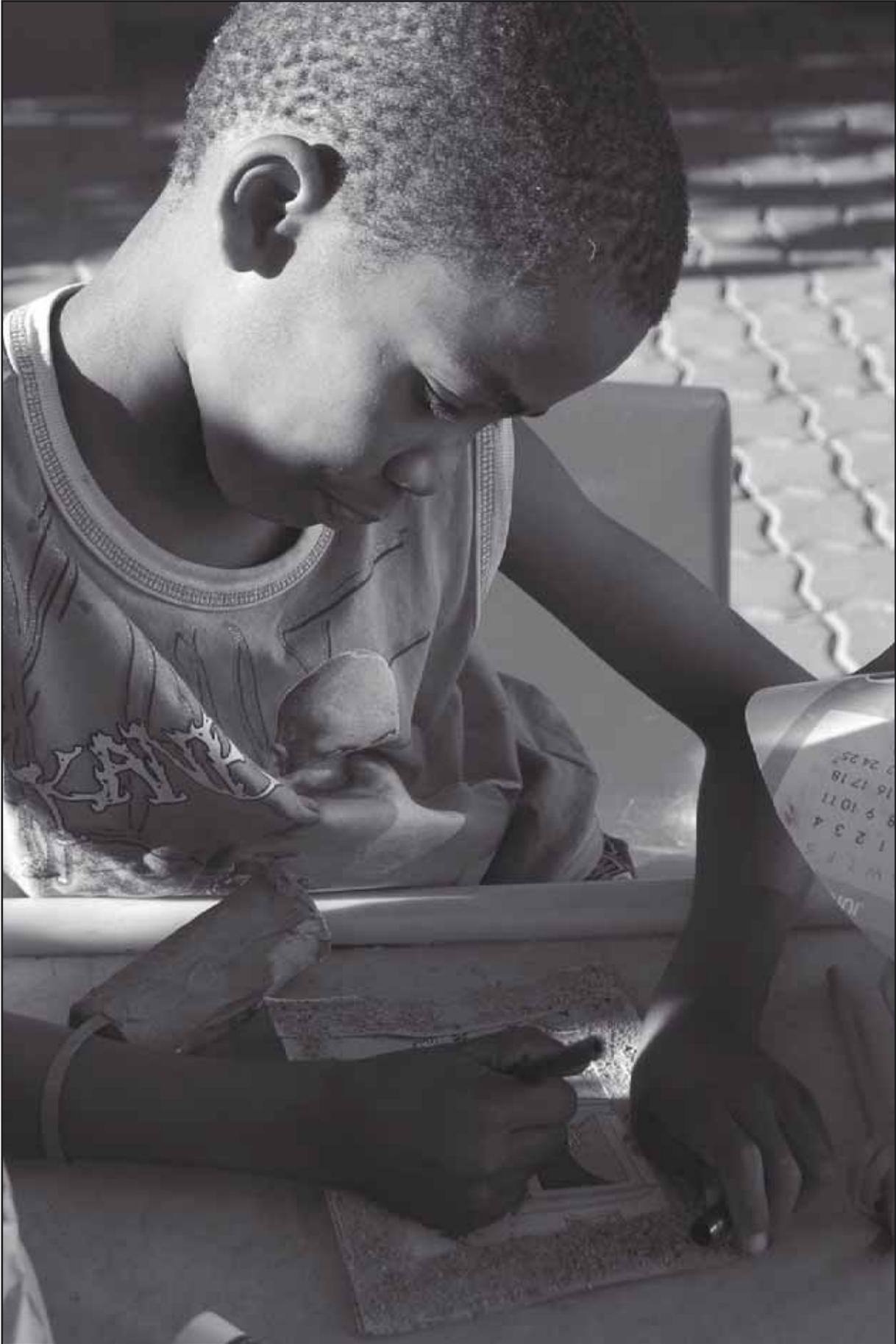
Glue the leaves around the edges of the picture.

If you are using paper-leaves, make a pattern of the leaf ahead of time so that others can be traced and cut out in the same size. It is good to have a few different patterns and scissors so that several children can trace and cut at the same time. Cut the leaves from used white paper or brown paper bags.

Notes:

- If white paper is used, the children can colour the leaves in browns, yellows and greens.
- In place of the leaves, flowers or dried grasses can be used for the frame.
- Alternatively, sand, seeds or paper strips can be used to decorate the frame. If you are using sand or seeds, put glue on the frame and sprinkle on the sand or seeds very thickly. Let it dry for a few minutes then turn the frame upside down to remove the loose sand or seeds.





SMALL CHRISTMAS TREE



Time needed:

1 1/2 hours

Age group:

5 years and up

Materials needed: Thin cardboard (from a cereal box or something similar); glue; coloured pictures or coloured paper; glitter or sand; scissors; masking tape.

Method:

Cut a semi-circle out of the thin cardboard.

Bend the shape into a round cone such that the two straight edges touch each other.

Glue the edges of the cardboard cone to each other. Use masking tape to hold down the edges.

Cut or trim off the bottom of the cone so that it will stand straight.

Paste the coloured paper on the outside, or cut out triangles from the pictures and glue them onto the cone. (See photographs below.)

If you are making triangles, put glue on the part of the triangle that will be fixed to the cone (the flat edge). Glue each triangle above the one underneath it, starting at the bottom.

Brush a little glue on some of the pictures or triangles and sprinkle glitter or sand lightly over the tree.





CIRCLE AND HAND SWAN



Time needed:

1 hour

Age group:

5 years and up

Materials needed:

Stiff cardboard from a carton; thin cardboard or paper; scissors; coloured or white paper; coloured pencils or crayons or paint and brushes; glue; circular patterns (optional); dried grass (optional).

Method:

Give each child a piece of stiff cardboard for the background or frame. Cut out two circles from the thin cardboard or paper: one large circle for the body, and one small circle for the head. To outline the shape correctly, use a circle pattern from a thick piece of cardboard that you have prepared ahead of time.

On a second piece of thin cardboard or paper, have each child outline the shape of his or her hand three times, each time with the fingers closed.

On a piece of coloured paper, draw an almond-shape for an eye and a triangle for the beak. If you don't have coloured paper, use white paper and colour it. Glue them on the small circle, as in the photograph below.

One hand-shape is glued to the side of the second circle for the tail, while the other two hand-shapes are pasted on as the wings.

Then cut out a slightly curved neck.

Glue all the rest of the pieces on the stiff cardboard, as in the picture below.

Later you can help the children to put a background of paper or grasses behind the swan, so that it looks like a pond or a dam with reeds.





SERVIETTE / TABLE NAPKIN HOLDERS

Time needed:
1/2 hour to 1 hour

Age group:
6 years and up

Materials needed:
Paper towel or toilet paper rolls; scissors; commercial glue (it holds better than the flour glue); coloured paper (from newspaper pictures) or string; small shapes that are cut from gold and silver paper or from tin foil (optional).

Method:
Cut the paper towel or toilet paper rolls into two or three pieces.

If decorating with pictures, cut them into narrow strips.
Cover the back of the pictures with glue and wrap them around the paper roll until it is all covered.

Different shapes can then be pasted onto the rings.

If using string, put glue on the outside of the paper roll after it is cut, and wrap the string around, as shown in the photograph below.

Note:
The children can write names on the rings. A name can be formed from letters that are cut out of a magazine or newspaper and then glued onto the rings (not shown).



CROWN



Time needed:
1 hour

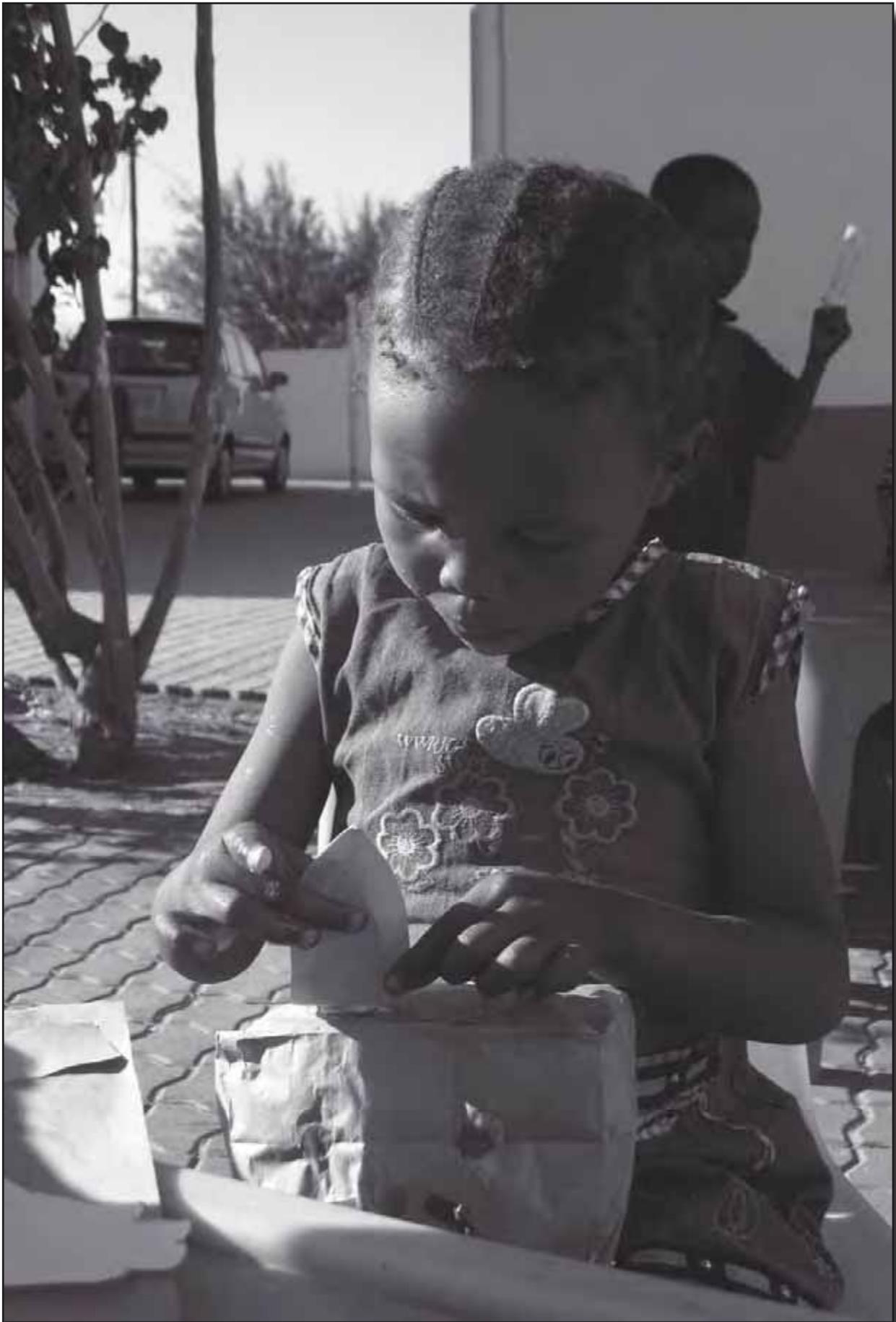
Age group:
4 years and up

Materials needed:
Thin cardboard; scissors; ruler; glue; coloured pencils or crayons or paint and brushes; coloured paper from pictures; glitter or sand (optional).

Method:
Cut the cardboard into strips about 14cm wide, long enough to fit around the child's head. Then cut the cardboard as in the picture below, to give shape to the crown.

Colour the cardboard or glue on coloured paper and pictures, as each child wishes. Bring the two ends together and glue them so that the crown fits on the child's head.





PAPER BAG BUNNIES



Time needed:

1 hour

Age group:

6 years and up

Materials needed:

1 large and 1 small paper bag (plastic bags can also be used); newspaper; glue; string; scissors; coloured pictures; thin cardboard.

Method:

Crumple the newspaper.

Fill both bags with the crumpled newspaper.

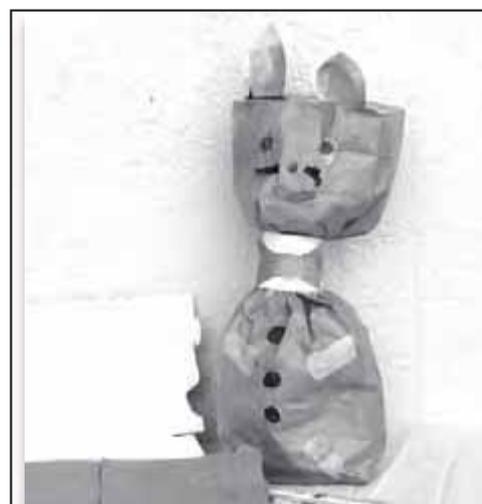
Push the larger bag into the opening of the smaller bag and tie them together with string.

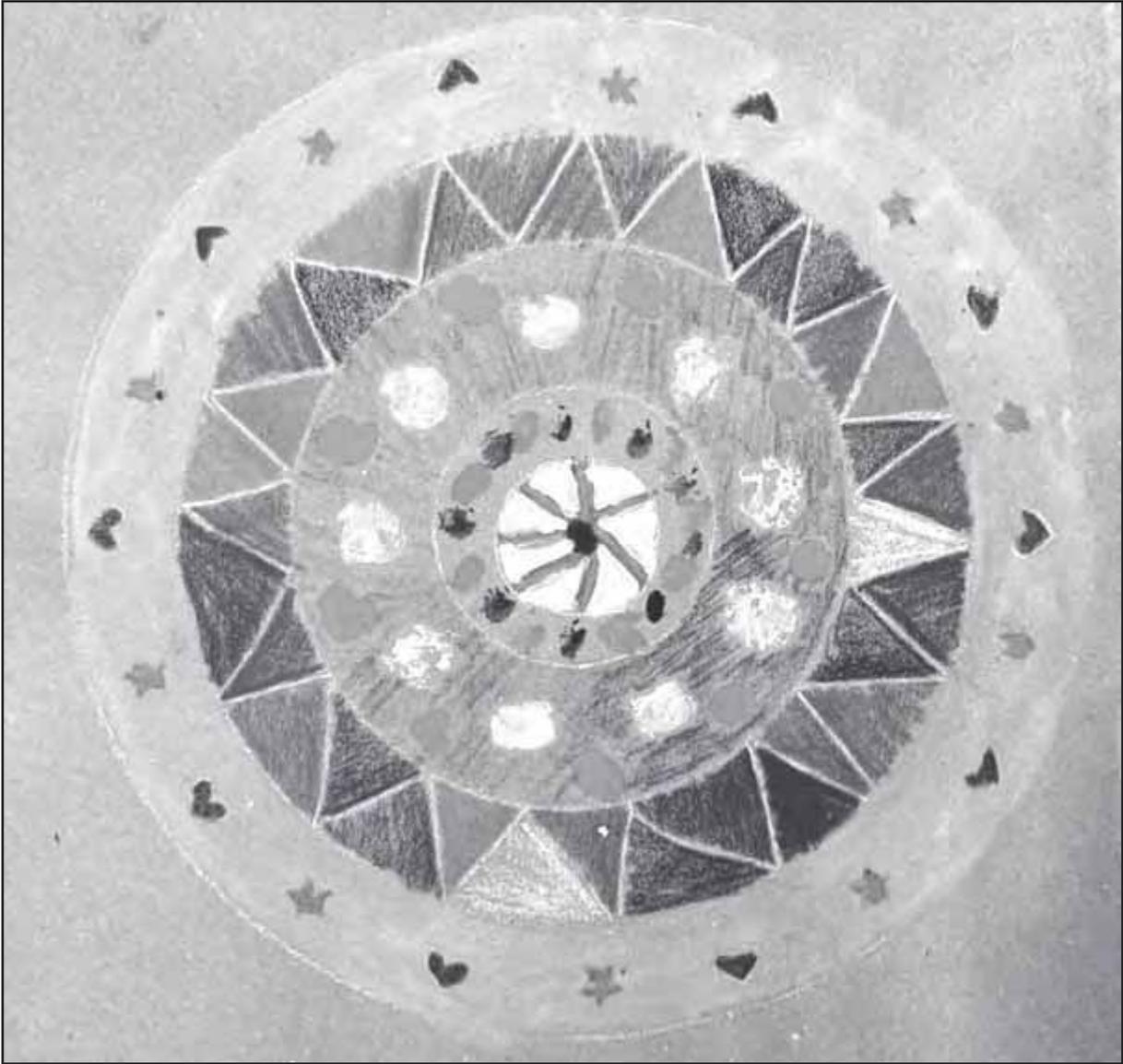
Make a collar from thin cardboard. Colour the collar and glue it around the neck of the bunny.

Cut paper to fit the shape of the ears, feet and other features, and colour them in. Then glue these to the bunny. (See photographs below.)

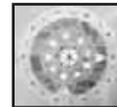
Note:

These make nice Easter decorations.





CIRCLES WITHIN CIRCLES



Time needed:

1 hour

Age Group:

5 years and up

Materials needed:

White paper; pencils; crayons or coloured pencils or markers or paint and brushes; circles of different sizes made from stiff cardboard, lids, empty cans, or plates. (Optional: glue; seeds; leaves.)

Method:

Each child takes a piece of paper and draws several concentric circles on it (meaning one circle around the other). To help make the circles exact, the cardboard circles, lids, empty cans, or plates can be used as patterns.

The largest circle should be on the outside while the smallest circle should be in the inside, closest to the centre of the paper.

When all the circles are drawn within each other, draw designs into the rings between the circles.

Let the children decide on the designs. The designs should be different on each ring.

Have the children colour the designs, using all the different colours of the paints and crayons that are available.

Try to make the patterns as colourful as possible.

The children can also glue seeds or leaves on the rings if they want (not shown in the picture).





HOLIDAY ORNAMENTS

Time needed:
1 hour

Age group:
4 years and up

Materials needed:

Plastic lids; cardboard; pictures or a circle of coloured paper (from a magazine or newspaper); string or wire; seeds or leaves; glue; scissors; sand or pieces of ribbon. Note that each child may want to make more than one decoration.

Method:

For the ornaments made from plastic lids, first cut out a small picture from a newspaper or magazine or use coloured paper to fit the inside of the lid.

Glue the pictures and paper in place, one on each side of the lid.

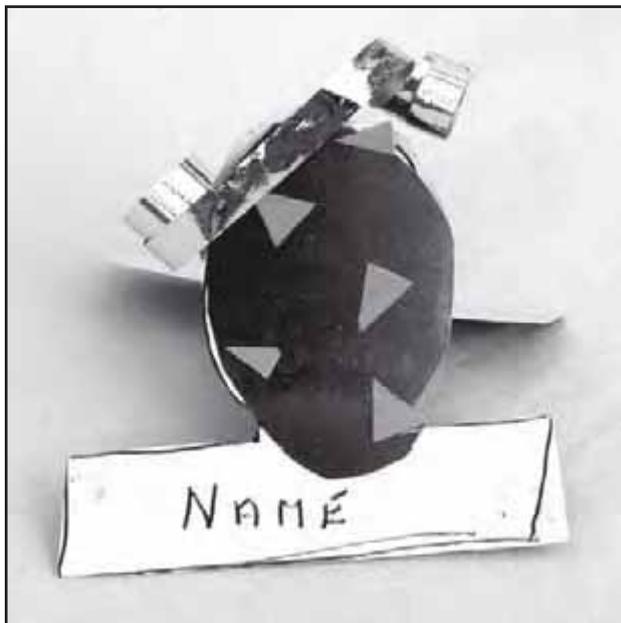
Cut out small circles or any other shape, or use sand, ribbons, leaves, or seeds and glue them on as well, on both sides of the lid.

Make a small hole in the lid with the scissors.

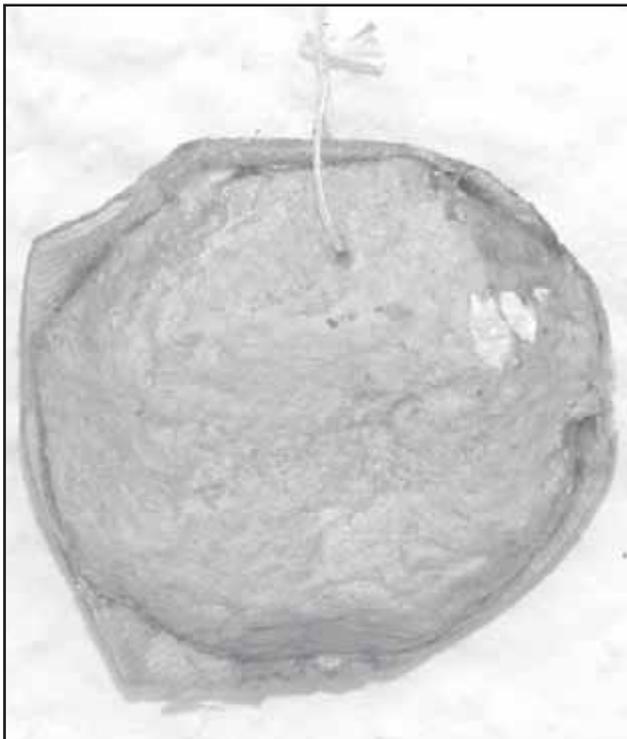
Thread a piece of wire or string through the hole for hanging.

Notes:

- Ornaments from cardboard can be made in any shape, as in the photograph below and on the following pages. Always make sure to decorate both sides.
- Let your imagination loose in making other ornaments as well. The photographs are meant to get you started but you can try out other ideas, too.
- Ornaments may be hung with a piece of wire or string, through a hole at the top of the ornament.

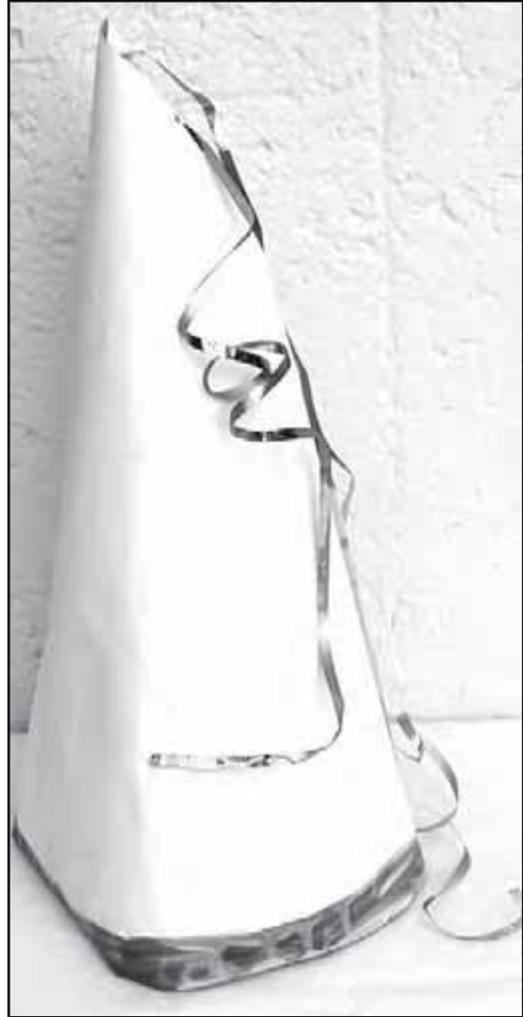


HOLIDAY ORNAMENTS





HOLIDAY ORNAMENTS



HOLIDAY ORNAMENTS





VASE WITH SEEDS, DRY GRASS AND FLOWERS



Time needed:

If dry grass or flowers are used, they will have to be pressed ahead of time. This will take about 1 hour to prepare and then about one week to dry. Once the grass and flowers have dried, it takes 1 hour to make the vase.

Age group:

5 years and up

Materials needed:

Wild flowers; long grass; different seeds (the children can collect wild seeds or use household seeds); cardboard from a box or carton; glue; scissors; coloured pencils or crayons or paint and brushes. To dry and press the flowers and grass, you will also need a newspaper or paper towels, a big book or board, and a heavy stone or brick.

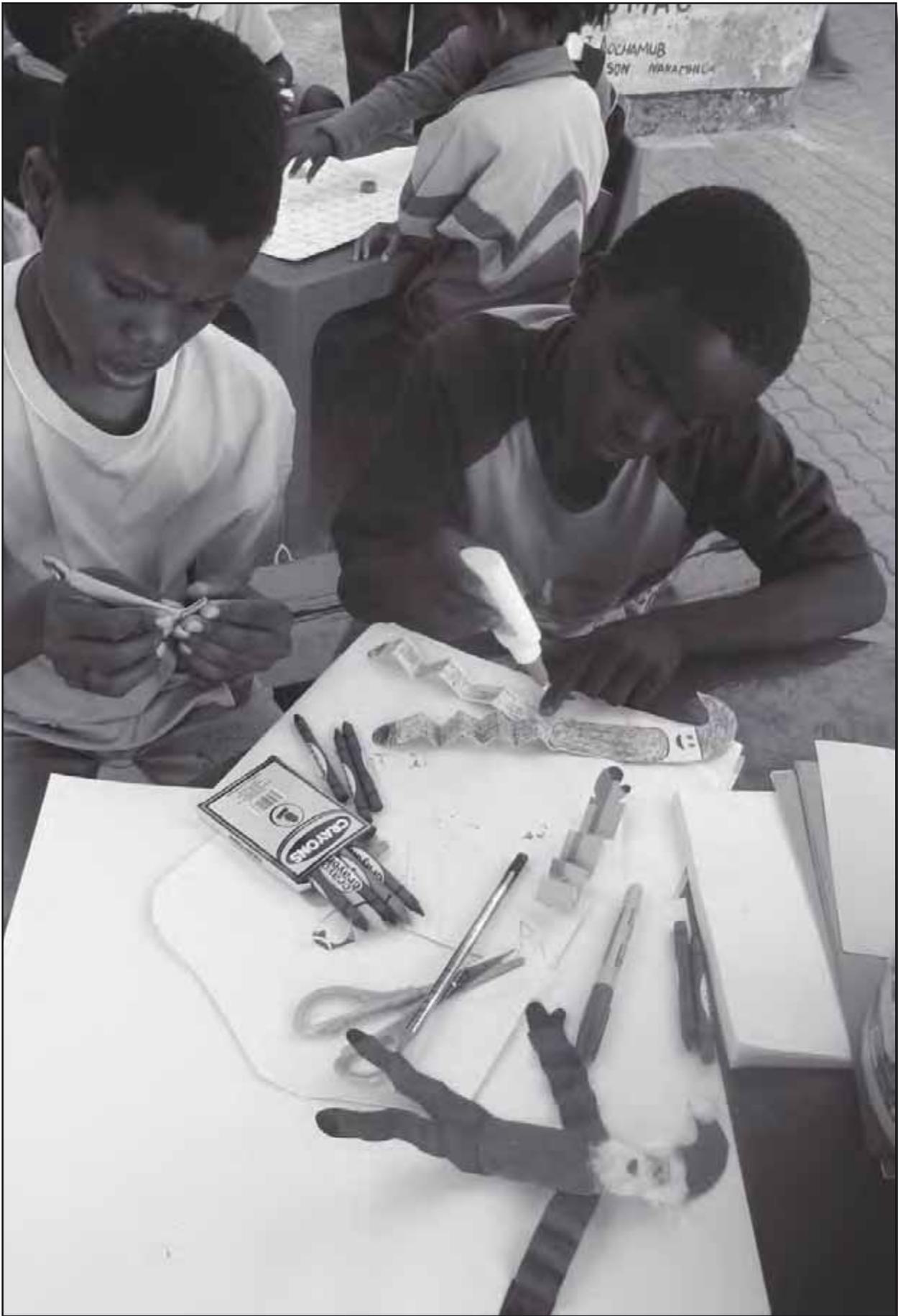
Method:

Have the children collect the wild flowers, seeds, and grass. This is how you press them:

- Place the flowers and grass on a newspaper or paper towel on a shelf or table where it can stay undisturbed for one week. The flowers and grass should be spread open, so that all the leaves and pedals show.
- Place another piece of newspaper or paper towel over the flowers and grass.
- Lay a big book or board over the newspaper or paper towel. Place a big stone or brick on top and do not touch it for one week while the flowers and grasses are drying.
- Draw the shape of a vase onto a square or rectangular cardboard (See photograph on the previous page.) The vase can be coloured or painted, and some small seeds can be glued on it.

Colour the rest of the cardboard. Glue the dried grass and flowers onto the painted cardboard so that they look like they are arranged in the vase.





SANTA CLAUS (FATHER CHRISTMAS)



Time needed:

2 periods of 1 hour each if paint is used and 1 hour if paint is not used

Age group:

5 years and up

Materials needed:

Coloured or white paper; coloured pencils or crayons or paint and brushes; scissors; glue; cotton wool or tissue/toilet paper.

Method:

Paint or colour a large piece of paper in the colour red. Cut out Santa's body. Paint a piece of paper in a skin colour and cut out a rounded shape for the face. Glue it to the body.

Add a beard, moustache, eyes, nose and hat as in the picture below.

The beard and moustache can either be cut from tissue or toilet paper or can be made of cotton wool as in the picture. Glue this onto the face.

Make the arms and legs from the red paper, and fold them backward and forward, as in the picture.

Glue the hands and feet to the arms and legs, and then glue these behind the body.

Note:

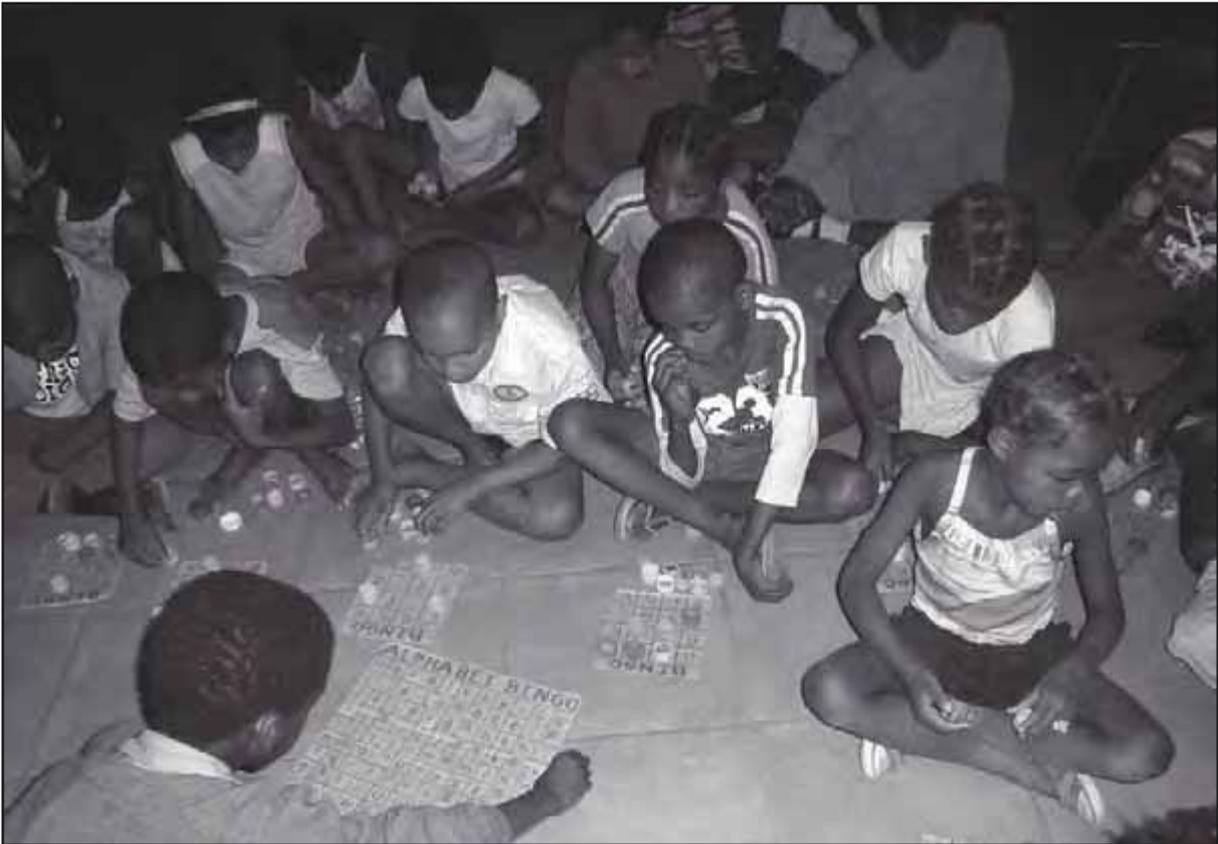
You can add a strip of black paper for the belt and use a piece of white paper for the buckle (not shown).

You can add other decorations as the children like.

Idea:

This Santa Claus weighs very little and is easy to fix to windows or doors with masking tape.





II. GAMES YOU CAN MAKE AND PLAY



SEWING CARD

Time needed to make the game:
1 hour

Time needed to play the game:
1/2 hour

Age group:
3 years and up

Number of players: 1 or more (each child needs a sewing card)

Materials needed to make the game:
Stiff cardboard; string; nail or screw; tape; coloured markers/koki pens;
crayons or paint and brushes.

How to make the game:

Draw a picture on the cardboard and poke holes (about 1cm apart) all around the outside of the drawing. (For example, you can draw a cat, flower, house, or rabbit.)

Tape one end of the string to the back of the cardboard so it does not get lost or fall out.

Tape the other end of the string into a point, so that it is easier to pull through the holes.

How to play the game:

Each child gets one card at a time. The child pulls the string in and out of the holes around the picture until the string surrounds the outside of the drawing. In this way, the child learns how to sew.

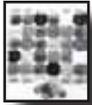
Note:

1. If you make an odd number of holes around the picture, the child can work around the picture twice, thus creating a continuous pattern of string around the picture.
2. If you use the Sewing Cards over and over again, then you can think of this as a game. But children can also make their own sewing cards and take them home afterwards, like the crafts that are described in the first section of this book.



SEWING CARD





EGG TRAYS & BOTTLE CAPS

Time needed to make the game:

1 hour

Time needed to play the game:

1/2 hour

Age group:

3 years and up

Number of players:

1 or more

Materials needed to make the game:

Egg trays, plastic bottle caps of various colours; coloured markers/koki pens or paint and brushes.

How to make the game:

Any size egg tray is fine.

You paint each cup of the egg tray in a different colour to match the colours of the bottle caps you have.

If you don't have paint, you can use your coloured markers/koki pens. Coloured paper can also be cut and glued into the bottom of each egg tray cup.



EGG TRAYS & BOTTLE CAPS



How to play the game:

Very young children can simply dump the bottle caps on the floor and try to put them back into the tray, matching the correct colours.

Playing this game will show whether a child can distinguish between the colours. Once the child can do this successfully, you can say, "Please put in the white caps, please put in the blue caps," etc., and they should put in the colours as you direct them.

This will show you whether a child understands the vocabulary regarding the meaning of colours.

Then you can have the child say, "I will put in the yellow. I will put in the green," etc. This will show you whether the child can name the colours.

If two or more children are playing, they can take turns telling each other which ones to pull out or put into the coloured cups.

When they have done this several times, they can play a racing game.

All the caps are dumped out in a big pile and the children race to put the correct caps in the trays.

The winner is the one who fills his or her tray first with all the correct coloured caps in the right places.



MATCHING PICTURES



Time needed to make the game:
2 hours

Time needed to play the game:
1/2 hour

Age group:
4 years and up

Number of players:
1 or more (each child needs a box)

Materials needed to make the game:
Cardboard boxes that previously contained tins so that there are circles imprinted on the cardboard; scissors; pencil, crayons, coloured pencils or coloured markers/koki pens.

How to make the game:

Ideally, this game should be made by you, (the adult), and not by the children, unless you have an older group of children who can draw well.

Decide what type of pictures you are going to draw. You can also use numbers, letters or words instead of pictures.

On each circle in the box, draw one picture/number/letter or word.

On the second box, draw the same picture/number/letter or word.

Do this for every circle. The first box is the master copy.

With the second box, cut out the circles so that they fit over the circles in the first box.

You can copy or trace pictures if you are not good at drawing. (See the appendix and also the cover of this book for ideas.)

This is a good way to teach the children to match pictures. They can also learn numbers, letters, and even words.

How to play the game:

Each child should have his or her own box with a set of cut-out circles.

Each child spreads the cut-out circles face up.

They then try to match each circle with the corresponding one in the uncut box.

If you have made several different boxes the children can swap with one another when they have finished matching the circles in their box.



Picture Dominoes

watermelon
banana
orange
apple
pear
lemon
grapes

Shape Dominoes

- circle
- square
- ▭ rectangle
- ▲ triangle
- ◉ oval
- ◆ diamond
- ★ star

(28 in all)

Colour Dominoes

yellow
orange
red
blue
green
purple
brown

(28 in all)



COLOUR DOMINOES, PICTURE DOMINOES AND SHAPE DOMINOES

Time needed to make the game:
2 hours

Time needed to play the game:
1/2 hour for each game.

Age group:
6 years and up

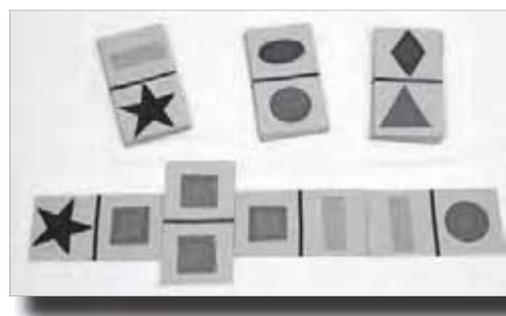
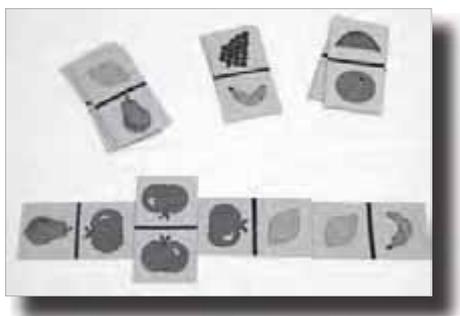
Number of players:
2 to 6

Materials needed to make the game:
Thin cardboard that has no markings on either side; coloured markers/koki pens, coloured pencils or crayons; scissors; ruler.

How to make the game:
Cut out 28 rectangles, all the same size (3cm x 6cm or close to that size - so the length equals twice the width). Draw a line across the middle of each. To draw Colour Dominoes or Shape Dominoes, see the pictures on the opposite page. For Picture Dominoes, copy the fruits on the previous page or choose any pictures from the appendix of this book.

How to play the game:
To begin a game, the dominoes are placed face-down on the table and mixed up. Children take turns choosing the dominoes one at a time until they are all taken. Any player goes first, and places face-up any one domino in his or her hand. The other children take turns placing one of their dominoes also face-up at either end of the chain, so that they match the colour, picture or shape at the end.

Any player who cannot continue the "chain," must pass.
The objective of the game is to get rid of all your dominoes, and the player who gets rid of his or her dominoes first, wins.





PICTURE BINGO

Time needed to make the game:

2 1/2 hours

Time needed to play the game:

1 hour

Age group:

5 years and up

Number of players:

2 or more (as many children as you have BINGO cards)

Materials needed to make the game:

Clean juice boxes or cardboard; coloured markers/koki pens; ruler; sack or plastic bag; seeds, small stones or bottle caps; scissors.

How to make the game:

Cut the juice boxes or cardboard into rectangular cards so that there are 8 squares on each card for the pictures: 4 on the top row and 4 on the bottom.

There should also be space at the top for the name of the game.

Write "BINGO" at the top, then draw eight different pictures, one in each box. (For ideas of pictures to draw or copy, see the appendix.)

Make as many cards as you need, so that each child has at least one card, and make every card different. (See photograph.)

If you make many cards, you should probably choose at least 40 different pictures. It is great fun for the children when there are lots of different pictures in the game.

Cut out another 40 single cardboard squares (or as many squares as you made pictures) and draw on them the same 40 (or so) pictures that you have drawn on the cards.

Put the squares into the sack or plastic bag.

continued 

PICTURE BINGO



How to play the game:

Give each player at least one card, and put out stones, seeds or bottle caps so that everyone can reach them.

One person is selected to be the caller. The caller holds the sack or plastic bag full of the squares with all the single pictures.

Without looking into the bag, the caller pulls out any square and loudly says its name (for example, "tree," "sun," "house," or "car").

The caller shows it to the players, and then places it face-up on a flat surface.

If a player has that picture on any of his or her cards, he or she covers it with a stone, seed or bottle cap.

If the player does not have that picture, he or she does nothing.

The game continues until a player has covered all eight pictures on his or her card. Then the player yells "BINGO" and the play stops.

The player calls out the eight pictures, and the caller checks all the squares he or she has pulled out and placed in front face-up. This is to make sure that the caller has indeed called the eight pictures on the player's card.

If the player does not have a BINGO, the game continues, and that player is no longer eligible to win.

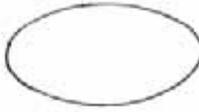
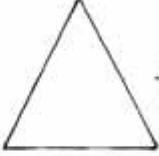
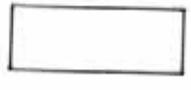
If the player does have a BINGO, that player is the winner.

Then everyone removes the seeds or stones and a new game begins. The winner puts all the picture squares back into the sack or plastic bag and becomes the caller for the next game.





Colour and Shape BINGO

black		oval
brown		square
green		triangle
blue		circle
purple		rectangle
red		diamond
pink		
orange		
yellow		
white		



COLOUR & SHAPE BINGO

Time needed to make the game:

2 1/2 hours

Time needed to play the game:

1 hour

Age group:

6 years and up

Number of players:

2 or more (as many children as you have BINGO cards)

Materials needed to make the game:

Clean juice boxes or cardboard; coloured markers/koki pens; ruler; sack or plastic bag; seeds, small stones or bottle caps; scissors.

How to make the game:

Cut the juice boxes or cardboard into rectangular cards so that there are 8 squares on each card for the pictures: 4 on the top row and 4 on the bottom.

There should also be space at the top for the name of the game.

Write "BINGO" at the top, then draw circles, ovals, diamonds, triangles, squares and rectangles of various colours (white, yellow, orange, red, pink, blue, purple, green, brown and black) on the cards.

Make as many cards as you need, so that each child has at least one card, and make every card different. (See photograph on the next page.)

Cut out 60 little squares and draw on them circles, ovals, diamonds, triangles, squares and rectangles, using each of the ten different colours. The little squares should be about 3cm x 3cm. Put them into the sack or plastic bag.





COLOUR & SHAPE BINGO

How to play the game:

Give each player at least one card, and put out stones, seeds or bottle caps so that everyone can reach them.

One person is selected to be the caller. That person holds the sack or plastic bag full of the little squares with all the colours and shapes on them.

Without looking into the bag, he or she pulls out any square and loudly says its name (for example, "purple oval", "white diamond," "yellow rectangle," etc.).

Then the caller shows the picture to the players and places it face-up on a flat surface. If a player has that coloured shape on his or her card, the player covers it with a stone, seed or bottle cap.

If a player does not have that coloured shape, he or she does nothing.

The game continues until a player has covered all eight coloured shapes on his or her card. Then the player yells out "BINGO" and the play stops.

The player calls out the eight coloured shapes, and the caller checks all the cards he or she has pulled out and placed in front face-up. This is to make sure that the caller has indeed called the eight coloured shapes on the player's card.

If the player does not have a BINGO, the game continues, and that player is no longer eligible to win.

If the player does have a BINGO, that player is the winner.

Then everyone removes the seeds or stones and a new game begins. The winner puts all the colour and shape squares back into the sack or plastic bag and becomes the caller for the next game.



TWIST AND STRETCH



Time needed to make the game:
3 to 4 hours

Time needed to play the game:
1 hour

Age:
4 years and up

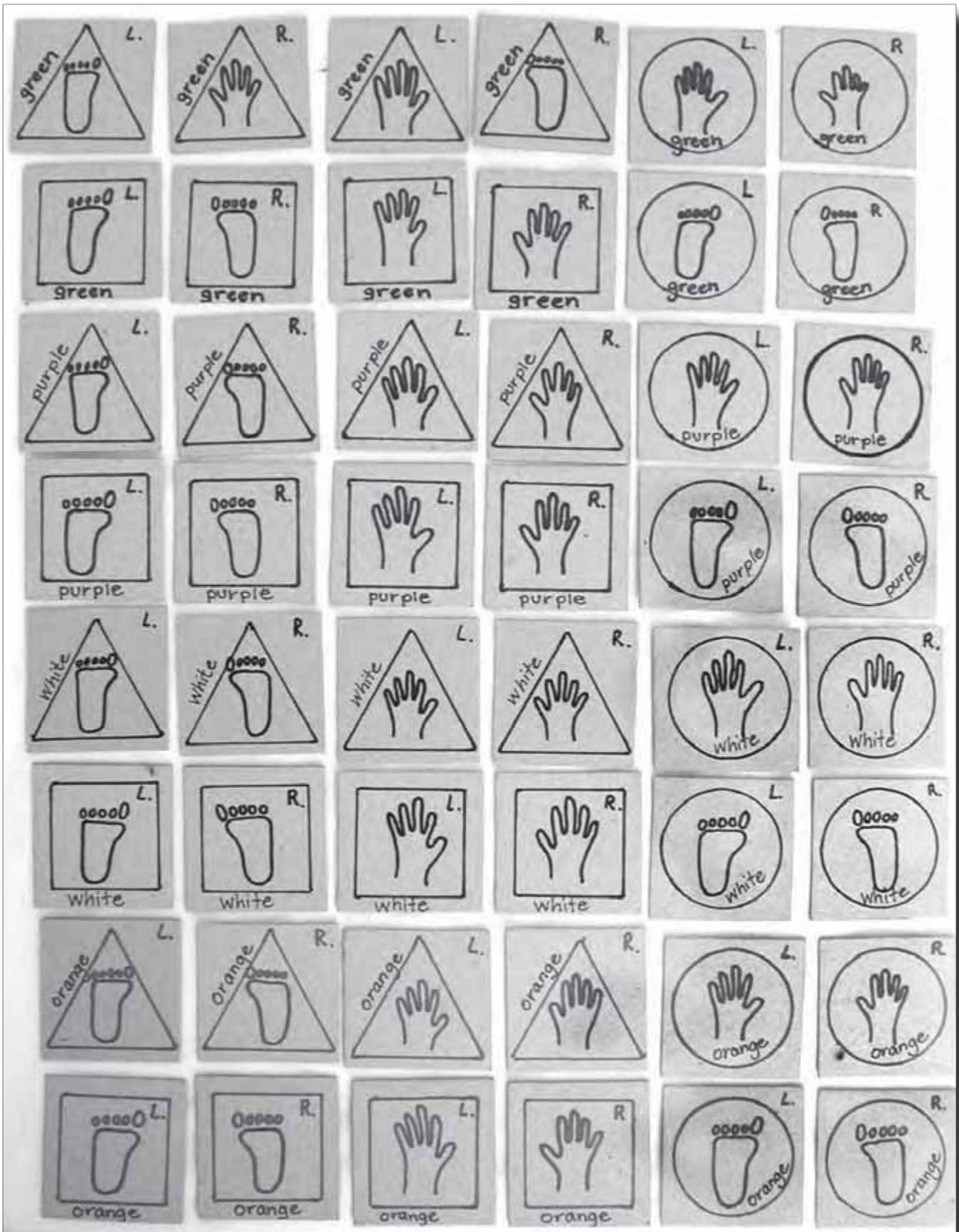
Number of players:
2 to 4

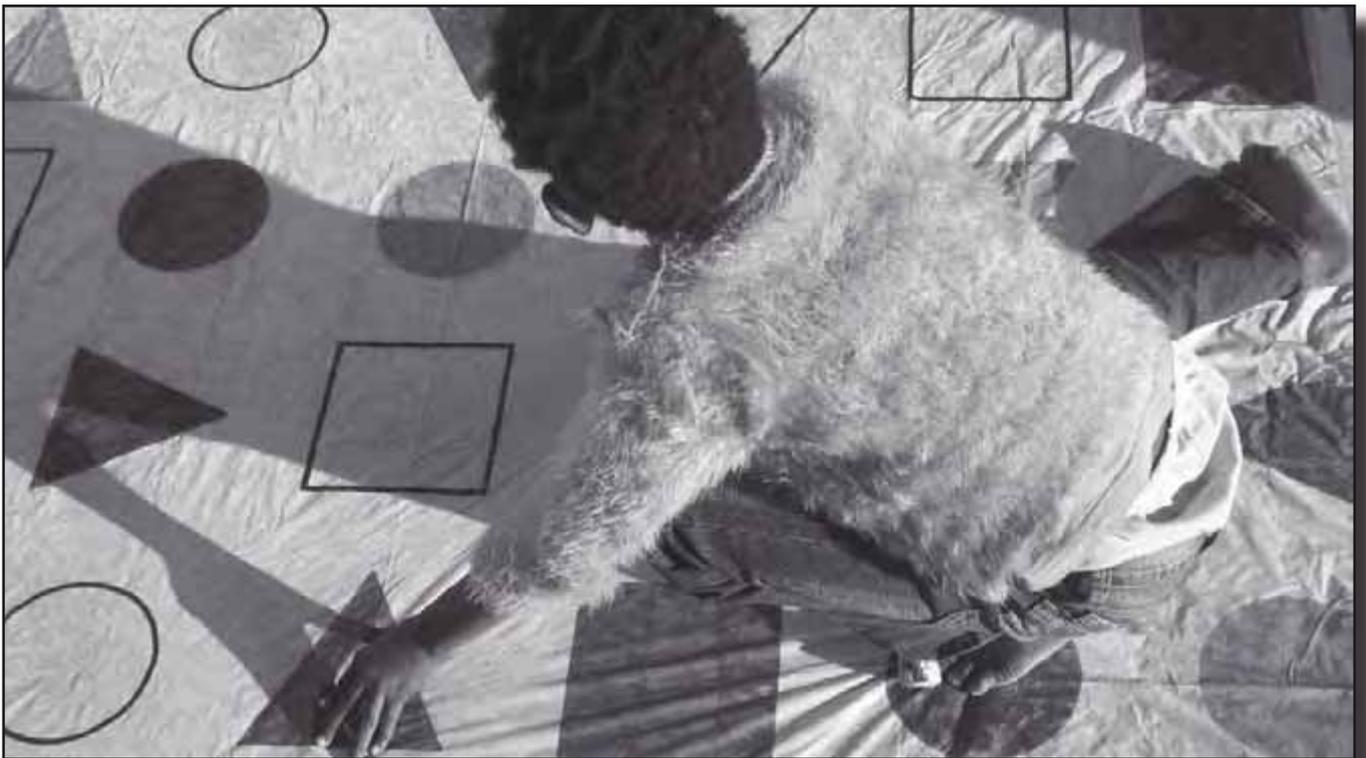
Materials needed to make the game:
Large piece of plastic (for example, an old shower curtain) or cardboard (for example, a large fridge box); coloured markers/koki pens or paint and brushes; small pieces of cardboard; a small sack or plastic bag; scissors.

How to make the game:
Draw different shapes in different colours all over the large plastic sheet or cardboard. (See photographs on page 61).
For each coloured shape, make small cards of the same colour, which indicate right hand, left hand, right foot, left foot. (See photograph on the following page.)
Put all these cards into the sack or plastic bag.

How to play the game:
One child is the caller. All the other children stand around the outside of the plastic sheet or cardboard.
The caller draws a card out of the sack or plastic bag and reads it out loud (for example, "left foot, purple triangle").
All the players must put their left foot on a purple triangle. (If there are not enough purple triangles, children may share one.)
The game continues with children putting their right and left hands and feet on different coloured shapes as the caller states.
After choosing a card, the caller reads it out loud then places the card back into the bag or sack.
Only a child's hands and feet may touch the shapes, so when a player falls down, he or she is out and leaves the game.
The game continues until there is only one child left, who is then the winner. The winner becomes the caller for the next game.

Cards for the caller:







MEMORY

Time needed to make the game:
1 to 2 hours

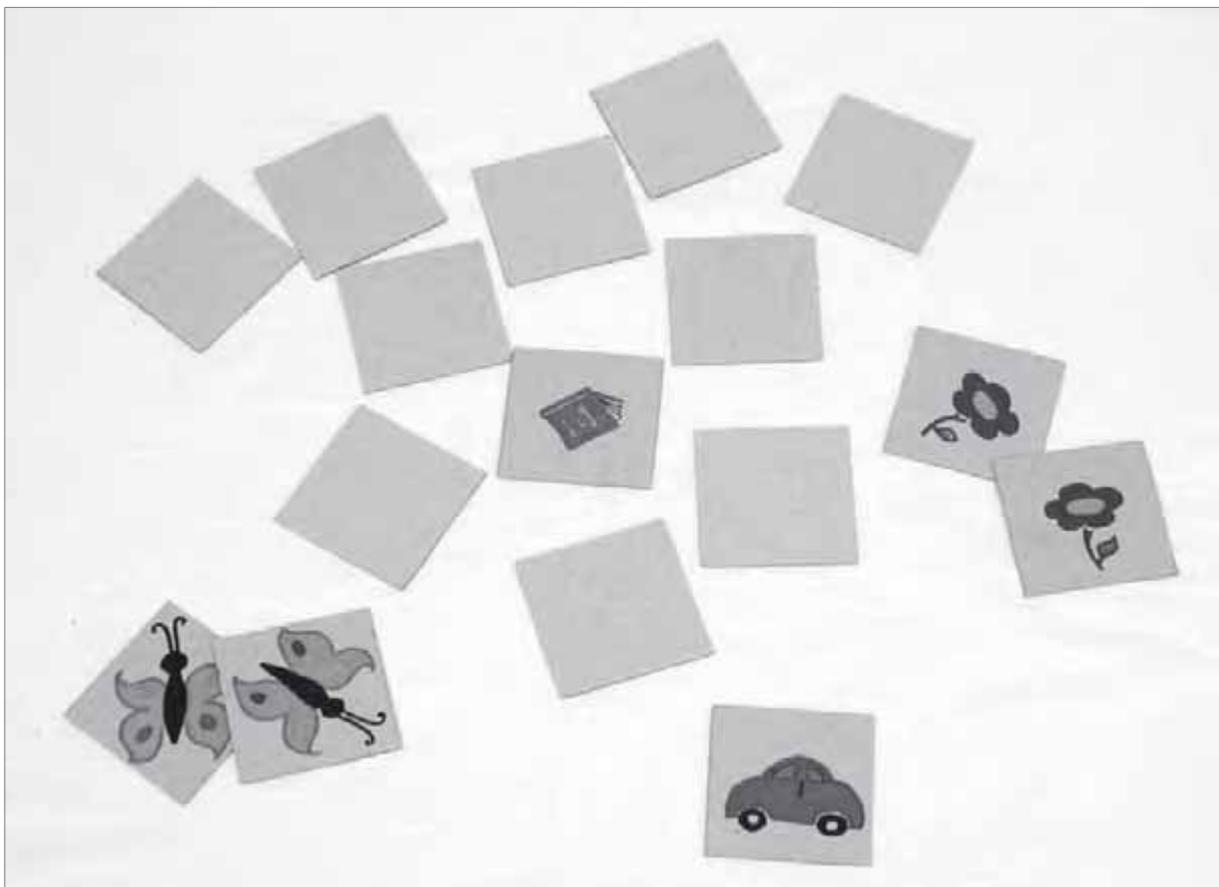
Time needed to play the game:
1/2 hour

Age group:
4 years and up

Number of players:
2 to 6

Materials needed make the game:
Thin cardboard that has no markings on either side;
coloured markers/koki pens; scissors.

How to make the game:
Cut out 32 cards, making sure that all 32 cards have no markings on either side.
Note: Use all 32 cards for older children (age 9 years and upward), but only use 12 cards for younger children (8 years and under).
Using your pen or marker, draw two identical pictures on two of the cards - for example, two happy faces, two trees, two crosses, two moons. (For more pictures see the appendix).



MEMORY



How to play the game:

Mix up the cards and spread them face down on a flat surface.

Make sure that the cards do not overlap.

Any player goes first, turning two cards over, picture side up.

If the two pictures match, the player collects the pair, and continues.

If the two pictures do not match, the player turns the cards face down again, and then the next child has a turn.

The game is over when all the pictures are collected.

The winner is the player who has collected the most pairs.

Here is a faster version for advanced players:

Mix the cards up and spread them face down on a flat surface.

Make sure the cards do not overlap.

Any player goes first, turning two cards over, picture side up.

If the pictures match, all players must try to put their hand on the card that was turned over first.

Whoever touches the card first gets the pair.

If the two pictures do not match, the player turns over one of the cards so you cannot see the picture any more. Then it is the next player's turn.

If the next player turns over a card with a picture that matches a card that is already overturned, then all players must try to touch the card that was overturned first.

If the player does not turn over a card with a picture that matches an already overturned card, then the player may turn over one more card. If there is a match, the children try to touch the first card in the match that was turned over.

If there is not a match, the player keeps one card face up, and turns the other cards face down.

The game is over when all the pictures are collected.

The winner is the player who has collected the most pairs.





TINS AND BALLS

Time needed to make the game:
1 hour

Time needed to play the game:
1 hour

Age group:
5 years and up

Number of players:
2 or more

Materials needed to make the game:
Empty tins (6 for each game); (5 small stones - one for each ball of the game);
egg boxes; newspaper; paint and brushes or white paper and a coloured marker/
koki pen.

How to make the game:

Write or paint the numbers 1 to 6 on the tins (or on a paper that is glued to the tin) - one different number on each tin.

Break the egg boxes into small pieces, and place the pieces in water until they are soft (mashed).

Take a handful of the mashed egg box and place a small stone in the middle.

Squeeze the egg box around the stone until all the water is out.

Roll the stone and egg box into a ball.

Tear a strip of newspaper and place glue on one side of it.

Cover the stone and egg box with the glued paper.

When covered, roll it in your hand to make a round shape or ball.

Allow the balls to dry. The game needs five balls. When the balls have dried, the game can be played.



TINS AND BALLS



How to play the game:

Place the tins slightly behind each other, or side by side, as in the photograph below.

A player stands 3 metres from the tins.

He or she tries to throw the balls into the tins - five balls for each turn.

Points are scored when the ball falls into a tin.

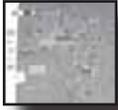
If the tin falls over stand it back up and continue with the game without awarding any points for that tin.

The number painted on the tin is the score gained from getting the ball into that tin. Both the facilitator and the children keep score.

At the end of the game, the children add up their own scores, while the facilitator checks them.

The winner is the player with the most points.





AFRICAN ADVENTURE

Time needed to make the game:
3 hours

Time needed to play the game:
1/2 to 1 hour

Age group:
6 years and up

Number of players:
2 to 4

Materials needed to make the game:

Stiff cardboard about 60cm x 60cm; thin cardboard (from a cereal box or something similar); coloured markers/koki pens; 4 bottle caps of different colours; scissors; ruler.

How to make the game:

Draw a large map of Africa on the stiff cardboard. (See photograph.)

Weave a path of 100 coloured squares (white, yellow, orange, red, green, blue, pink, purple, brown, black) from the north to the south of the map (that is, from the top to the bottom).

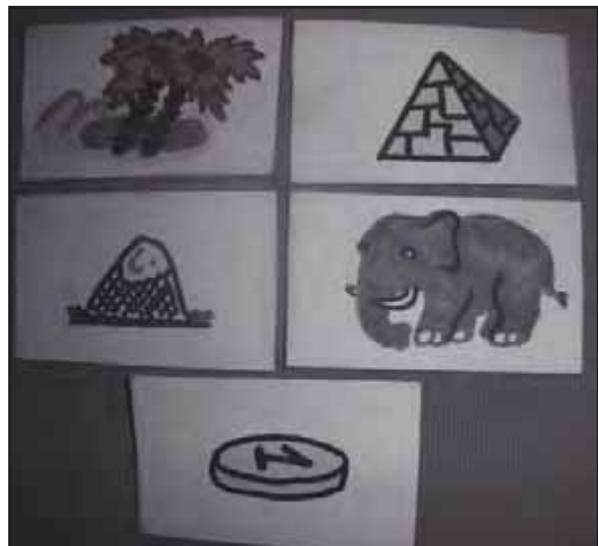
On some of the squares, draw or trace small pictures of African symbols or animals. (See photograph below for ideas.)

You can include one or two short cuts or paths between the squares, such as the tree branch that is drawn in the picture on the following page.

Using the thin cardboard, cut out 50 to 60 cards, each 4cm x 7cm.

Make five cards of each colour square that is on the board, plus one or two cards of each of the small pictures.

To decorate the map, you can draw or glue on pictures from newspapers or magazines.



AFRICAN ADVENTURE



How to play the game:

Mix up the cards and place them face down on the board, in one pile.

Each player picks a bottle cap marker and places it on the START place on the board. The children play in turn, one after another. Anyone can go first.

On each turn, a player picks up the top card from the deck and then moves his or her bottle cap to the next square of the same colour as the card.

If a player picks a picture card, he or she must move his or her bottle cap forward or backward to the square that matches the picture on the card.

If a player's bottle cap lands by exact count on a square that has a short cut, (such as the tree branch), the child should take the short cut to where it ends back on the coloured trail.

Two or more bottle caps may be on the same square at the same time.

The player who is the first person to reach Namibia is the winner.





SNAKES AND LADDERS

Time needed to make the game:
2 hours

Time needed to play the game:
1/2 to 1 hour

Age group:
6 years and up

Number of players:
2 to 4

Materials needed to make the game:
Stiff cardboard, approximately 50cm x 50cm; ruler; coloured markers/koki pens; 4 bottle caps of different colours; one die. (To make dice, see page 11.)

How to make the game:

On the big cardboard draw a large square, approximately 40cm x 40cm, and divide it into 100 smaller squares. Each square should be about 4cm x 4cm. Number the squares from 1 ("start") to 100 ("finish"), from the bottom row up to the top. (See photograph.)

On the board draw 8 snakes and 8 ladders of various sizes. Note: Be sure to keep the head of the snake above the tail, meaning that the head will be on a square with a higher number than the tail.

If you don't have a die, you must make one. (See page 11.)

How to play the game:

All players put their bottle caps on START.

Anyone can go first by rolling the die.

The player advances by the number that is shown on the die.

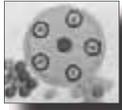
If the player lands on a square with the bottom step of the ladder, he or she goes up the ladder.

If the player lands on a square with the head of a snake, he or she must slide down the snake to the square with the tail.

There may be two or more players on the same square.

The winner is the first one to reach the FINISH.





LUCKY SIXES

Time needed to make the game:

$\frac{1}{2}$ hour

Time needed to play the game:

$\frac{1}{2}$ hour

Age group:

6 years and up

Number of players:

2 to 4

Materials needed to make the game:

Any container with a lid; knife or scissor; 40 bottle caps; coloured marker/koki pen; one die. (To make dice, see page 11.)

How to make the game:

Cut a hole in the centre of the lid large enough for the bottle caps to fit into it. Around the edge of the lid, write the numbers 1 to 5 and put a circle around each of them.

If you don't have a die, you must make one. (See page 11.)

How to play the game:

The objective of the game is to be the first player to get rid of his or her bottle caps. Each child begins with 10 bottle caps.

The first player rolls the die.

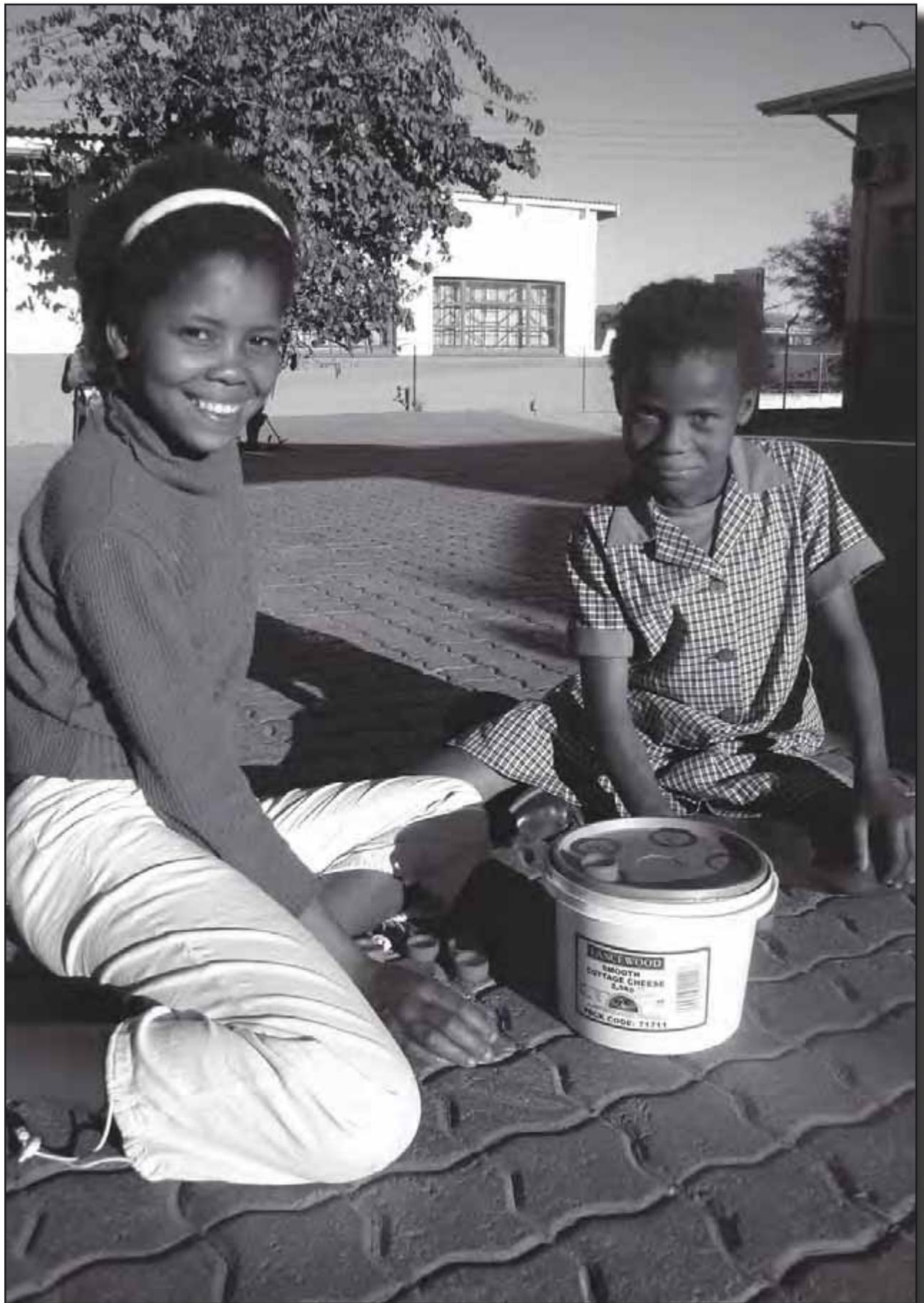
If a 6 is rolled, he or she puts a cap into the hole.

If the child gets any other number, he or she puts a cap down on top of the corresponding number.

The turn continues until the child rolls a number that already has a cap on top of it. When this happens, the child must take that cap and his or her turn ends.

The winner is the first child who has no caps left in his/her hand because they are all on the lid or in the hole.







SHAPE PICTURES

Time needed to make the game:
2 hours

Time needed to play the game:
1 hour

Age group:
7 years and up

Number of players:
1 or more

Materials needed to make the game:
Thin cardboard; coloured markers/koki pens; ruler or straight edge;
scissors.

How to make the game:
Using the patterns on the next page, draw 6 of each shape.

Cut them out, and colour them as follows:

- The hexagons (the six sided shape) = red
- The squares = blue
- The fat diamonds = yellow
- The thin diamonds = white
- The triangles = green
- The trapezoids (the hexagon cut in half) = purple.

Note: Each child who is playing the game will need 6 of each of the 6 shapes, thus 36 pieces per player.

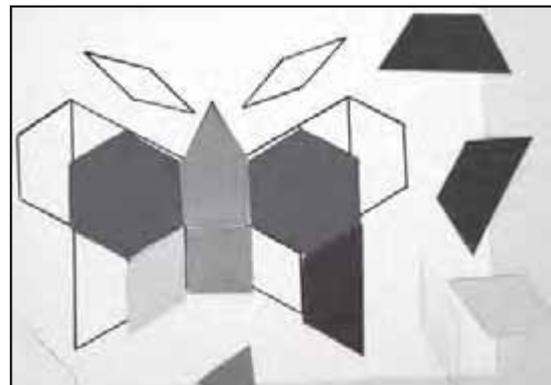
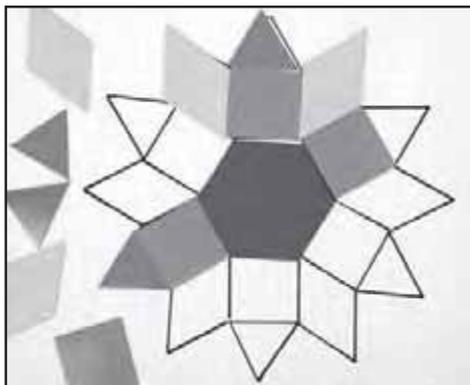
How to play the game:

The objective is to make a picture using the six different geometric shapes. The pieces must lie flat. They may touch but never overlap.

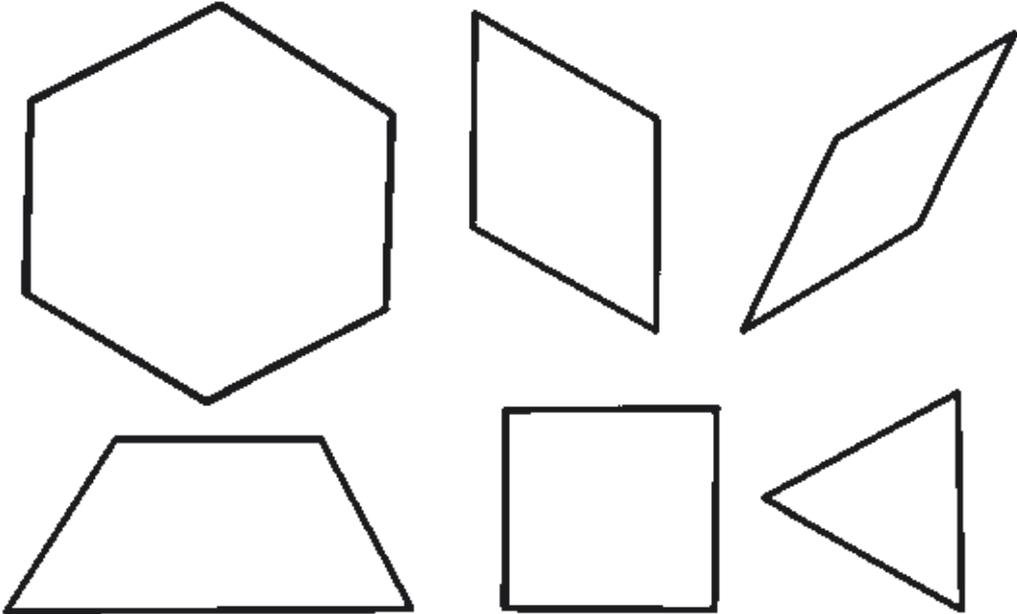
Choose any picture from the appendix or design your own.

Each player can try to form the picture by him or herself, or with a partner.

If the children want to compete, they can have an opponent. The first child who makes the picture correctly is the winner!



SHAPE PICTURES





SPELL THE PICTURE

Time needed to make the game:
2 to 3 hours

Time needed to play the game:
1 hour

Age group:
7 years and up

Number of players:
2 to 4

Materials needed to make the game:
Stiff cardboard; 8 or more sheets of white paper; coloured pencils or crayons or coloured markers/koki pens; cello tape (sticky tape); scissors; ruler.

How to make the game:

Divide at least 8 sheets of paper into four equal rectangles and cut them out, approximately 21cm x 29cm. This will give you 32 rectangles in total, but you can make more if you want.

On each rectangle, draw a simple picture at the top and write the name of the picture at the bottom.

Examples can be "mop, bird, bug, house, hat, shirt, pail, worm, pencil, corn."

For ideas, see the pictures in the appendix.

Make sure that each picture does NOT have repeating letters such as the words, "book, tree or door."

Colour in the pictures.

Use the stiff cardboard and cello tape to make a holder for the pictures, so that the word at the bottom is hidden when they are placed in the holder.

You can do this by folding the cardboard so that the height at the front is just above the letters. (See photograph.) Another option is to cut a small box and remove the top. Cut 26 small squares (2cm x 2cm) out of the cardboard, and write the letter "a" on one, "b" on another, "c" on the next, and so on until you have finished the entire alphabet.

How to play the game:

Mix the picture cards and put them into the holder, making sure that you cannot see the word at the bottom of each one.

The first player looks at the picture, says its name, and then attempts to spell it with the small cardboard letters.

When finished, he or she pulls the card out of the holder and checks the spelling.

If the player has spelled the word correctly, he or she keeps the card.

If it was spelled incorrectly, the card is returned to the back of the holder.

Then it is the next player's turn.

When all the cards have been removed from the holder, the players count their cards. The winner is the one with the most cards.

SPELL THE PICTURE



How to play the game with younger children:

If a child can recognize the letters, but cannot spell the words, this game can be simplified. He or she can take the card out of the holder, see how it is spelled, and then pick out the corresponding letters to spell it correctly.

How to play the game with more advanced players:

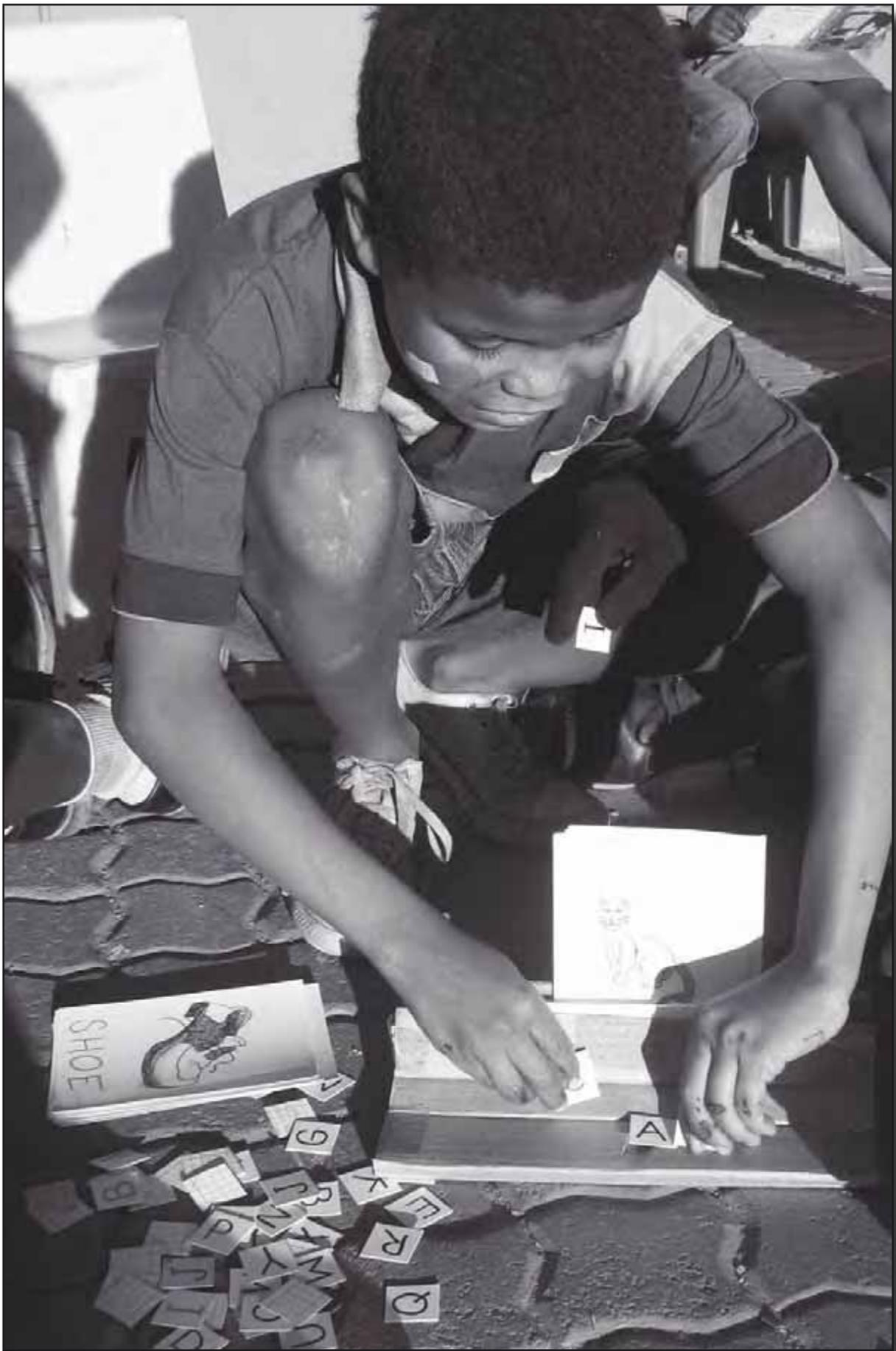
If two or more children are playing, each child can have the letters "a" to "z" in front of him or her. The players compete to see who can correctly spell the word the fastest. The first one done pulls the card out of the holder, and all players check the spelling.

If the fastest player has spelled the word correctly, that player keeps the card. If it is spelled incorrectly, that player must miss out on the next picture.

When all the pictures have been removed from the holder, all of the players count their cards. The winner is the one with the most pictures.

Note: If you are going to play the game this way you must make one set of letters (a to z) for each player.





GAME OF LUCK



Time needed to make the game:
2 hours

Time needed to play the game:
1 hour

Age group:
8 years and up

Number of players:
2 to 4

Materials needed:
Stiff cardboard 30cm x 30cm, 6 or more pieces of thin cardboard (like cereal boxes); ruler; thin marker or pen; school text book or dictionary or encyclopaedia; 4 bottle caps of different colours for game pieces; scissors; one die. (To make dice, see page 11.)

How to make the game:
On the stiff cardboard draw 100 squares, each 3cm x 3cm.
Number each square: Number 1 at the bottom is Start; the last number at the top is Finish. (See photograph on page 79.)
After every 6 to 8 squares write: "Take a luck card."

If you don't have a die, you must make one. (See page 11.)

Cut out 30, 5cm x 10cm pieces from the thin cardboard, on which you write the questions for the game, giving three answers, with the correct one underlined. You can make more than 30 cards if you want. It is helpful to get the children to make up the questions. (They can use a dictionary, encyclopaedia and school text books for references.)

On each luck card write at the bottom, "If you answer the question right move 3 forward; if wrong 4 back." Change the number of squares that the player has to move forward or back, if he or she gives the right or wrong answer.

Many different question cards can be made so that the game can be used for any subject, e.g. maths, science, history, geography, English, etc.

Note: You can also make a more difficult set of questions for older players. If different ages play together, then older children can use one set of questions and younger children another set.



GAME OF LUCK



How to play the game:

Each child chooses a different coloured bottle cap to move on the board.
Any player begins by rolling the die, and moving the number of spaces shown.
Each player takes one turn.

When a six is rolled, the child gets to roll the die again, adding the two numbers together, that is, 6 plus the second number rolled.

There may be two or more players on the same square.

When a child lands on a square that says "take a luck card", the next player picks up the top card and asks the question to the player whose turn it is.
The child who landed on the square follows the instructions on the card, depending on whether he or she answered the question right or wrong.

To end the game, a player must roll the correct number on the die to reach number 100, the "FINISH".

Game of Luck 🍀 ⭐ ❤️

100	99	98	97	96	95	94	93	92	91
	Take a luck card						Take a luck card		
81	80	79	78	77	76	75	74	73	72
		Take a luck card					Take a luck card		
61	60	59	58	57	56	55	54	53	52
			Take a luck card						Take a luck card
41	40	39	38	37	36	35	34	33	32
			Take a luck card						
21	20	19	18	17	16	15	14	13	12
			Take a luck card			Take a luck card			Take a luck card
1	2	3	4	5	6	7	8	9	10
START							Take a luck card		

Luck Card ❤️

10. What is the currency of South Africa?
a) Dollar
b) Pound
c) Euro
Answer correct: move 4 forward
Answer wrong: move 4 back

10. Which colour do you get if you mix yellow and blue?
a) orange
b) brown
c) green
Answer correct: move 5 forward
Answer wrong: move 5 back

11. A baby lion is called a...?
a) cub
b) puppy
c) kitten
Answer correct: move 1 forward
Answer wrong: move 1 back

11. Which animal belongs to the big five?
a) snake
b) tiger
c) rhino
Answer correct: move 6 forward
Answer wrong: move 6 back

11. What is the first line of Louis's national anthem?
a) British land of the brave
b) Freedom fight for love and
c) We love thee
Answer correct: move 5 forward
Answer wrong: move 5 back

11. What is the capital of Somalia?
a) Copenhagen
b) Ottawa
c) Hargeisa
Answer correct: move 7 forward
Answer wrong: move 7 back



TIC, STACK, TOE

Time needed to make the game:

$\frac{1}{2}$ hour

Time needed to play the game:

$\frac{1}{2}$ hour

Age group:

8 years and up

Number of players:

2

Materials needed to make the game:

4 small cans; 4 medium cans; 4 large cans; (each set of 3 tins must fit inside each other); stiff cardboard (45cm x 45cm); marker/koki pen; ruler.

How to make the game:

With the coloured marker/koki pen make an "X" on the bottom of two small, two medium and two large cans.

Put an "O" on the bottom of the other 6 cans.

Take the stiff cardboard and draw nine 15cm x 15cm squares on it.



TIC, STACK, TOE



How to play the game:*

Each player takes turns putting or moving his or her cans onto the board.

There are three ways of doing this:

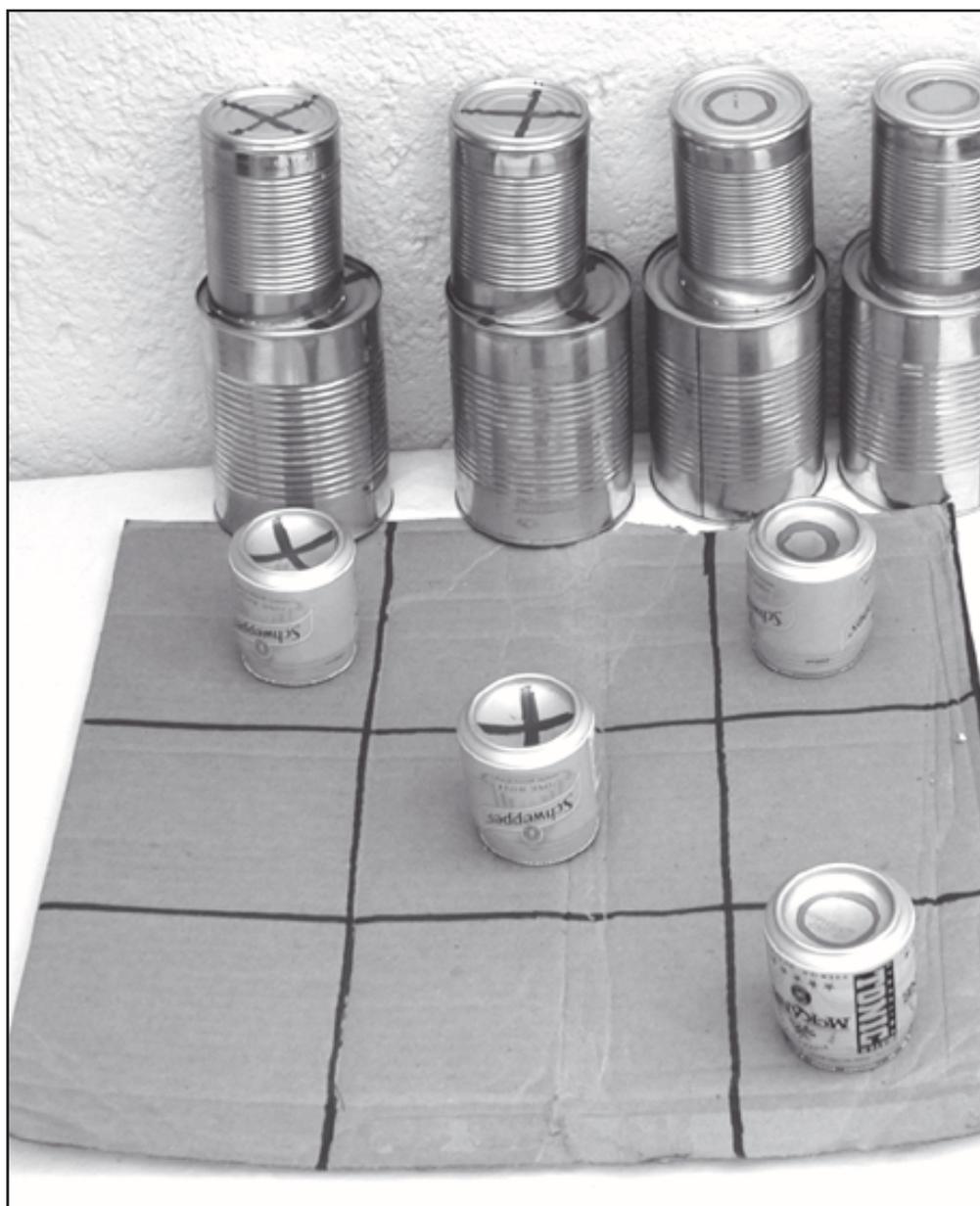
-When it is the player's turn, he or she can take a can from his or her hand, and place it on the board...

-Or, the player can move one of his or her pieces that is already on the board to an empty square...

-Or, the player can cover up a smaller can of his or her opponent.

The first person to get three in a row is the winner!

*This game was adapted with permission from "Gobblet Junior", created by Thierry Denoual, copyright 2003, Blue Orange Games Co., USA.





ALPHABET BINGO

Time needed to make the game:
2 hours

Time needed to play the game:
1 hour

Age group:
8 years and up

Number of players:
2 or more (as many children as you have BINGO cards)

Materials needed to make the game:

One big cardboard, 30cm x 40cm, plus other cardboard pieces for individual BINGO cards and alphabet squares; coloured markers/koki pens (red, yellow, blue, green and black); ruler; sack or plastic bag; seeds, small stones or bottle caps; scissors.

How to make the game:

Cut the many cardboard pieces into rectangles, 16cm x 20cm, for BINGO cards. Draw lines 4cm apart to make 20 squares on the card, each 4cm x 4cm. (See photograph on page 83.)

Write the word "B I N G O" at the top of the card, in black, so that you have 16 empty squares below for the letters.

Write any letter of the alphabet, in each square on the card, in yellow, red, green or blue. Make sure that you use different colours for different letters. Make as many cards as you need, so that each child has at least one card, and make every card different.

Take another piece of cardboard and cut it into 104 small, equally sized pieces (2cm x 2cm).

Take the blue marker and write the letters "a" to "z", one letter on each little piece of cardboard. Do the same with the yellow, red and green marker.

Put all these into the plastic bag or sack.

Take your big piece of cardboard (30cm x 40cm), and draw 104 small squares on it (3cm x 3cm). Write the letter "a" in yellow, green, blue and red.

Do the same for the letter "b" and go all the way through the alphabet until you get to letter "z". (See photograph on the next page.)

continued 

ALPHABET BINGO



How to play the game:

Give each player at least one card, and put out stones, seeds or bottle caps so that everyone can reach them. One person is selected to be the caller.

The caller holds the plastic bag or sack full of alphabet letters and has the big cardboard with the letters A to Z (in 4 colours) in front of him or her.

Without looking into the bag, the caller pulls out any letter, calls it out loud (for example, "red Y", "green H" or "blue G", etc.), shows it to the players, and then places it down on the correct square on the big cardboard.

If a player has that coloured letter on his or her BINGO card, the player covers it with a stone, seed or bottle cap.

If the player does not have that coloured letter, he or she does nothing.

The game continues until a player gets four letters covered in a row, either vertically (up and down), horizontally (side to side) or diagonally (from one corner to the other corner).

When a player has four in a row, he or she yells out "BINGO" and the play stops.

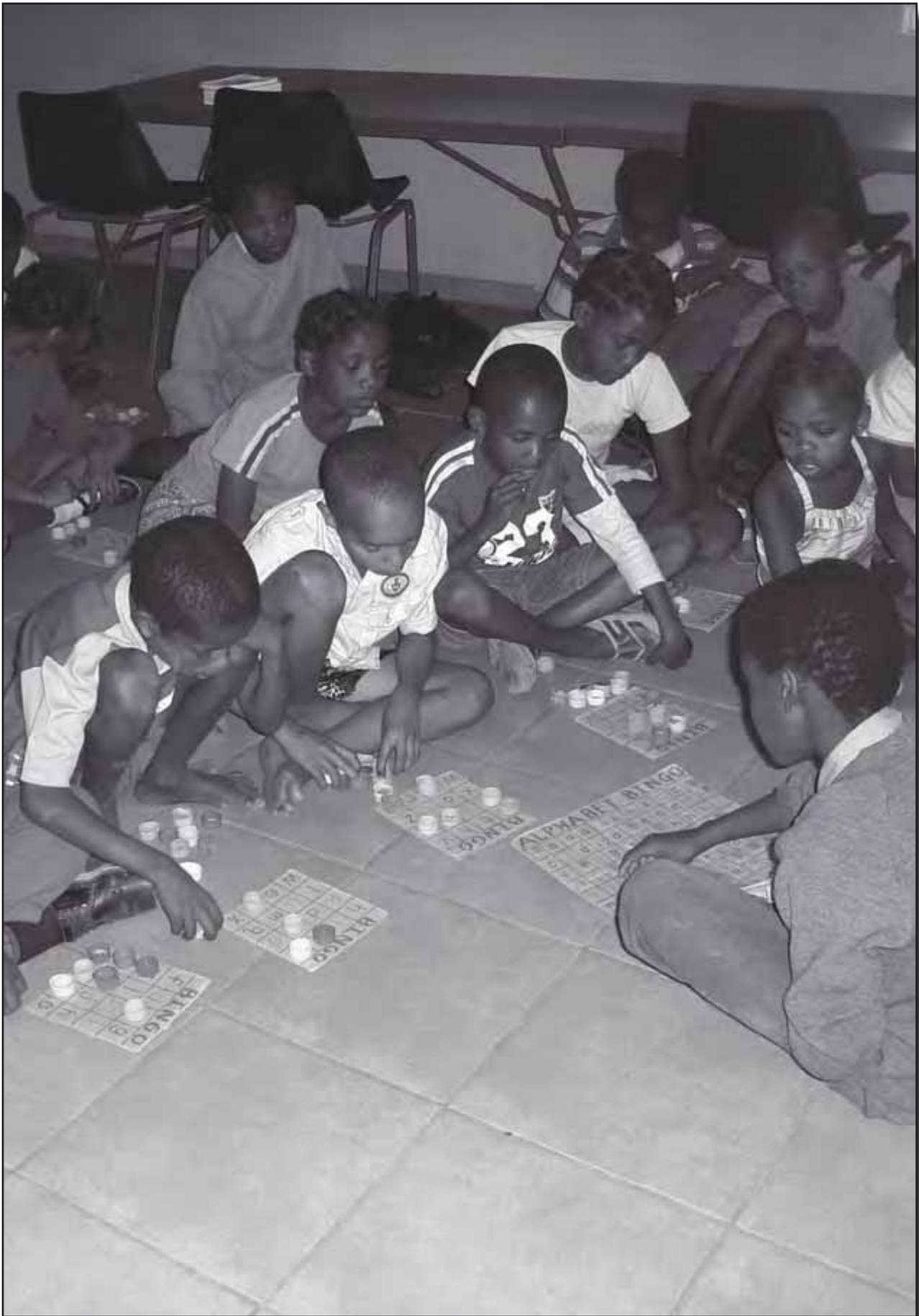
The player calls out the four coloured letters, and the caller confirms on the big cardboard if he or she has indeed called those four.

If the player does not have a BINGO, the game continues, and that player is no longer eligible to win.

If the player does have a BINGO, that player is the winner. Then everyone removes the stones, seeds or bottle caps and a new game begins.

The winner puts all the little alphabet letters back into the sack or plastic bag and becomes the caller for the next game.





NUMBER BINGO



Time needed to make the game:
2 hours

Time needed to play the game:
1 hour

Age group:
8 years and up

Number of players:
2 or more (as many children as you have BINGO cards)

Materials needed to make the game:
One big cardboard (30cm x 30cm) plus other cardboard pieces for individual BINGO cards and number squares; marker/koki pen; ruler; sack or plastic bag; seeds, small stones or bottle caps; scissors.

How to make the game:

Cut the many cardboard pieces into rectangles, 20cm x 24cm, for BINGO cards. Draw lines 4cm apart to make 30 squares on the card, each 4cm x 4cm. (See photograph on page 87.)

Write the word "B I N G O" at the top of the card, so that you have 25 empty squares below for the numbers.

Write any number, from 1 to 100 in the squares, making sure you do not repeat the number.

Make as many cards as there are children playing, so that each player has at least one card, and make every card different.

Take the additional cardboard and cut it into 100 small, equally sized pieces (2cm x 2cm).

Write "1" on the first piece, "2" on the next, and continue until you have written the numbers 1 to 100, each little piece having one number on it.

Put these pieces into a sack or plastic bag.

Take the big piece of cardboard, (30cm x 30cm), and make 100 squares on it that are 3cm x 3cm. Write the numbers 1 to 100 on it.

(See photograph on page 87.)

continued



NUMBER BINGO



How to play the game:

Give each player at least one card, and put out stones, seeds or bottle caps so that everyone can reach them. One person is selected to be the caller.

The caller holds the bag full of numbers and has the big cardboard with numbers 1 to 100 in front of him or her.

Without looking into the bag, the caller pulls out any number, calls it out loud, shows it to the players, and then places it down on the same number on the big cardboard.

If a player has that number on his or her card, the player covers it with a stone, seed or bottle cap.

If the player does not have that number, he or she does nothing.

The game continues until a player gets five numbers covered in a row, either vertically (up and down) horizontally (side to side) or diagonally (from one corner to the other corner).

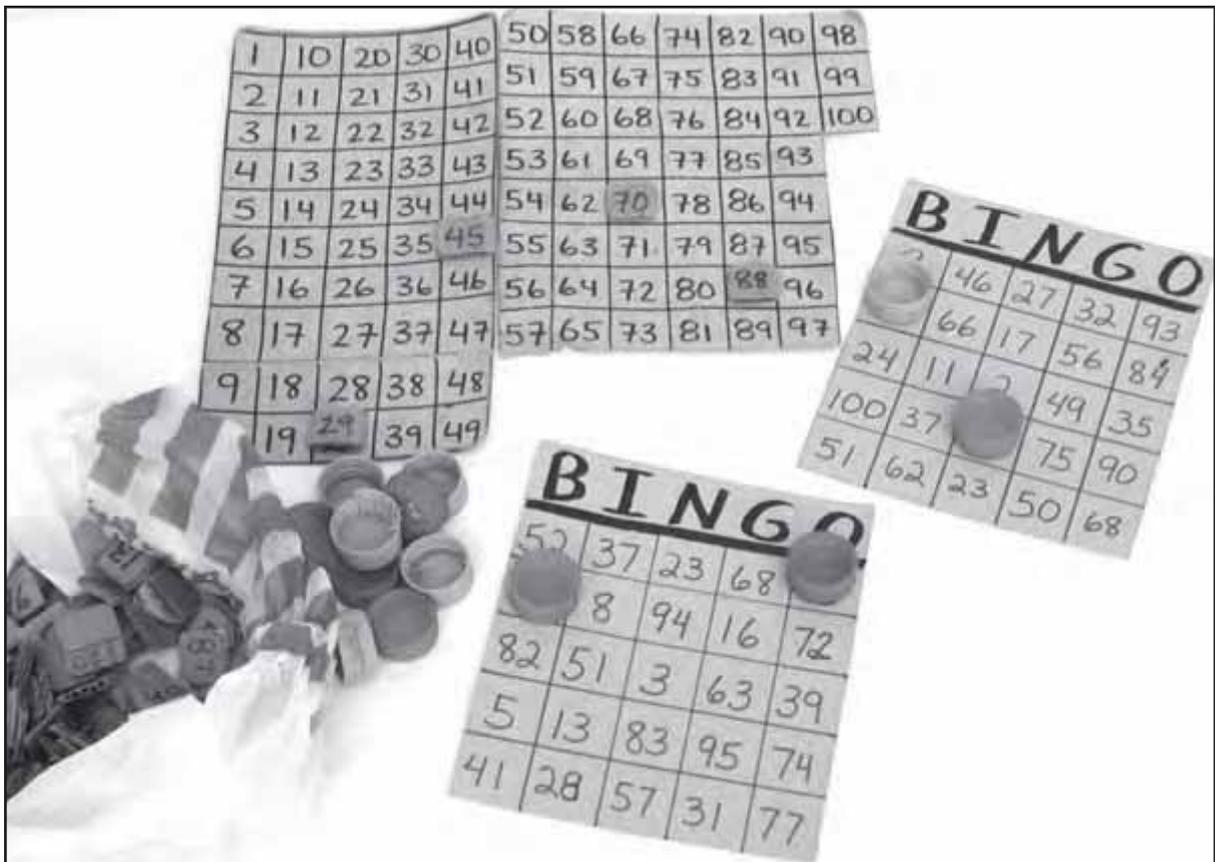
When a player has five in a row, he or she yells out "BINGO" and the play stops.

The player calls out the five numbers, and the caller confirms from the big cardboard if he or she has indeed called those five.

If the player does not have a BINGO, the game continues, and that player is no longer eligible to win.

If the player does have BINGO, that player is the winner. Then everyone removes the stones, seeds or bottle caps and a new game begins.

The winner puts all the numbers back into the plastic bag or sack and becomes the caller for the next game.





BOBBLING BOTTLES

Time needed to make the game:
1 hour

Time needed to play the game:
1 hour

Age group:
8 years and up for the letter version; 5 years and up for the picture version.

Number of players:
2 or more (as the children can play in teams)

Materials needed to make the game:
104 plastic 500 ml. bottles; markers/koki pens; two large cardboard boxes;
stiff paper or thin cardboard; scissors.

How to make the game for older children (8 years and up):
On four plastic bottles, write the letter "A" with a marker. Write the letter "B"
on four more and continue until you have written the entire alphabet.
Put two of each letter in each large cardboard box. (When you are finished, you
should have two of each letter of the alphabet in each box).
Cut the stiff paper or thin cardboard into 100 rectangles, each 15cm x 5cm.
On each of the 100 cards, write a different word, consisting of 4 to 8 letters,
but no word can have more than two of the same letter in it. (For example, "ball"
is fine with two L's, but "scissors" is not because it contains more than two S's.)

How to adapt the game for younger children (ages 5 and up):
Instead of putting letters on the bottles, you draw a picture on each bottle,
or draw it on paper and tape the paper to the bottle.
You can copy or trace pictures from the appendix of the book.
You always need two bottles with the same picture - one that goes into each
large cardboard box.



BOBBLING BOTTLES



How to play the game for the older children:

Divide the children into two teams.

Place the boxes about 5 metres away from the children.

The children stand in a line. The instructor, or one child, is the caller.

The caller mixes up the word cards and picks the one on top.

The caller reads the word out loud.

At that moment, the first two players from each team run to their box and begin searching as fast as possible to find the letters that make up that word.

They place the bottles on the ground in front of the box so that the word is spelled out with the bottles.

They run back to their line.

The team which has correctly spelled the word first, gets a point. The bottles are then put back into the box.

The first team to get 25 points is the winner.

How to play the game for younger children:

Divide the children into two teams.

Place the boxes about 5 metres away from the children.

The children stand in a line. The instructor, or one child, is the caller.

He or she calls out one of the pictures that is in the boxes, for example, "star" or "house" or "happy face."

The first child in each line runs and tries to find the bottle with that picture on it.

The child who is first to find the correct bottle and put it in the hand of the caller gets a point for his or her team.

The first team to get 25 points is the winner.

Note:

Instead of bottles, you can use toilet paper rolls or paper towel rolls. You can either draw a picture or put a letter directly on the roll, or on a piece of paper that you wrap around the roll.





DOUBLE SIX DOMINOES

Time needed to make the game:

1 hour

Time needed to play the game:

1/2 hour

Age group:

8 years and up

Number of players:

2 to 4

Materials needed to make the game:

Thin cardboard that has no markings on either side; marker/koki pen; ruler; scissors.

How to make the game:

Cut out 28 rectangles, all 3cm x 6cm.

Draw a line across the middle of each rectangle, and then draw the dots.

(See picture on the following page to draw the dots on the dominoes.)

How to play the game:

To begin a game, the dominoes are placed face down on the table and mixed up. Each player takes seven dominoes and holds them in his or her hand, hidden from the other players' view.

The player with the double six domino goes first. If no one has double six, the player with the double five domino goes first (etc.).

The next player must play a domino that has a six (or a five) and set it down with the matching end touching.

The game continues with each player placing a domino down on either end of the "chain" so that it matches. For example, if there are four dots at the end of the chain, it must be connected to a domino with four dots, and so on.

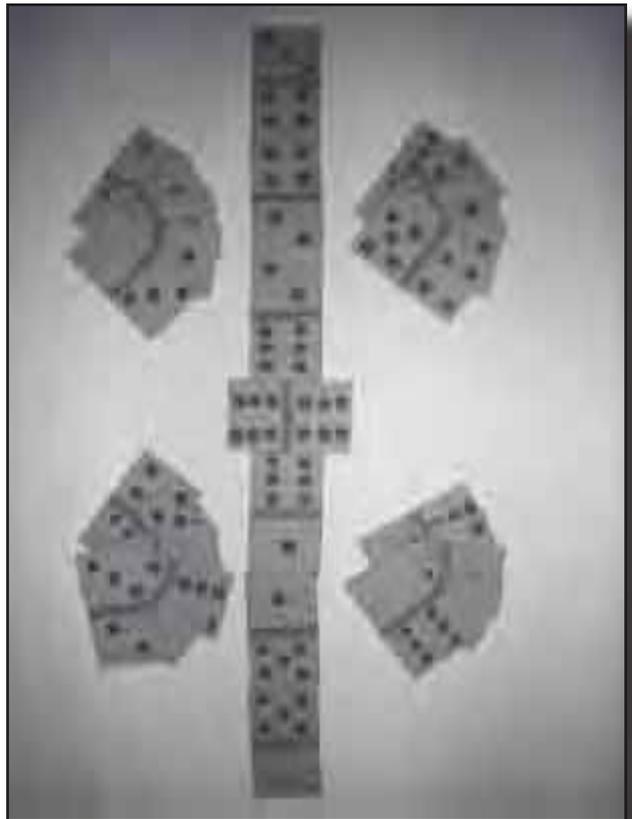
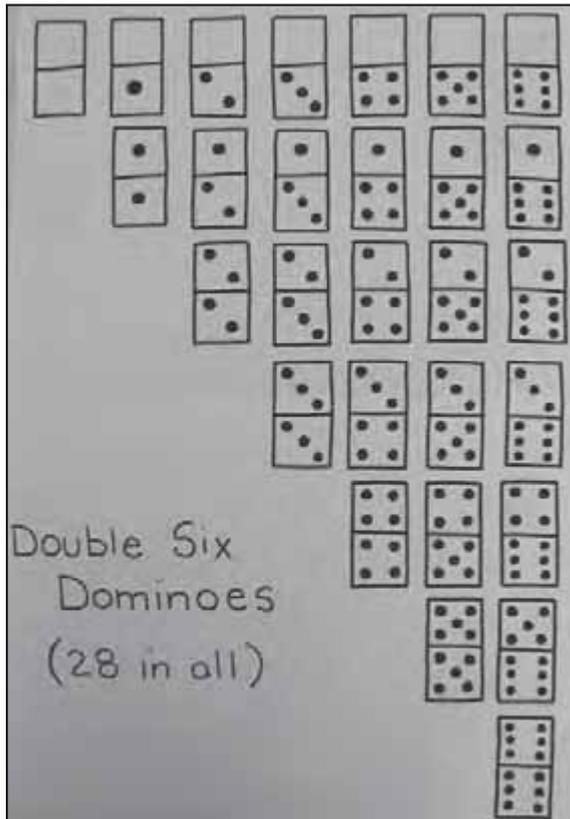
A player who cannot continue the chain must pick a domino from the pile of extras. If there are no extras left, he or she must pass.

The objective of the game is for each player to get rid of his or her dominoes.

The player who gets rid of his or her dominoes first, wins.

A bit of history:

Dominoes was first played in China hundreds of years ago!





THREE IN A ROW

Time needed to make the game:

$\frac{1}{2}$ hour

Time needed to play the game:

$\frac{1}{2}$ hour

Age group:

8 years and up

Number of players:

2

Materials needed to make the game:

Stiff cardboard, 45cm x 45cm; ruler; marker/koki pen; 18 bottle caps (9 of one colour and 9 of another colour).

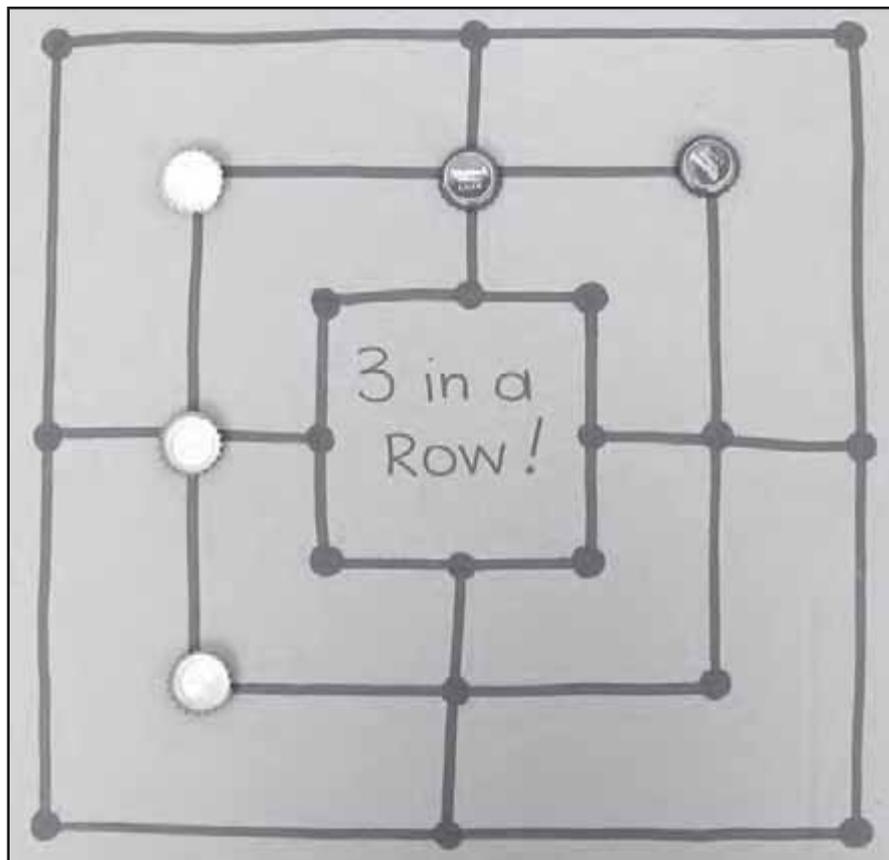
How to make the game:

Draw three concentric squares on the cardboard, the biggest one being just inside the perimeter of the cardboard, the medium one being 10cm in from the large one, and the small one in the centre.

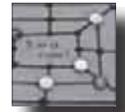
Draw small circles on the corners of all three squares.

In the middle of each straight line, draw a small circle.

Connect the three squares via those middle circles. (See picture below.)



THREE IN A ROW



How to play the game:

Each player begins the game with 9 bottle caps of the same colour.

The players take turns by placing their bottle caps, one at a time, on the board on the small circles.

In choosing where to place the bottle caps, each player should try to get three in a row of his or her colour, while also blocking the other player from doing the same.

When a player gets three in a row, that player can remove one of the opponent's bottle caps, which stays off the board for the remainder of the game.

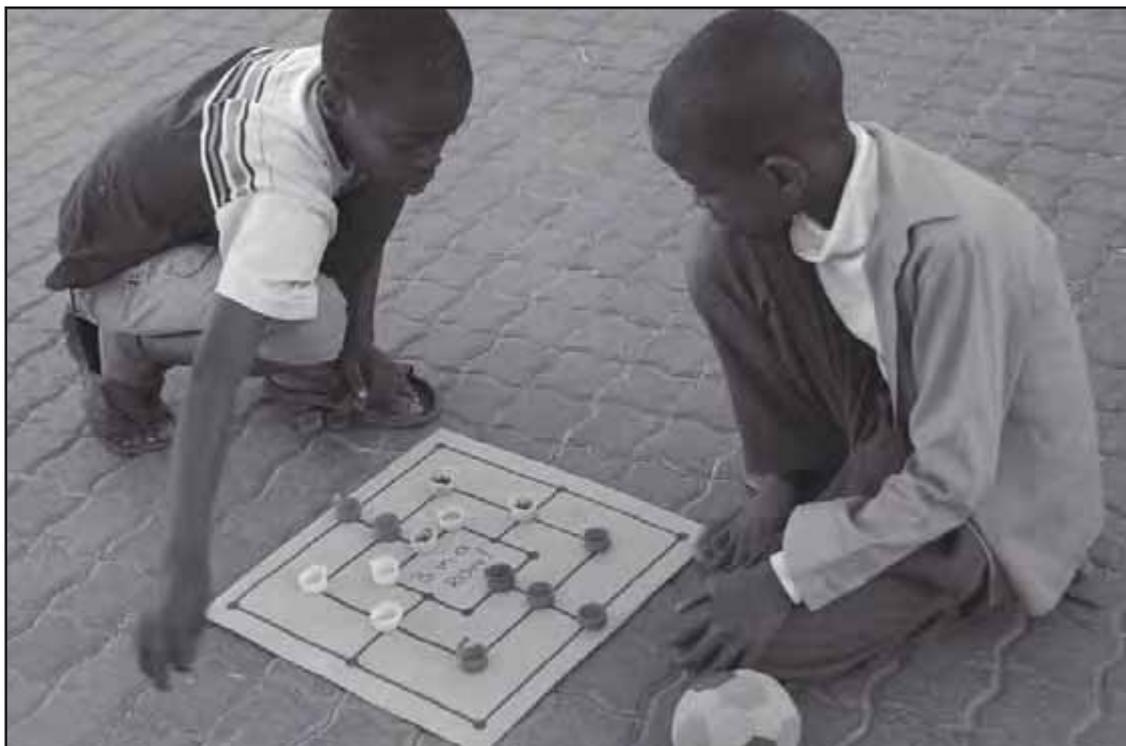
When both players have placed all 9 of their bottle caps on the board, they take turns sliding the bottle caps - one at a time - from one circle to another, always trying to get three in a row. It is only permitted to slide from one circle to another, following the lines on the board.

Once a player has only 3 bottle caps left on the board, he or she may take any one of those 3 and place it on any vacant circle by jumping.

The winner of the game is the player who is the first to capture 7 of the opponent's bottle caps. (If the opponent only has two bottle caps left on the board, the other player is the obvious winner because the opponent can no longer make three in a row!)

A bit of history:

Thousands of years ago, the pharaohs in Egypt played something similar to this game. It is extremely popular in Germany where it is called Mühle, and it is also played widely in Southern Africa.





OWELA

Time needed to make the game:
This depends on how you make it

Time needed to play the game:
1 hour or more

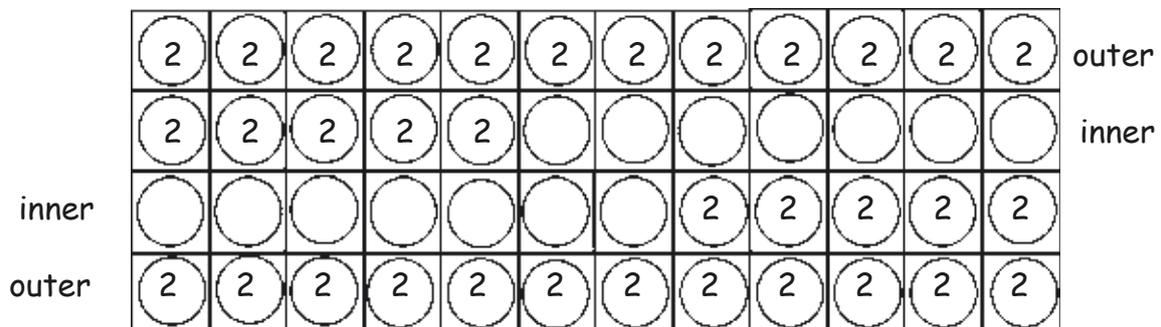
Age group:
8 years and up

Number of players:
2

Materials needed to make the game:
Game board from egg boxes, wood or a flat earth surface; at least 44 small stones (or more depending on the board size).

History:
Almost all cultural groups in Namibia play this game, which is called Owela in Oshiwambo, Onyuné in Oshihherero, //Hus in Damara>Nama, and Mulabalaba in Subiya. There are several different versions, so chances are that the children you work with, or their caregivers, will be able to help explain the different rules.

How to make the game:
To build an Owela board, use a wooden board, or a few large egg boxes put together, or dig small holes in the ground.
The arrangement you want is of 4 long rows and an even number of columns (short rows across), of at least 8 and no more than 32.
(See the illustration below.)
The number of columns depends on the skill of the players.



Player A owns the top two rows, and player B owns the bottom two rows.

OWELA



How to play the game:

The game is set at the beginning by placing two stones in all of the holes of the outer rows and into the holes of the inner rows beginning from the right side of each player until in the middle there is left a 2 by 2 square of holes that have no stones from either player. The goal of the game is to accumulate so many stones in your own rows, that your opponent can no longer make a move. (See stop rule at the end.)

1. Select which player begins.
2. The player selects a hole with 2 or more stones from his/her own rows so that, when the player distributes these stones one by one counter-clockwise into the next holes, the last stone will be dropped into any hole of his/her inner row. (If this is not possible, see Stop rule.)
3. The player then checks which of the following three conditions applies:
 - ° If the last stone falls into an empty hole, the other player continues the game, beginning at step 2.
 - ° If the last stone falls into a hole in the inner row that already has stones in it, then the player checks if the corresponding hole of the opponent's inner row also has at least one stone in it. If yes, the player picks up all the stones from the opponent's two holes in the same column and adds them into his or her own hole in the inner row. The player then continues with step 4.
 - ° If the last stone falls into a hole in the outer row that already has stones in it, then the player continues with step 4.
4. The player picks up all stones from the last hole, into which he or she dropped a stone. He or she places the stones one at a time counter-clockwise into the next holes of his or her own rows, until no more stones are left in his or her hand. He or she then continues with step 3.
5. If a player can't distribute any more stones, then it is the other player's turn.

Stop rule: If a player has no hole with 2 or more stones such that he or she can satisfy the condition in step 2, then he or she lost the game.



NDOTA

Time needed to make the game:
10 minutes

Time needed to play the game:
1/2 hour

Age group:
6 years and up

Number of players:
2

Materials needed to make the game:
At least 13 small stones or seeds.

History:

Like Owela, this game is played in many different cultures in Namibia, sometimes with small variations. It is called Ndota in Oshiwambo, but other groups may use a different name. Traditionally, this game was played by girls, but today anybody can play it.

How to make the game:

Dig a shallow hole in the ground and place twelve small stones (or seeds) into the hole. The players sit around the hole. If you are sitting at a table or playing indoors, a piece of paper with a circle drawn on it can be used instead of a shallow hole.

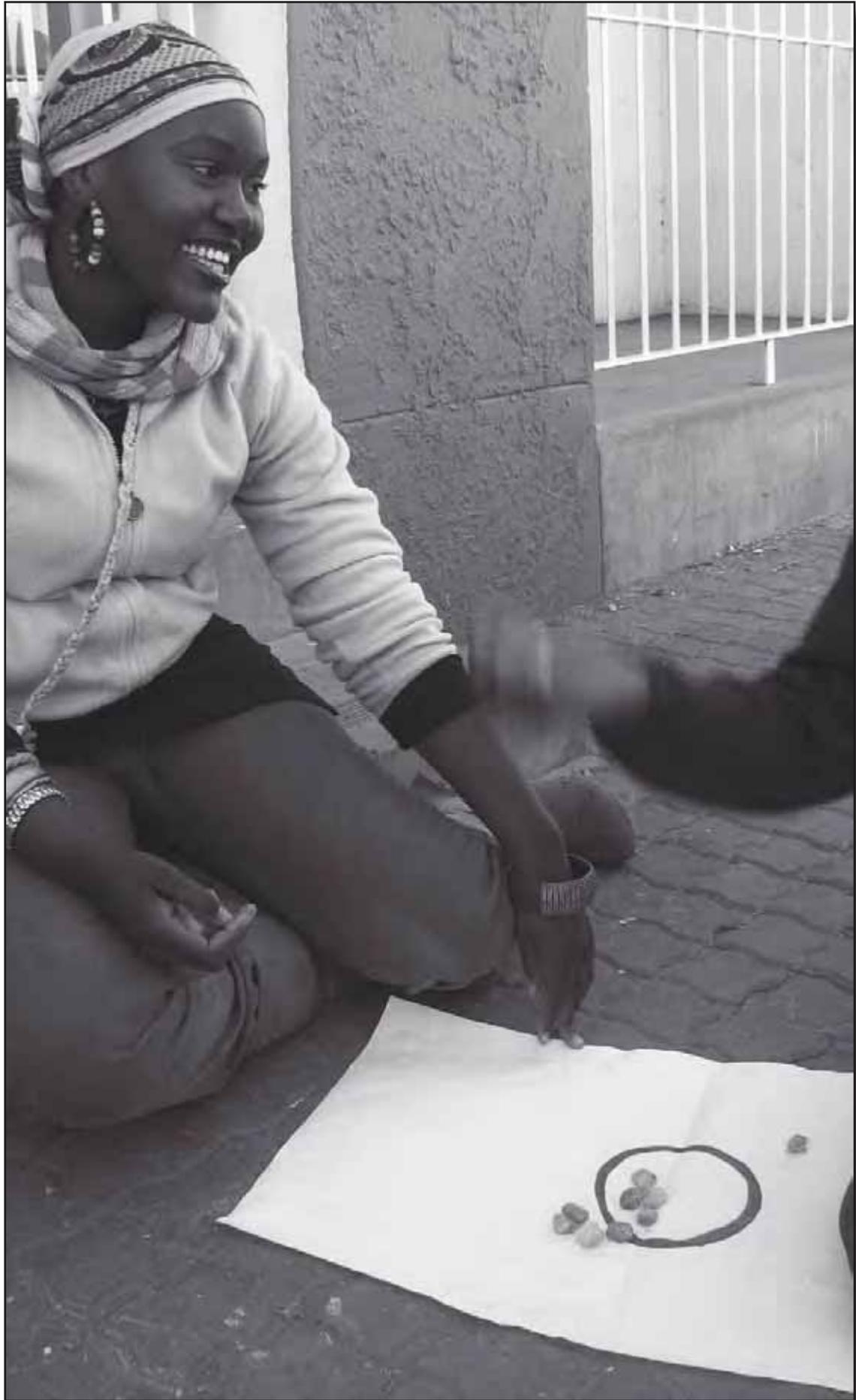
How to play the game:

The first player throws a stone into the air (the 13th), grabs one of the stones from the hole, and catches the airborne stone before it hits the ground. If the player succeeds, then one by one, he or she should aim to pick up all the stones in the same manner.

In the next turn, this player has to grab two stones at a time from the hole before the stone in the air hits the ground. This continues until this player has picked up all twelve. On the next turn, he or she grabs three stones at a time, and so on.

If he or she fails, then it is the next player's turn.

Each time, a player has to start from the beginning of that round - that is, grabbing the stones in the hole by ones, twos, threes, and so on. The first person to reach twelve stones, grab all of them, and catch the stone in the air before it hits the ground is the winner.





CROSSWORD

Time needed to make the game:
3 hours

Time needed to play the game:
1 hour

Age group:
9 years and up

Number of players:
2 to 6

Materials needed to make the game:

A large piece of cardboard (up to 60cm x 60cm); ruler; markers/koki pens; smaller pieces of cardboard; coloured paper (or seeds, stones, or bottle caps); large sack or plastic bag; small sack or plastic bag; pencil or pen; scissors.

How to make the game:

On the large cardboard, draw lines 3cm apart, both horizontally (side to side) and vertically (up and down) so that you have between 200 and 400 squares.

On a separate paper, make a list of 30 or 40 words with 3 to 10 letters. Write the words both horizontally and vertically so that the words cross. (See photographs on the following three pages for examples.)

Try to use words that the children know, and ones that use many different letters of the alphabet.

Write the words onto the big board, one letter in each box.

Then cut out magazine pictures and paste them on, or draw pictures in the empty spaces so the children can see a picture of each word on the board.

Take the small cardboard, and cut out enough 3cm squares so that you have one to cover each letter on the board.

With the marker/koki pen, write one letter on each 3cm square, so that every letter on the board is covered with a small square with the same letter. (These 3cm squares are called "tiles.")

Put all the tiles into the big sack or plastic bag.

Take the coloured paper and cut out small triangles (one for each word in the puzzle), and put them into the small sack or plastic bag. (The triangles are called "chips." You can use large seeds, small stones or bottle caps as chips instead of coloured paper.)

How to play the game:

Without looking into the bag, each player chooses 7 tiles and lays them out so that everyone can see them.

Any player can go first. On each turn, a player covers up two letters on the cardboard with two of his or her matching tiles. Then, that player immediately draws two more tiles from the sack or bag, so that he or she has 7 tiles again.

CROSSWORD



The players take turns. Each player places two tiles on the cardboard from his or her letters. The important thing is, the player must cover the words on the cardboard with his or her tiles in order. This means that the first player can place a tile on the first letter of any word, or on the first two letters of that word, but he or she is not permitted to cover up letters in the middle or end of the word until all the previous letters have been covered up.

The goal is to complete a word by covering the last letter.

For each word that a player completes, he or she collects a chip.

If the player completes two words with one tile, that player collects two chips.

If it is a player's turn to play, he or she must play - always putting down two tiles on the cardboard if possible.

If the player can put down only one tile, afterwards he or she should draw just one new tile from the sack or plastic bag.

If the player can't put down any tiles, the player must use his or her turn to exchange any two tiles with two new tiles from the sack or bag. If there are no new tiles left, the player must pass.

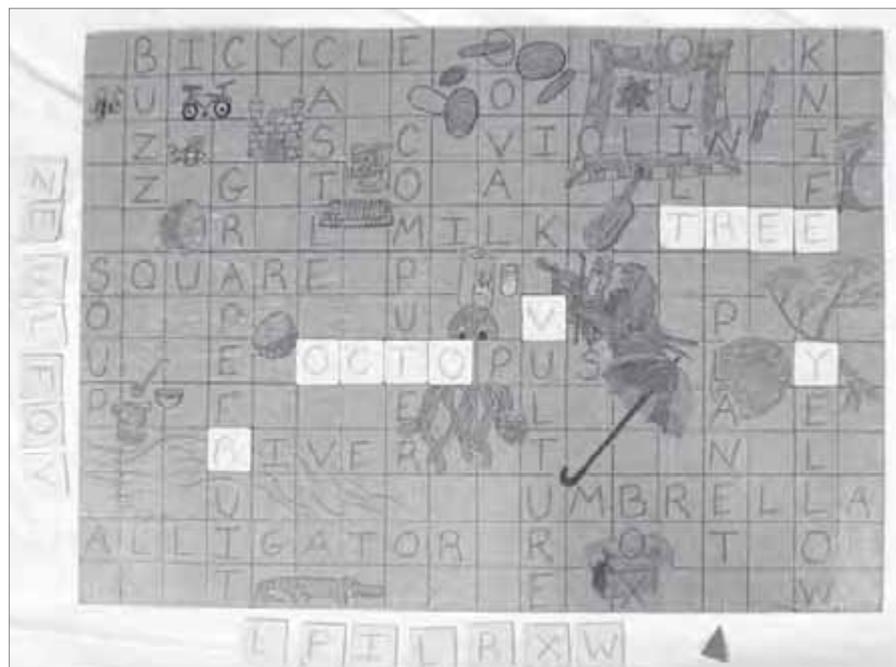
When there are no more tiles in sack or bag, continue to play with the tiles that are left until all the words on the cardboard have been covered.

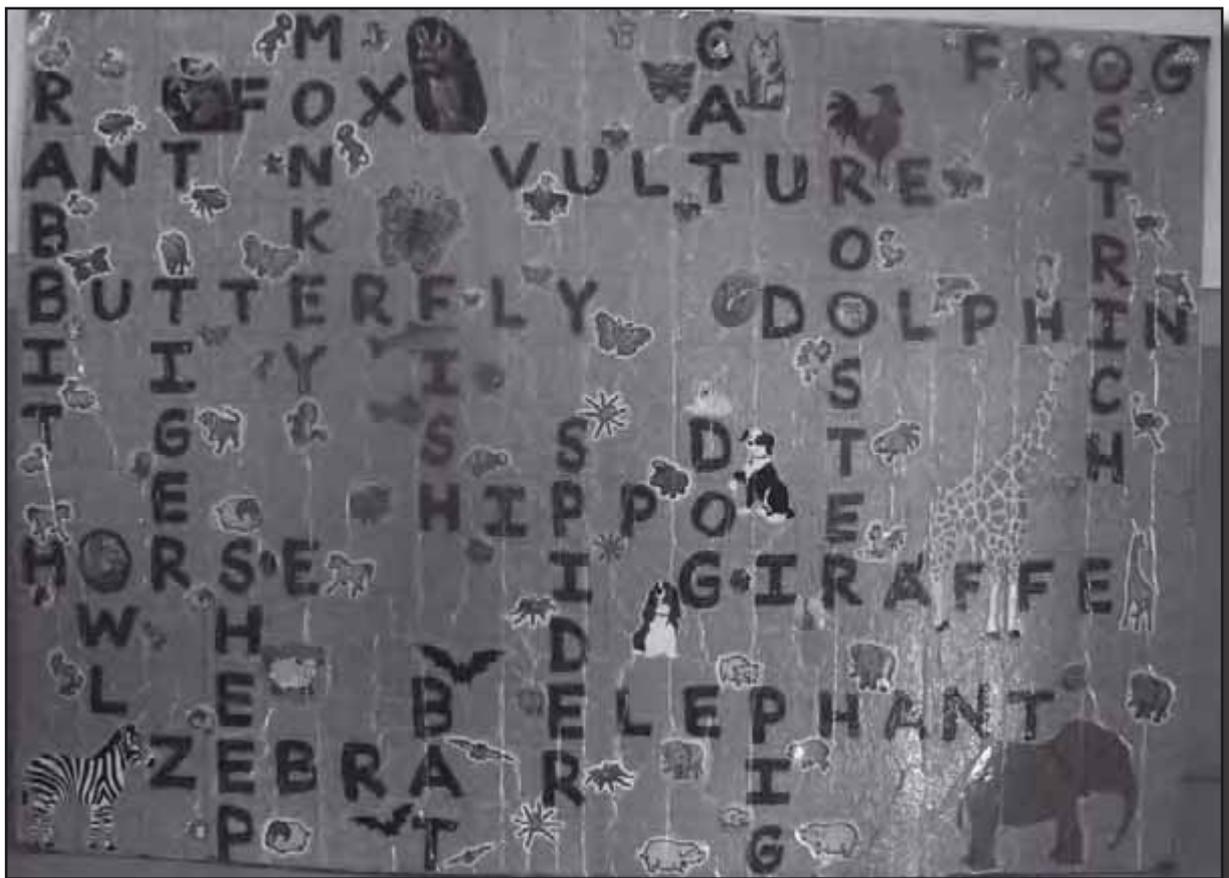
This ends the game.

Count up the chips and the player with the most chips is the winner!

Notes:

1. As you can see on the following page, you can make many different crosswords for this game, for example: "Going to School", "African Countries", "African Animals", or "Things in Nature". Now that you get the idea, you can make up many more!
2. If you have access to the Internet, you can download a programme for free called EclipseCrossword that can make a crossword out of any list of words.







FOUR TO SCORE

Time needed to make the game:

$\frac{1}{2}$ hour

Time needed to play the game:

$\frac{1}{2}$ hour

Age group:

8 years and up

Number of players:

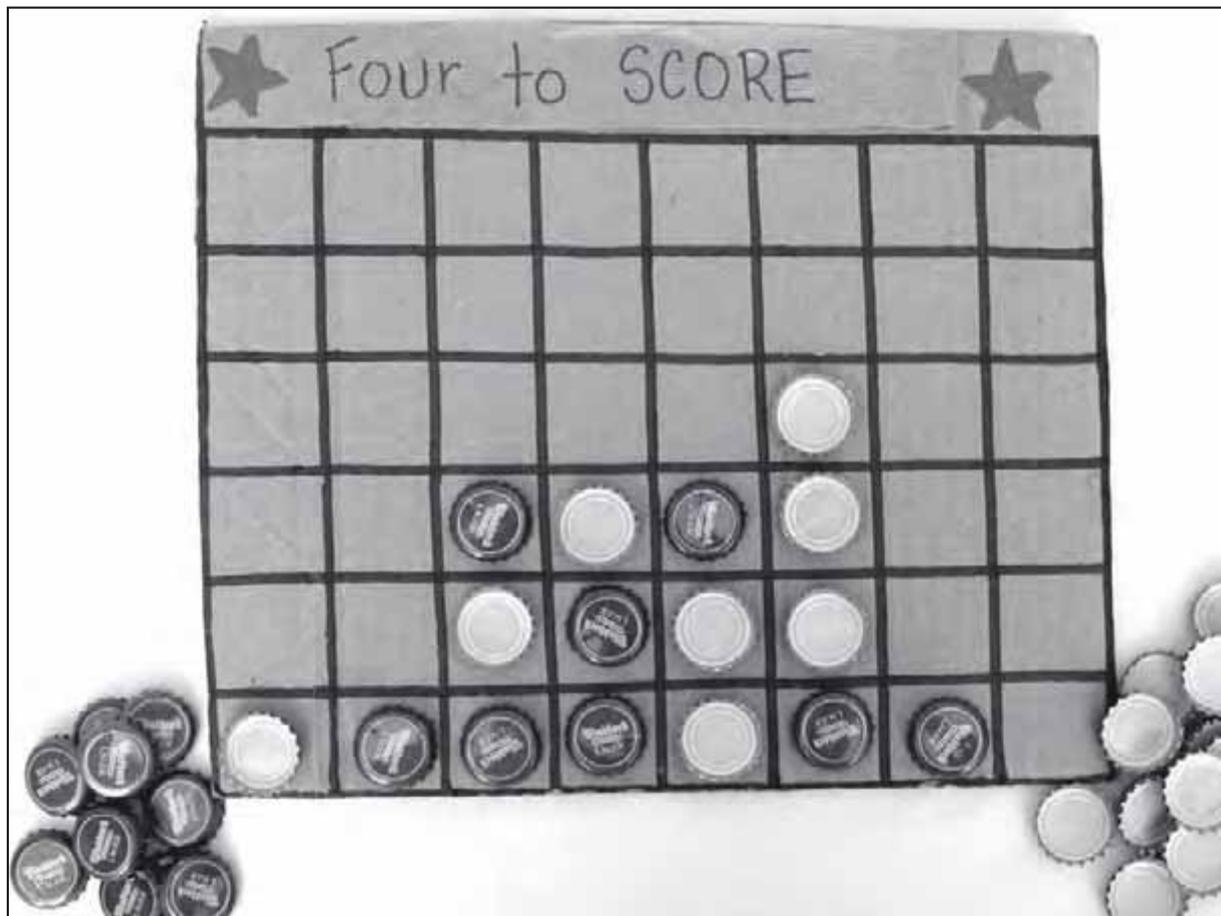
2

Materials needed to make the game:

Stiff cardboard about 80cm x 60cm; marker/koki pen; 48 bottle caps (24 of one colour and 24 of another colour); ruler; scissors.

How to make the game:

Measure 10cm squares on the entire cardboard, so that when you are finished, you have 48 squares on the board - 6 rows with 8 squares across in each row. Draw the lines with your marker/koki pen as you see in the picture below.



FOUR TO SCORE



How to play the game:

The players take turns placing their bottle caps on the board in an attempt to get four in a row.

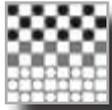
The players may not place a bottle cap on the board unless there is one below it. (Think of this like building a wall. It is not possible to suspend a brick in mid-air. There must always be one under it!)

The player to get four of his or her coloured bottle caps in a row, either up and down (vertically), side to side (horizontally) or diagonally, is the winner.

A bit of history:

This game is a more difficult version of tic-tac-toe, which is one of the oldest games in the world. It was played in ancient Rome, China, Tibet, and England before coming to Africa.





CHECKERS

Time needed to make the game:

1/2 hour

Time needed to play the game:

1 hour

Age group:

9 years and up

Number of players:

2

Materials needed to make the game:

Twelve bottle caps of one colour and twelve of another; stiff cardboard about 40cm x 40cm; ruler; black paint and paintbrush or marker/koki pen; scissors.

How to make the game:

Cut out a 40cm x 40cm square from the stiff cardboard.

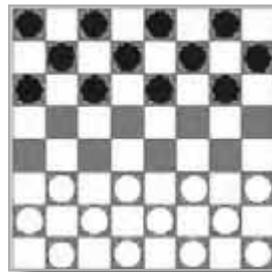
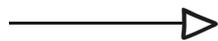
Make 64 squares on the board, each square 5cm x 5cm. Paint or colour every other square black. (See photograph on the following page.)

How to play the game:

Each player gets 12 bottle caps of the same colour (called "pieces"), and sets all of his or her pieces on the 12 black squares of the first 3 rows.

The pieces move only on the black coloured squares.

Last row = black King row



Last row = white King row

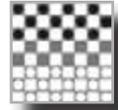


The player with the black pieces goes first, and then the two players alternate turns.

The pieces move one square at a time, forward on a diagonal, staying only on the black coloured squares.

After a while, it becomes possible to jump and capture the opponent's pieces. This happens when one of the opponent's pieces is diagonally in front of one of the player's pieces and there is an empty square on the other side of the opponent's piece. If one player jumps over an opponent's piece, that piece is captured, meaning that it is taken off the board. At this stage of the game, however, it is only allowed to jump forwards on a diagonal, never backwards.

CHECKERS



Jumping and capturing is mandatory. This means that if the opportunity is available to jump one of the opponent's pieces, the player must take it. For example, in the picture below, the white piece must jump and capture the black piece by moving to the empty dark square shown. When the white piece jumps the first black piece, it will be in the position to jump another black piece, and so it must jump twice.

Getting Crowned:

When a piece reaches the opposite King row (a black piece reaches the white King row or a white piece reaches the black King row) it is crowned and becomes a King. (Note: Turn over the bottle cap to show that it has been crowned). A King still has to move diagonally on the black spaces, but it can now move forwards and backwards. If the player jumps one of his or her opponent's pieces and lands on the King row, the player is able to get crowned, but the turn ends there. The player is not able to continue jumping in the same turn, even if the opportunity is right there.

The game is over when one player can't make any more moves. This usually happens because all of the player's pieces have been captured, but it can also occur because the pieces that the player has left on the board cannot move because of where the opponent's pieces are placed.

A bit of history:

This game is also known as Draughts and is played by grown-ups and children practically all over the world. It is a French invention from the 12th century that mixes two games of ancient times.





CHINESE CHECKERS

Time needed to make the game:
2 hours

Time needed to play the game:
1/2 to 1 hour

Age group:
9 years and up

Number of players:
2 to 3

Materials needed to make the game:
Stiff cardboard, approximately 50cm x 50cm; ruler; coloured markers/koki pens (black, red, yellow and blue); scissors; two red crayons; two blue crayons; two yellow crayons.

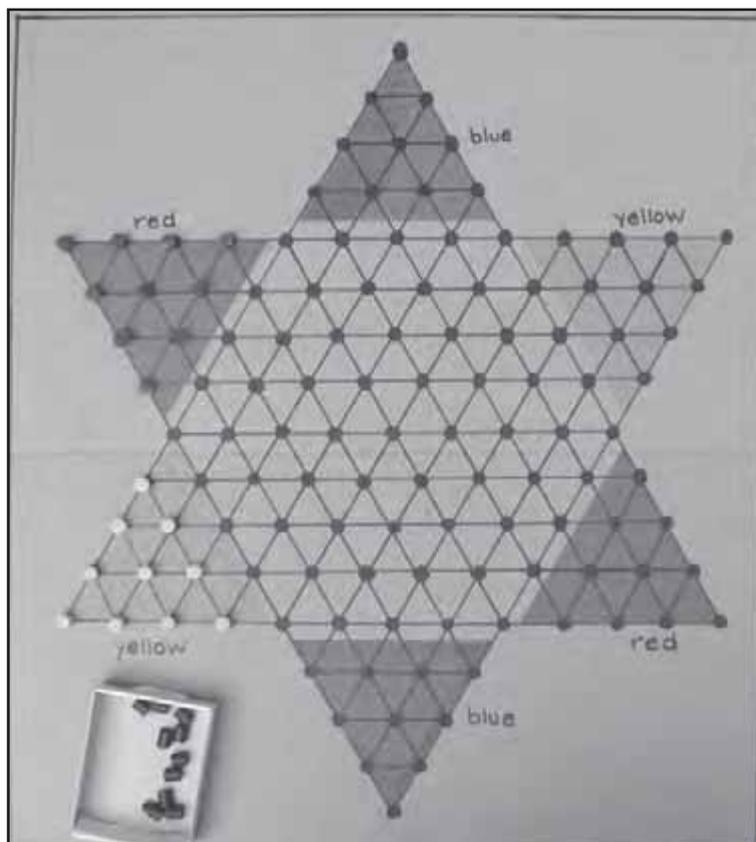
How to make the game:

Design a six-pointed star, with small circles and connected lines.

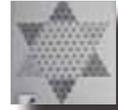
(See photograph below.)

Colour the opposing triangles or points red, yellow and blue, giving you two triangles or points of the same colour.

Cut the yellow, red and blue crayons into 10 pieces - as in the photograph.



CHINESE CHECKERS



How to play the game:

Each player chooses a colour - red, yellow or blue.

Each player starts with a set of 10 coloured pieces that are set up on the 10 circles of one triangle or point. Blue pieces go into a blue triangle, yellow pieces into a yellow triangle, and red pieces into a red triangle. The coloured triangle with the pieces in it becomes the player's "home base."

The objective of the game is to be the first player to move all 10 coloured pieces across the gameboard from the player's home base into the opposite point of the same colour.

Thus, blue pieces go from a blue home base into the other triangle or point that is blue, and so on.

A player moves one coloured piece on his or her turn.

A player can move a piece forward, backward, diagonally, or sideways to any vacant circle. Or, if the circle next to the piece is occupied by another piece - whether that piece belongs to that player or anybody else - and if the circle on the other side is vacant, the player can jump to that vacant place. A piece can make multiple jumps during any one turn.

The winner is the first player who gets all 10 of his or her coloured pieces into the point across from where he or she started.





ANIMAL DISCOVERY

Time needed to make the game:
3 hours

Time needed to play the game:
1 hour

Age group:
10 years and up

Number of players:
2

Materials needed to make the game:

Two pieces of stiff cardboard, each approximately 30cm x 60cm; a third piece of cardboard to use as a barrier so that the players cannot see each other's boards (this can be any box or folded cardboard); ruler; marker/koki pen; thin cardboard for making animal cards; crayons or coloured pencils; 200 small stones or seeds; scissors.

How to make the game:

On each 30cm x 60cm cardboard, draw 2 identical large squares next to each other, as you see in the picture below.

Within each large square, draw 121 small squares, with 1 to 10 written down the left side and A to J across the top. Each small square is 2cm x 2cm.

The letter and number rows occupy 21 of the squares, leaving a grid of 100 squares empty.

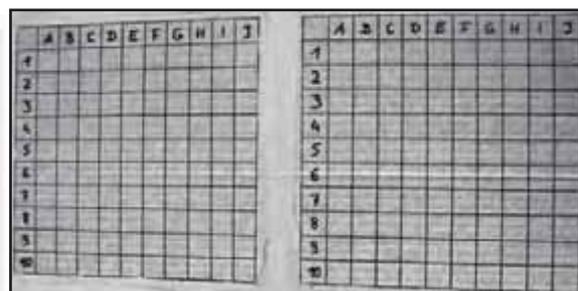
Put a box or folded cardboard between the players so that they cannot see each other's squares.

Take the thin cardboard and cut out 10 animal cards - 2 for each animal.

The animal cards can have different shapes, but they must be the following sizes:

- rhinoceros or elephant (4 small squares each),
- giraffe (3 small squares),
- lion or zebra (3 small squares each),
- porcupine or snake (2 small squares each), and
- dik-dik or other small antelope (2 small squares each).

To help you draw animals on the cards, you can copy the animals from the picture below or use the drawings in the appendix.



ANIMAL DISCOVERY



How to play the game:

The large 10 x 10 squares are the African plains where the animals will be found. Each player has cards representing 1 rhinoceros or elephant (4 small squares), 1 giraffe (3 small squares), 1 lion or zebra (3 small squares), 1 porcupine or snake (2 small squares), and a dik-dik or other small antelope (2 small squares).

Both players place their animal cards within one of the large squares so that each animal card exactly covers several of the small squares. The player can put them anywhere on the large square, as long as the opponent cannot see where they are. (See picture on the following page.)

The result is that each player has one large square with his or her own animals, and one large square to use for tracking - or finding - the opponent's animals.

The players take turns trying to find the animals on their opponent's squares by calling out the places where they think the animals are located.

For example, a player may call out, "A-9," "F-4," "I-8," "C-3," or "J-6."

If a player correctly guesses a square, he or she puts a small stone or seed on the square where that part of the animal was found.

When the animal has been fully detected (meaning all squares have been correctly identified), the player gets the animal card from his or her opponent.

The winner is the first player to find all five of the opponent's animals.





CODE BREAKER



Time needed to make the game:
1 hour

Time needed to play the game:
1 hour

Age group:
10 years and up

Number of players:
2

Materials needed to make the game:

Stiff cardboard, approximately 72cm x 28cm, thin cardboard (from a cereal box or something similar); a small cardboard box; marker/koki pen; approximately 100 plastic bottle caps (6 different colours, only.)

How to make the game:

Take the large piece of cardboard and mark out 3.5 cm rows, as in the picture below. Number the rows 1 to 19, or as high as the space allows. At the top, mark the last two columns with "RIGHT COLOUR and RIGHT PLACE" and "RIGHT COLOUR but WRONG PLACE."

Cut out 60 squares from the thin cardboard, each 3.5cm x 3.5cm.

Write "0" on 15 of the squares,

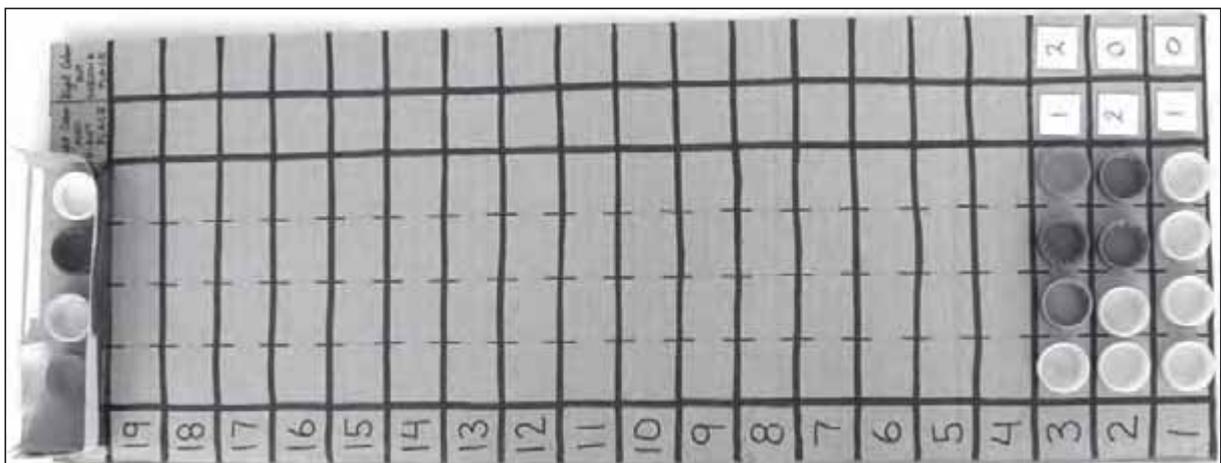
"1" on 15 of the squares,

"2" on 15 of the squares,

"3" on 10 of the squares,

"4" on 5 of the squares.

Cut one panel out of the small box so that it makes a hiding place for the bottle cap code.





CODE BREAKER

How to play the game:

One player makes a code by combining different coloured bottle caps.

This player secretly places four different coloured bottle caps in a row in the small cardboard box.

The other player tries to guess the code in as few turns as possible, by placing four bottle caps in a row on the Code Breaker board.

The first player then shows the results by using the last two columns on the board, as explained below:

° The "RIGHT COLOUR and RIGHT PLACE" result shows the player how many bottle caps are the correct colour and in the correct place. This is communicated by putting down a card, "0, 1, 2, 3, or 4" to show how many bottle caps are both the "right colour" and in the "right place." But the player is not told which of the bottle caps are correct and meet the result, and which ones do not. (That is, it only shows how many are correct.)

° Similarly, "RIGHT COLOUR but WRONG PLACE" shows the player how many bottle caps are the correct colour but in the wrong place.



CODE BREAKER



This information helps the player to make an educated guess at the code in his or her next turn. The player keeps guessing, one after another, until he or she gets the code completely correct. The player keeps score as to how many turns it took for him or her to get it right. Then the roles are reversed and it is the opponent's chance. The player who guesses the code in the least number of turns is the winner.

For beginners and younger children:

Make sure that each bottle cap in the secret code is a different colour.
(This makes it easier to guess the code.)

For more advanced players:

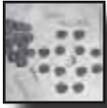
The players agree before the game begins to allow for more than one of the same colour in the code.

Suggested strategies:

The player should make sure each new guess builds upon the results he or she got during earlier guesses. For example, if the player's guess reveals that three colours are right, the player should keep those three colours in the next guess. If the player's guess tells him or her that one bottle cap is the "right colour in the right place," the player should keep one bottle cap of that colour in that place during future guesses. If the player cannot guess one colour, he or she should try placing many bottle caps of that colour in his or her next guess. For example, placing four red bottle caps in a row will tell the player if red is in the code. This may also be helpful for beginning the game.

A bit of history:

Code-breaking games have been popular for a long time, and are often favoured by mathematicians, physicists and other lovers of logic. Code-breaking games can be made with colours, numbers and letters. One reason they are so popular is that it is easy to make up new ones just using some paper and a pencil.



WORD BUILDER

Time needed to make the game:
1 hour

Time needed to play the game:
1 hour

Age group:
12 years and up

Number of players:
2 or more

Materials needed to make the game:

Cardboard 20cm x 30cm; marker/koki pen; scrap paper; 5 white plastic bottle caps and 26 red plastic bottle caps (or any other colour besides white); ruler or straight edge; pencil or pen for each player.

How to make the game:

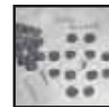
Draw a circle (you can trace a bottle cap) in the middle of the cardboard. Draw 4 circles around it and then 8 circles around the 4 circles. Connect the circles with lines so that every circle is inter-connected to the ones around it. (See photograph on the next page.)

Colour in the circles.

Write the letters A, E, I, O, U on the 5 white bottle caps, and write the whole alphabet (A through Z) on the 26 other coloured bottle caps. Thus, each bottle cap has one letter of the alphabet on it.



WORD BUILDER



How to play the game:

Each player gets paper and a pencil or pen.

The players turn the bottle caps upside down and mix them up, so that they cannot see the letters and do not know where they are.

The first player chooses one of the 5 white bottle caps, turns it over, and puts it in the centre circle on the board.

The player then chooses 12 of the other coloured bottle caps, turns them over, and places them anywhere on the remaining 12 circles.

All the players write down all the words that they can make by combining the letters in the adjoining circles. The letters can be combined in any order, but they must be connected with a line on the cardboard. If the letters are not connected to each other, they cannot be used to make the word.

Each player should make sure that no one else sees what he or she writes down. When all players are ready, and no one can think of any more words, they all agree to stop writing.

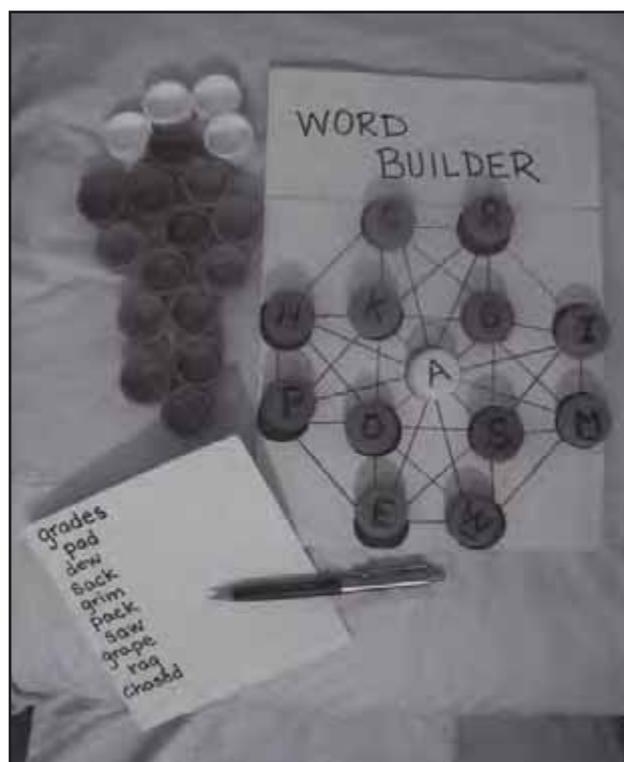
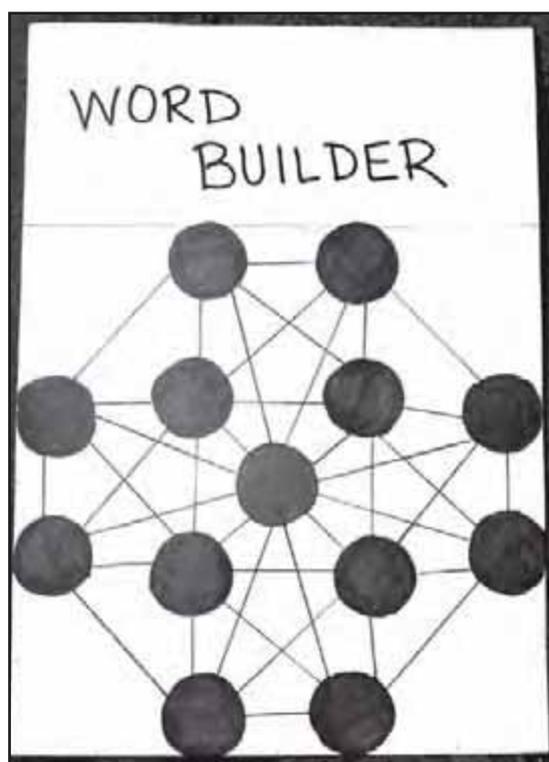
One by one the players take turns reading the words out loud that they have written on their paper.

If two or more players have the same word they must cross it off their lists. Players get a point for a word only if NOBODY ELSE has it written down on his or her paper.

When all the players have read all the words on their lists, everyone counts up their points. Points are given for every word on a player's list that is NOT crossed off; that is, words that no other player thought of.

Then another player turns all the bottle caps over once again, mixes them up, and the players have another round with new letters on the cardboard.

After ten rounds, the player with the most points is the winner!





SPELL IT OUT

Time needed to make the game:

2 hours

Time needed to play the game:

1 hour

Age group:

12 years and up

Number of players:

2 or more

Materials needed to make the game:

Thin cardboard (from a cereal box or something similar); marker/koki pen; cello tape (sticky tape); scissors; tin can; pens or pencils; scrap paper.

How to make the game:

On the scrap paper, copy the score sheet from the photograph on the following page, so there is one for each player. With the thin cardboard make seven dice. (See page 11 for instructions on how to make dice, but instead of drawing dots on the dice, copy the letters on each square as seen in the photograph below.)



How to play the game:

Each player has a score sheet. (See picture on the following page.)

The objective of the game is to get the highest number of points, by filling in each line on the score sheet.

With each turn, a player has three opportunities to throw the dice and get the best score possible, in one of the categories on the score sheet.

The categories are as follows:

Category:

2 Letter Word

3 Letter Word

4 Letter Word

5 Letter Word

6 Letter Word

7 Letter Word

One Word

Two Words

Three Words

All Consonants

All Vowels

How points are scored:

10 points

15 points

20 points

25 points

30 points

50 points

5 points for each letter

5 points for each letter

5 points for each letter

25 points

25 points

SPELL IT OUT



For example:

On the first roll, if a player gets the letters "C A T", he or she might decide to fill in the "three letter word" category.

That player can keep those three letters, and roll the remaining four dice, trying to get as large a word as possible in the next two rolls.

Alternately, if the "three letter word" category is filled already, the player can try to fill "one word" or any other appropriate category that is empty.

If a player rolls three times and does not get the result he or she wants, the player must still fill in one of the categories.

If the player cannot make a word to fit the requirements for any category, then the player gets zero points for that turn, which means that he or she must fill in "0" in one of the categories. (The player can pick which available category to use for the "0".)

The game ends when all players have had 11 turns. Each player adds up his or her points from all 11 lines, and the one with the most points is the winner!





ADD THEM UP

Time needed to make the game:

2 hours

Time needed to play the game:

1 hour

Age group:

12 years and up

Number of players:

2 or more

Materials needed to make the game:

Thin cardboard (from a cereal box or something similar); marker/koki pen; ruler; cello tape (sticky tape); scissors; tin can; pens or pencils; scrap paper.

How to make the game:

On the scrap paper, copy the score sheet from the photograph on the following page, so there is one for each player. With the thin cardboard make five dice. (See page 11 for instructions on how to make dice.)

How to play the game:

Each player has a score sheet. (See picture on the following page.)

The objective of the game is to get the highest number of points, by filling in each line on the score sheet.

With each turn, a player has three opportunities to throw the dice and get the best score possible, in one of the categories on the score sheet.

The categories are as follows:

Category:	Description:	How points are scored:
Ones	as many ones as possible	Add up total of ones
Twos	as many twos as possible	Total of twos
Threes	as many threes as possible	Total of threes
Fours	as many fours as possible	Total of fours
Fives	as many fives as possible	Total of fives
Sixes	as many sixes as possible	Total of sixes
Four of a Kind	four of same number (higher=better)	Dice total
Full House	2 of one kind, 3 of another	25 points
Four Straight	Four in a row, e.g. 3-4-5-6	30 points
Five Straight	Five in a row, e.g. 1-2-3-4-5	40 points
Five of a Kind	5 of any number	50 points
Choice	(total of dice, whatever they are)	Dice total

ADD THEM UP



For example:

If on the first roll, a player gets two fives, he or she might decide to fill in the "fives" category. That player may keep the two fives, and roll the remaining three dice, trying to get as many fives as possible in the next two rolls.

Alternately, if the "fives" category is filled already, the player can try to fill "full house", "four of a kind", or "five of a kind".

If the player rolls three times and does not get the result he or she wants, the player must fill in one of the categories.

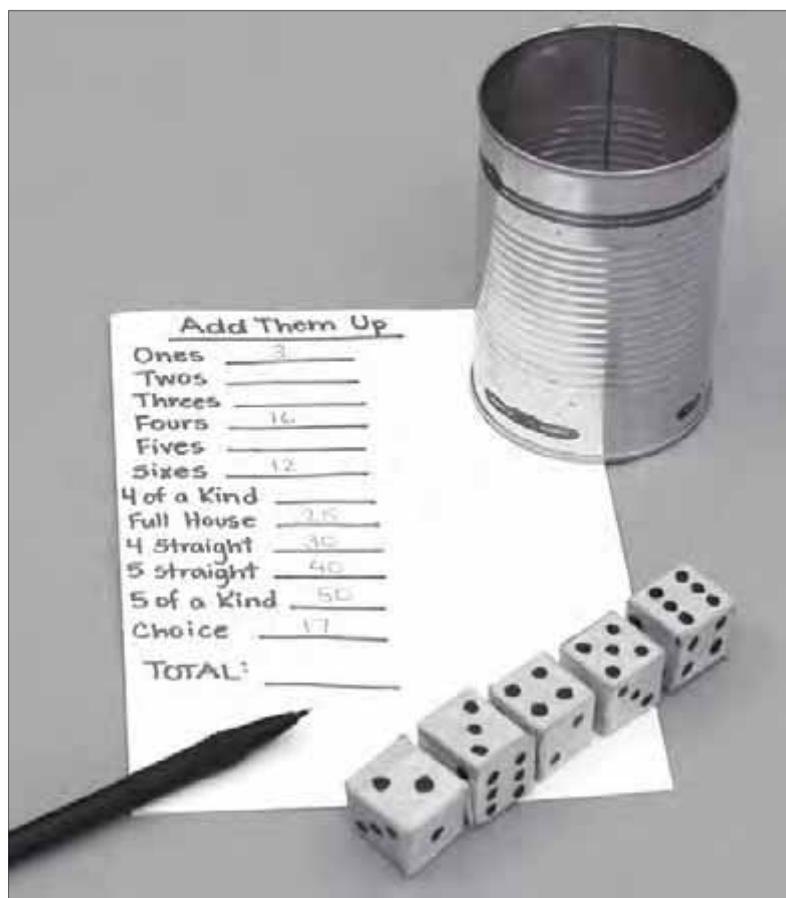
Some players choose to save their "choice" category for this.

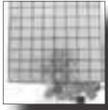
If the player has already used his or her choice category, and cannot fill the requirements for any other category, then the player gets zero points for that turn, which means that the player must fill in "0" in one of the categories. (The player can pick which available category to use for the "0".)

The game ends when the players have filled in all 12 of the categories, with either a score or a zero ("0".) Each player adds up his or her points from all 12 lines, and the one with the most points is the winner!

A bit of history:

This game comes from Canada where it was known as "Yacht" because it was most often played on yachts or small ships. In addition, it was popular in restaurants and bars in order to determine who should pay the bill!





FLIP IT

Time needed to make the game:
1/2 hour

Time needed to play the game:
1 hour

Age group:
12 years and up

Number of players:
2

Materials needed to make the game: Stiff cardboard, 32cm x 32cm; ruler; marker/koki pen; 64 bottle caps of the same colour (metal ones from beer or soft drink bottles are best).

How to make the game:

Cut out a 32cm x 32cm square from the stiff cardboard.

Make 64 squares on the board, each square 4cm x 4cm. (It looks just like a checkers or draughts board, but none of the squares are coloured in.)

Draw the lines with your marker/koki pen as you see in the picture on the following page.

How to play the game:

One player uses dark bottle caps;
the other uses white caps
(which are really the dark caps flipped over).



To begin, each player places two bottle caps in the centre of the board, so it looks like this:

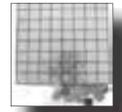
Players move in turn, by placing one of their bottle caps onto an empty square. The goal is to "sandwich" one or more of the opponent's bottle caps with the player's own bottle caps. Making a "sandwich" with the bottle caps means that there are white caps on both sides of one or more dark caps or dark caps on both sides of one or more whites caps. Think of it as a sandwich with two pieces of bread (representing one colour of bottle caps) that have jam inbetween (representing the other colour of bottle caps).

When a bottle cap is sandwiched, it will be turned over; that is, it is flipped to change colour. Now the flipped-over bottle cap/s belongs to the other player.

Note: If a bottle cap becomes sandwiched only because another one was flipped over, then that bottle cap may not be flipped over.

If a player cannot move, he or she loses a turn. The player with the most bottle caps showing his or her colour at the end of the game is the winner.

FLIP IT



Suggested strategies:

Most players of Flip It use one of the following strategies:

1. Capture as many bottle caps as possible in each turn.

This strategy is simple: In each turn, choose a move that flips as many of the opponent's pieces as possible.

Note: This strategy works in certain cases, but players will often find that gained territory is soon lost when their opponent flips the bottle caps back. Although each player wants as many pieces as possible to show his or her colour at the end of the game, players will find that going for big flips early in the game will not achieve this goal.

2. Concentrate on capturing stable squares.

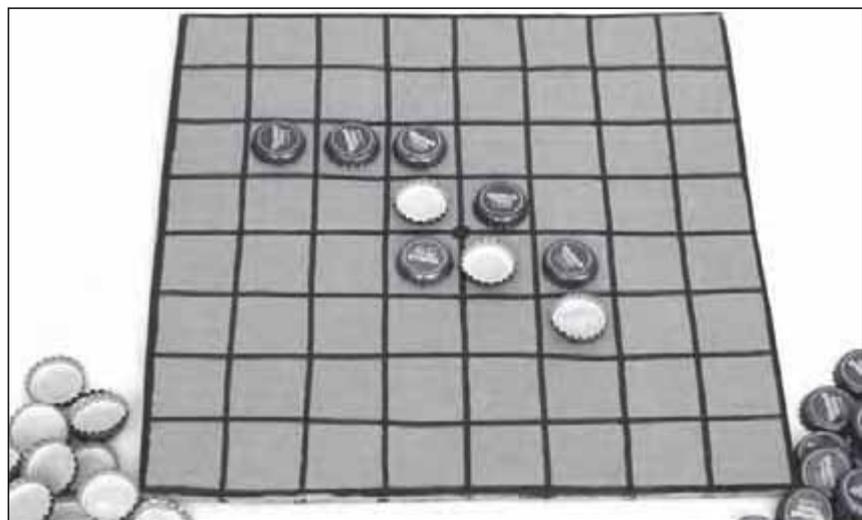
The second strategy, capturing "stable squares," is more complex. The main idea is that some squares are more stable, which makes them more valuable because they are harder for the opponent to flip back. For example, corners are the most stable, since they can never be flipped back. Squares along the edge of the board are fairly stable, since they can only be flipped by other pieces on the edge. Other squares on the board are much more unstable and vulnerable.

3. Try to occupy territory.

This works best at the beginning of the game. The player tries to sandwich as many empty squares as possible. When this happens, the opponent will end up losing all the bottle caps that he or she puts into the sandwiched empty squares (that is, they will get flipped over).

For more advanced players:

Make a bigger board with more squares on it, and use more bottle caps - for example, 169 squares which is 13 x 13.



Historical note:

This is a simplified version of the Japanese "Go" game, which is considered one of the most difficult board games in the world!



TANGRAMS

Time needed to make the game:
1 hour

Time needed to play the game:
1 hour

Age group:
12 years and up

Number of players:
1 or more

Materials needed to make the game:
Ruler or straight edge; thin cardboard; marker/kokie pen; scissors.

How to make the game:

Draw a square on the cardboard, approximately 15cm x 15cm.

Following the picture below, draw two large triangles, a medium triangle, two small triangles, a square and a parallelogram.

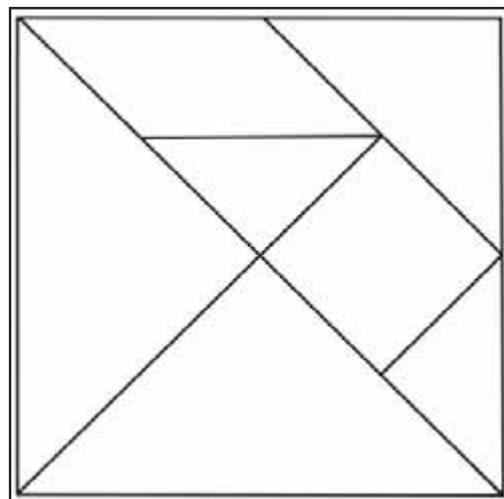
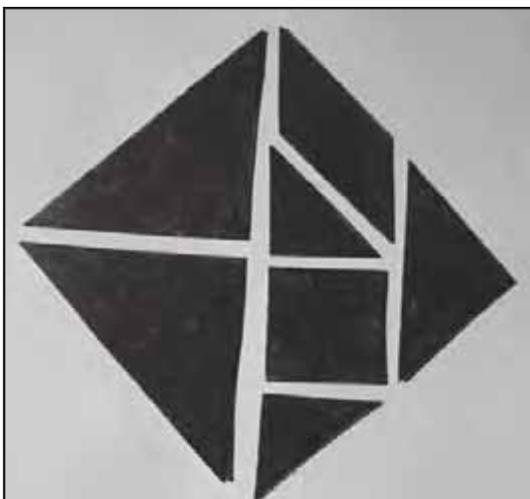
Cut out the seven pieces and colour them.

If two or more people are playing, each person gets their own Tangram set of seven pieces.

How to play the game:

The objective is to form a figure or a special design using the Tangram pieces. The pieces must lay flat. They may touch but never overlap. Choose any figure from the following pages or from another source of Tangrams, or make up new ones!

One person playing alone can try to form a figure by him or herself. The player can also compete with others, having one or more opponents. If more than one person is playing, everyone must have their own set of Tangrams, and the first one to make the figure correctly is the winner! (See Appendix for Tangram answers.)



TANGRAMS

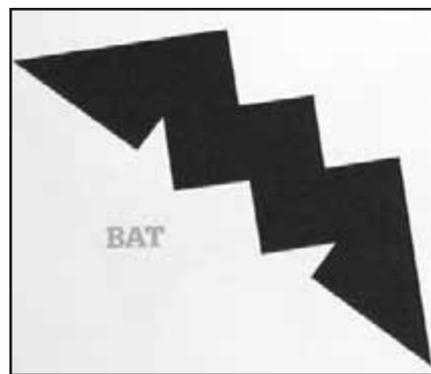
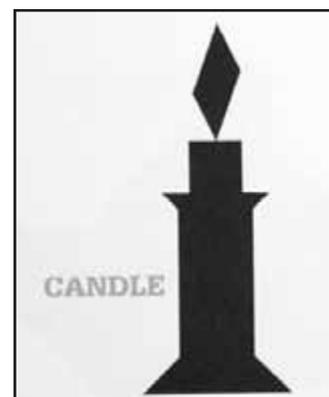
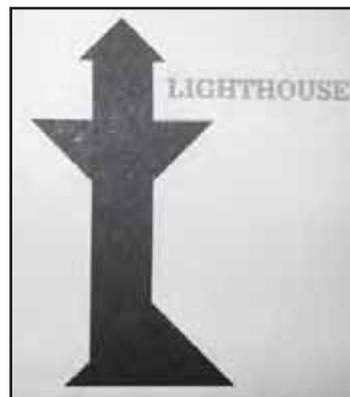


Note:

Over time many thousands of designs have been created. These range from simple geometric shapes to shapes of animals such as birds, dogs, and cats to shapes of innumerable popular objects. There are an infinite variety of ways to put tans together. All that is required is patience, imagination and creativity.

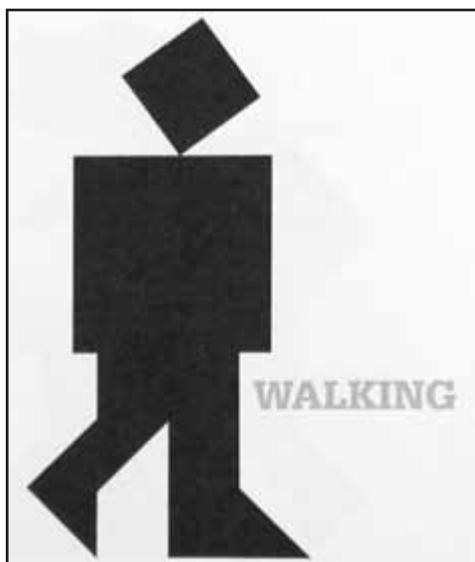
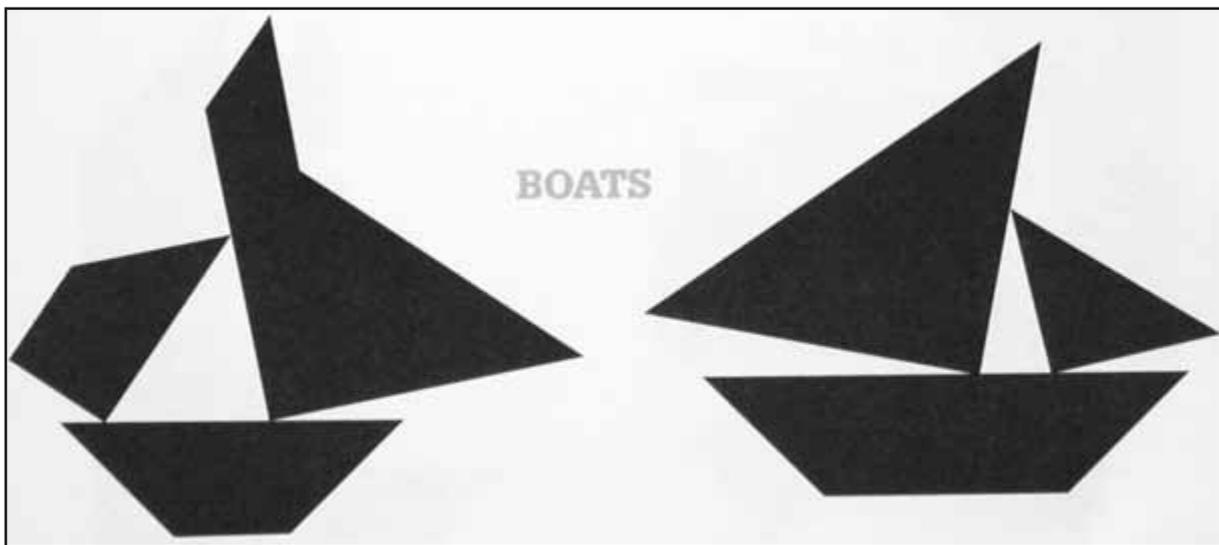
A bit of history:

Tangrams originated in China; yet the first wood-cut Tangrams appeared in Japan in 1780. In 1813 the first Tangram book was published in China, which made the game very popular throughout the world.

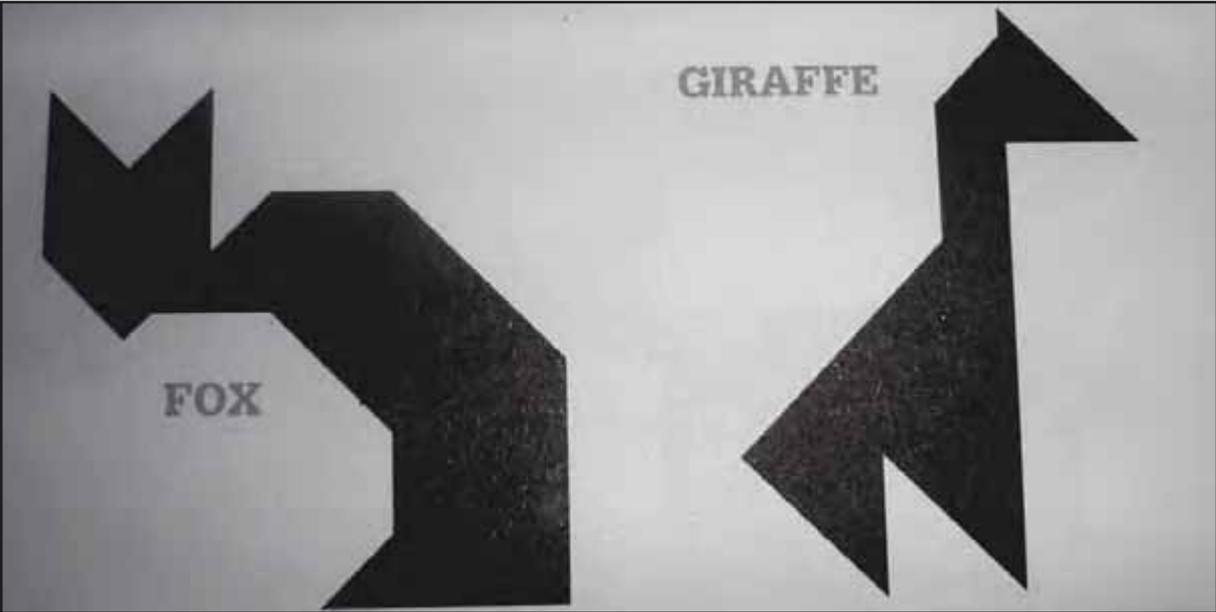
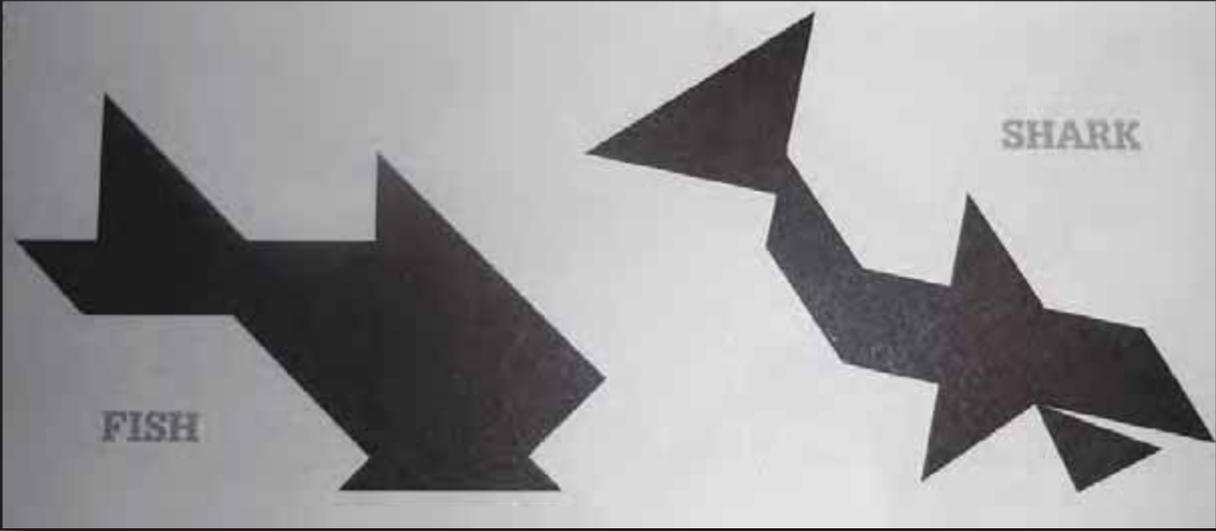
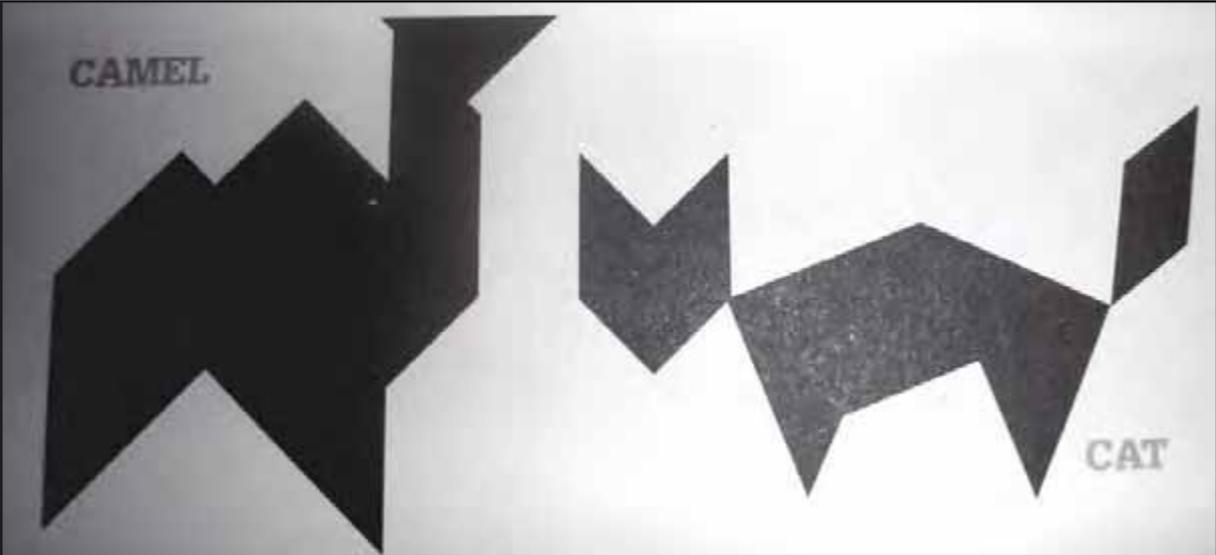




TANGRAMS



TANGRAMS





CHESS

Time needed to make the game:

1 1/2 hours

Time needed to play the game:

1 hour or more

Age group:

12 years and up

Number of players:

2

Materials needed to make the game:

Stiff cardboard, 40cm x 40cm; red and white bottle caps;
cello tape or glue; black paint and paintbrush or marker/koki pen;
ruler; scissors.

How to make the game:

To make the figures:

Glue or tape the bottle caps together as you see in the photograph below. Notice that there are height and style differences for the different playing pieces: the king, queen, rook, knight, castle, and pawns.

You can get creative and substitute items, just as long as both sets - the red and the white - are recognizably similar on both sides of the board.

To make the board:

Cut out a 40cm x 40cm square from the stiff cardboard.

Make 64 squares on the board, each square 5cm x 5cm.

Paint or colour every other square black. (See photograph on the following page.)

Note:

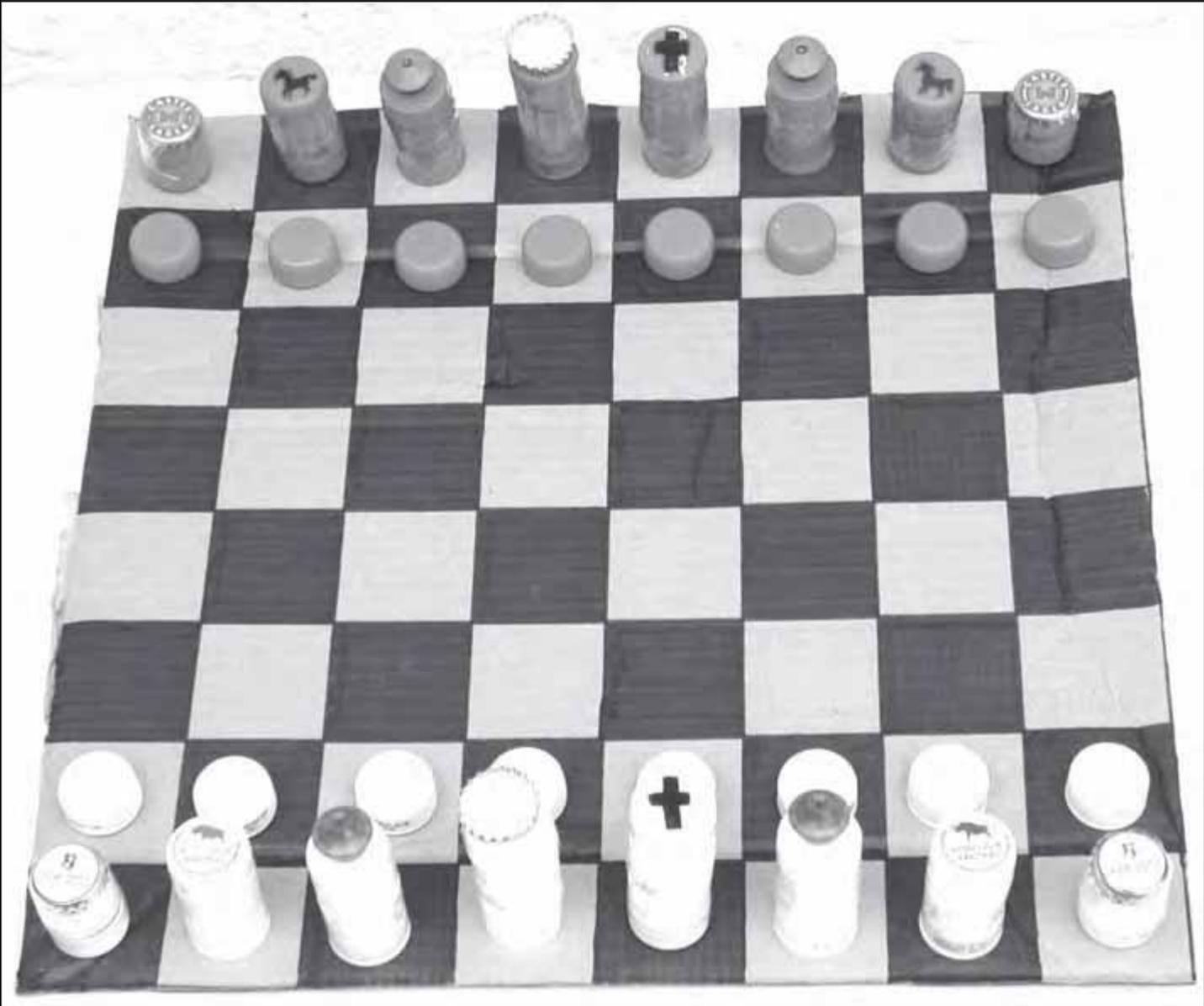
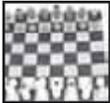
Because of the many complicated rules, we have not included them here. You can look up "how to play chess" in many books and on the internet. It is even better to ask someone in your community who knows how to play chess to teach this game to you and to others, and maybe even to help start a local "Chess Club."

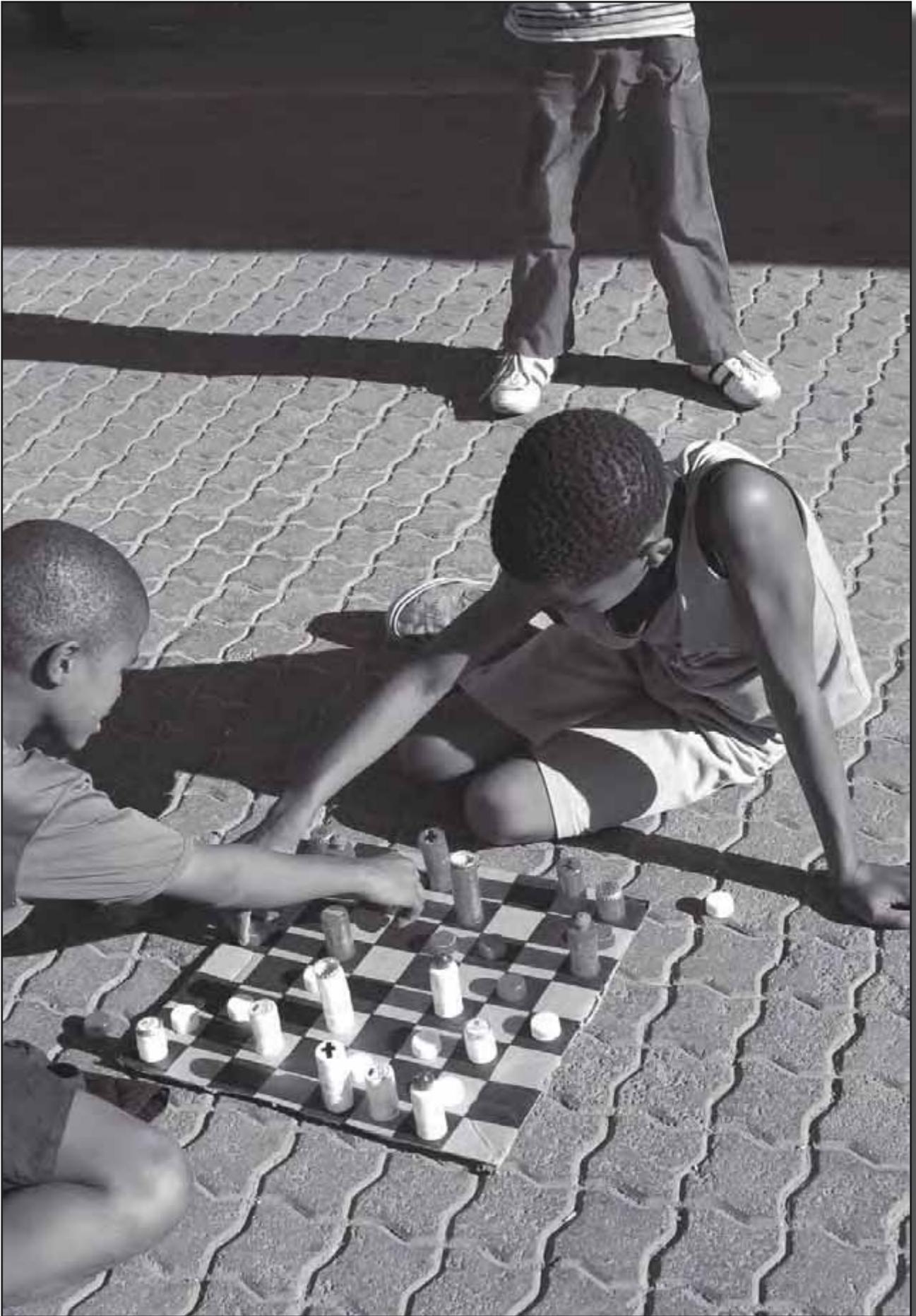
A bit of history:

The oldest chess pieces date back to the year 600, and it is guessed that the game began in India in the 6th century A.D.



CHESS





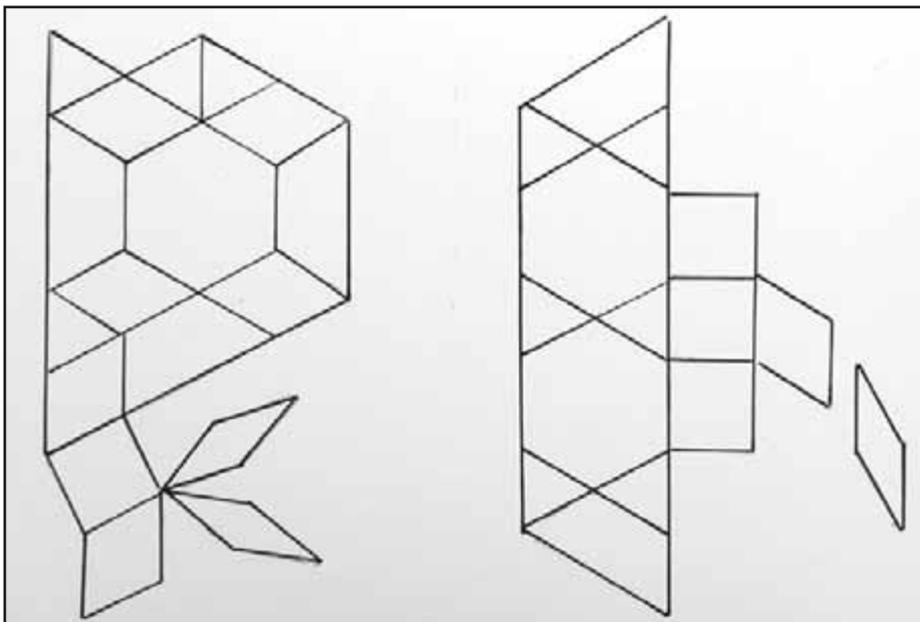
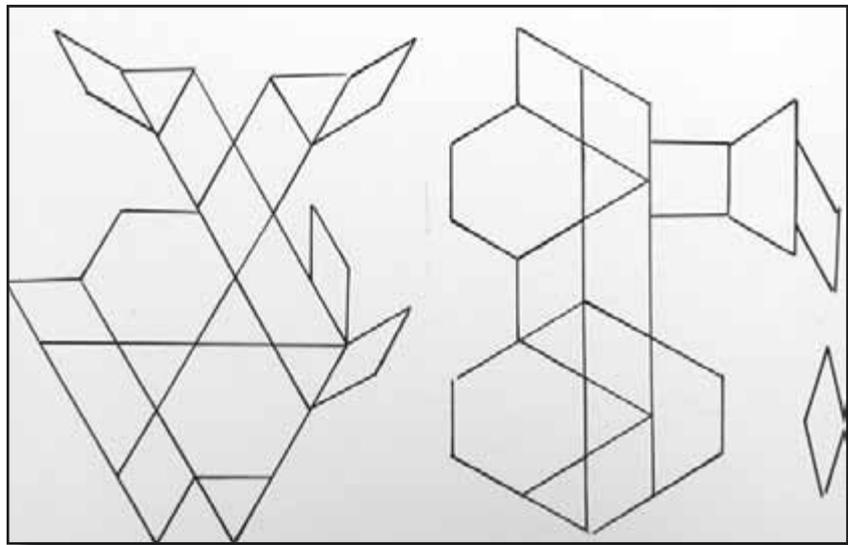
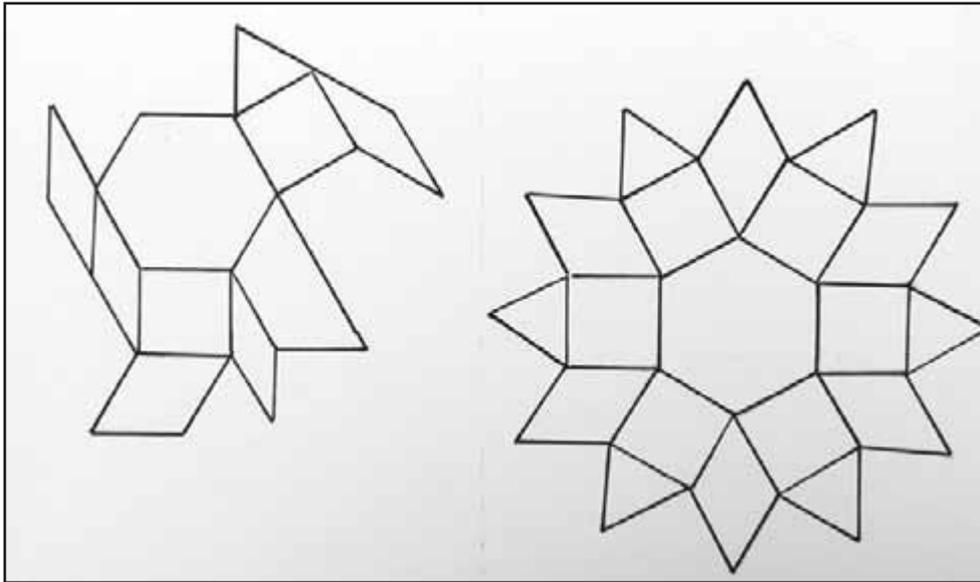
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USEFUL THINGS

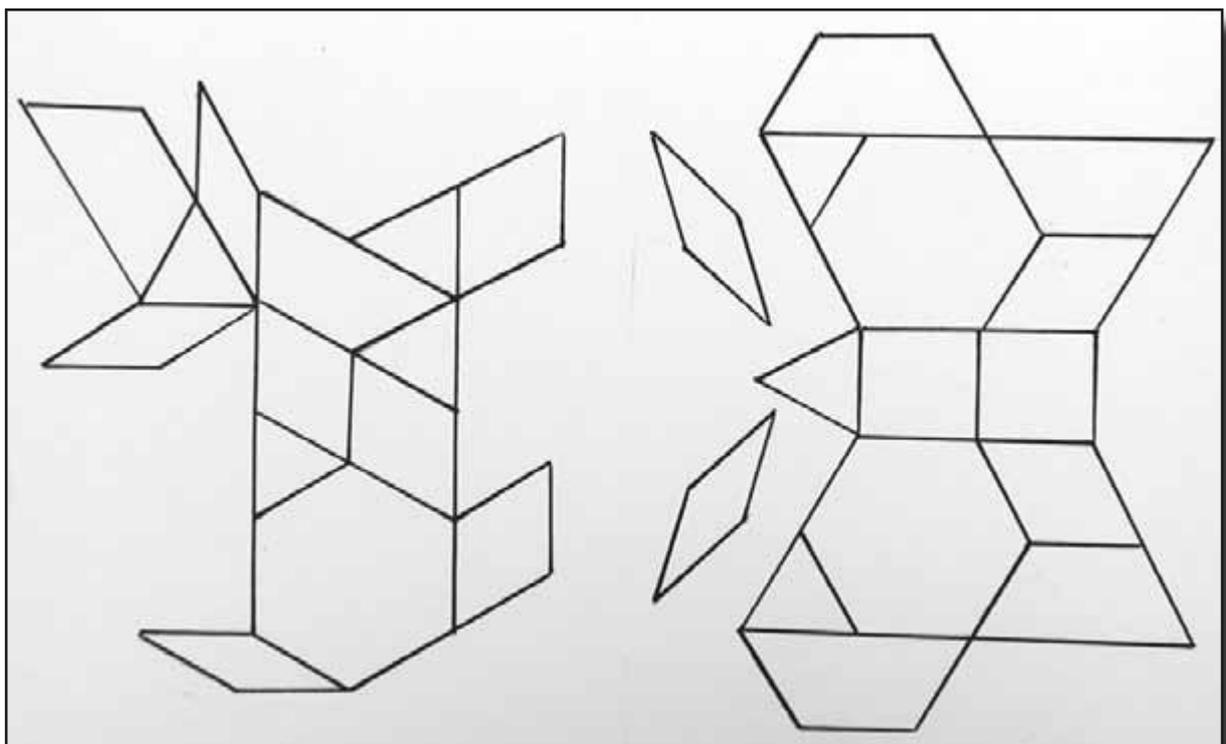
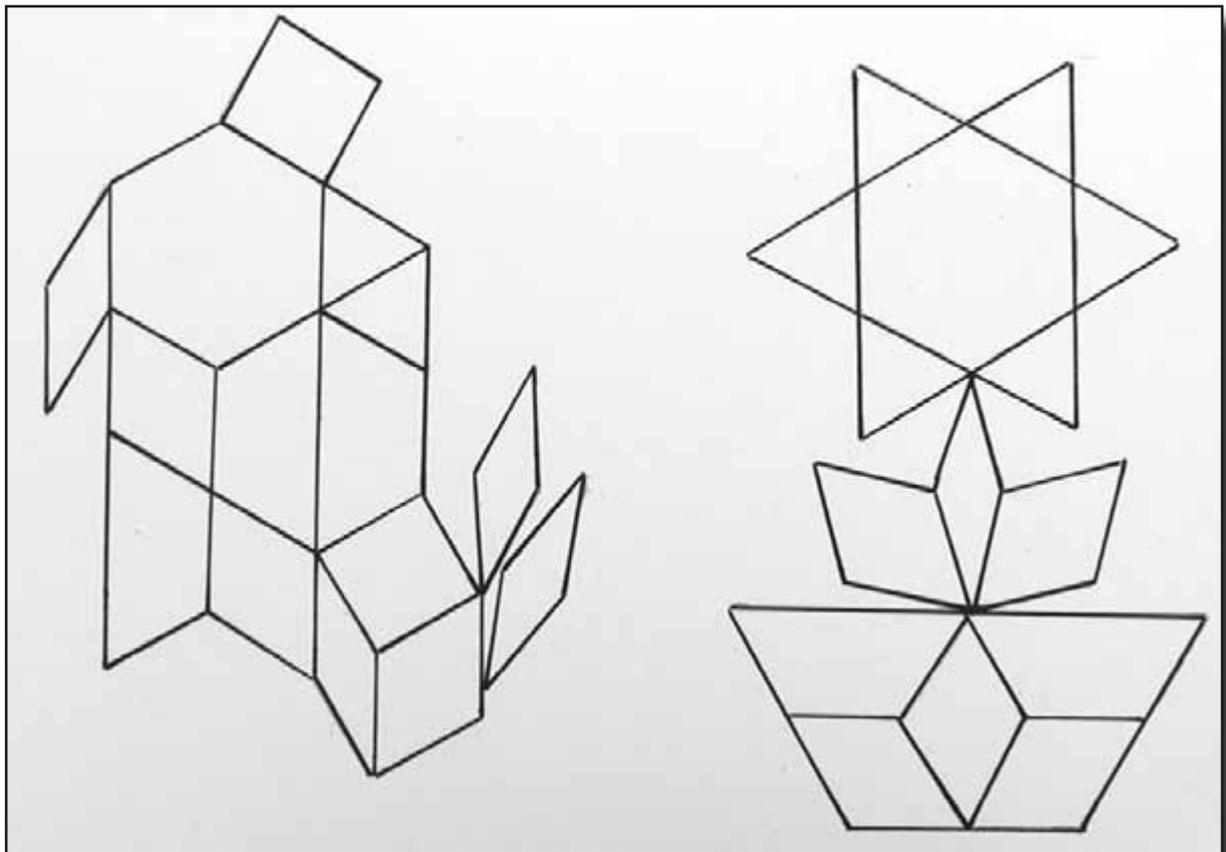


III. APPENDICES

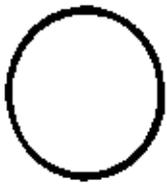
SHAPE PICTURES



SHAPE PICTURES



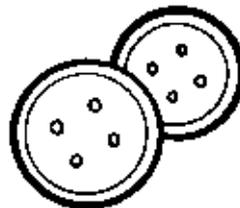
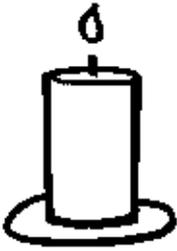
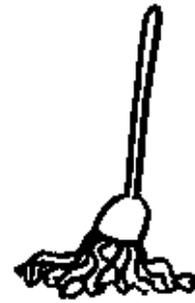
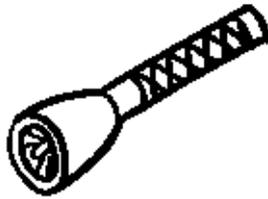
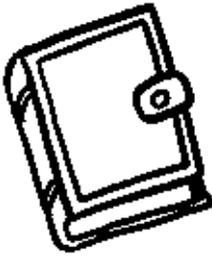
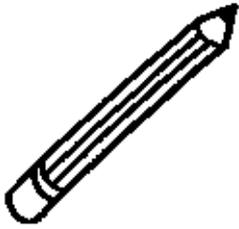
🎀 ♡ 🎀 SHAPES & SYMBOLS 🎀 ♡ 🎀



SAMPLE PICTURES

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USEFUL THINGS



☆☆☆☆ AFRICAN FLAGS ☆☆☆☆



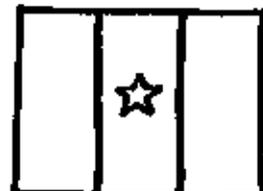
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BOTSWANA



BURUNDI



CAMEROON



CENTRAL
AFRICAN RE-
PUBLIC



CONGO



DJIBOUTI



ERITREA



KENYA



MALAWI



MAURITANIA



MOROCCO



NAMIBIA



NIGER



SEYCHELLES



SOUTH AFRICA



TANZANIA



TOGO



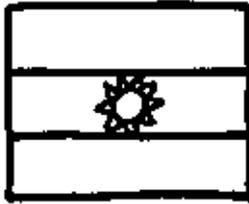
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ZIMBABWE

SAMPLE PICTURES

WORLD FLAGS



ARGENTINA



BANGLADESH



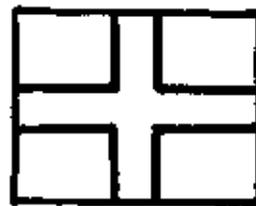
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CANADA



CUBA



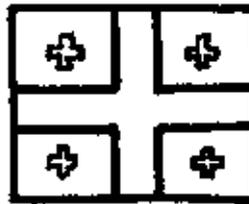
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REPUBLIC



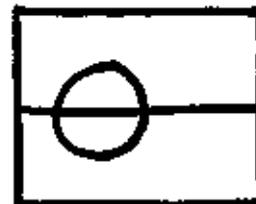
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FRANCE



GEORGIA



GREENLAND



ISRAEL



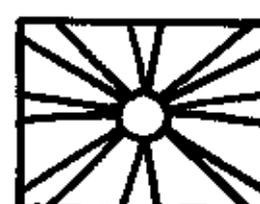
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JAPAN



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PAKISTAN



SOUTH KOREA



TAIWAN



USA



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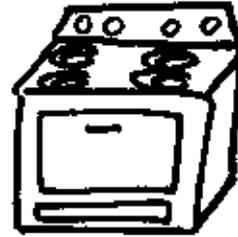


OUTDOOR THINGS



SAMPLE PICTURES

  **THINGS AT HOME**  

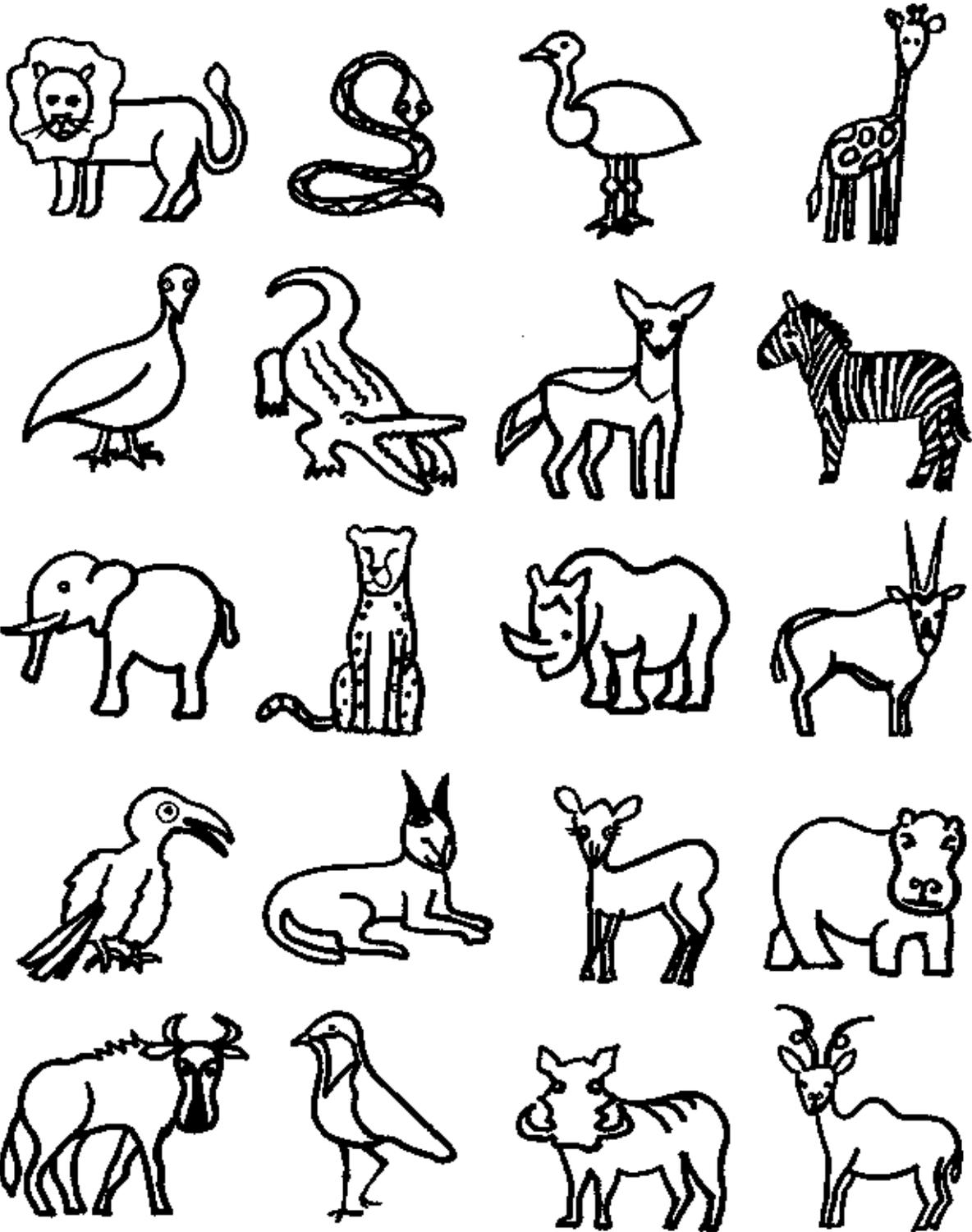


ANIMALS

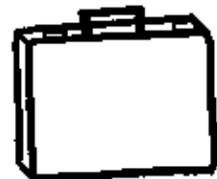


SAMPLE PICTURES

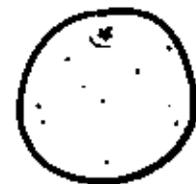
AFRICAN ANIMALS



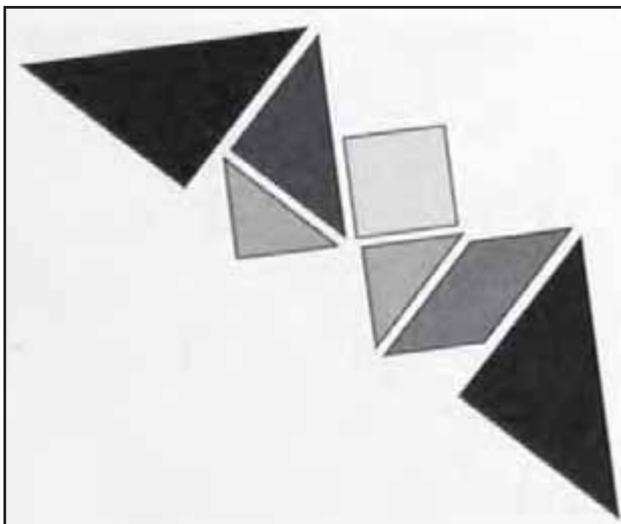
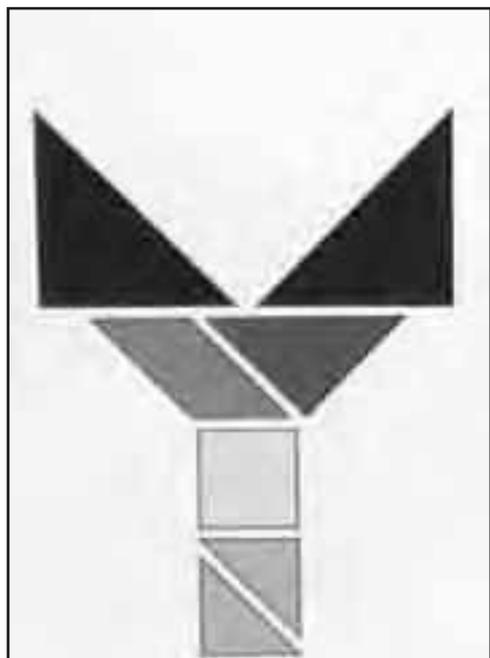
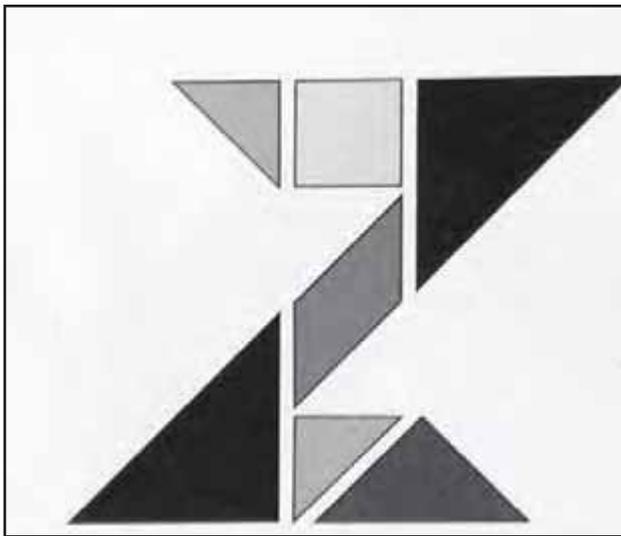
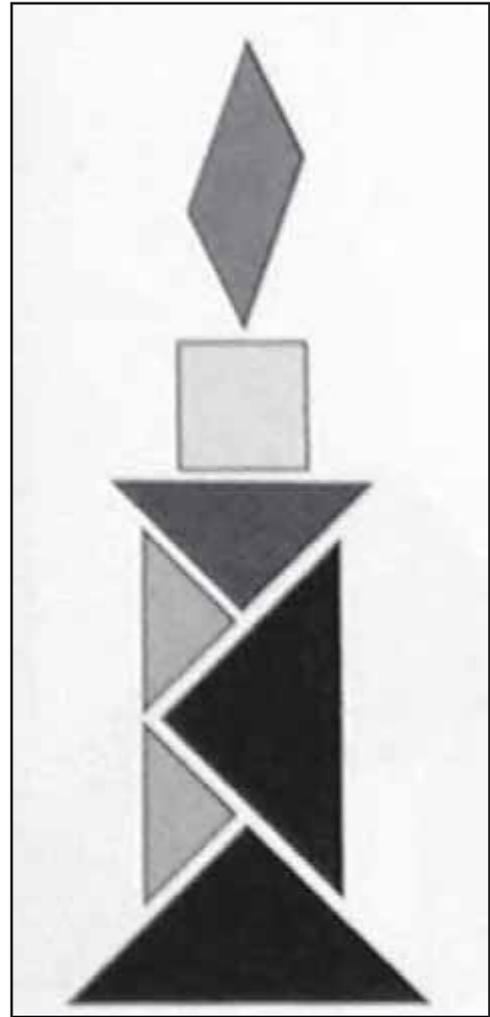
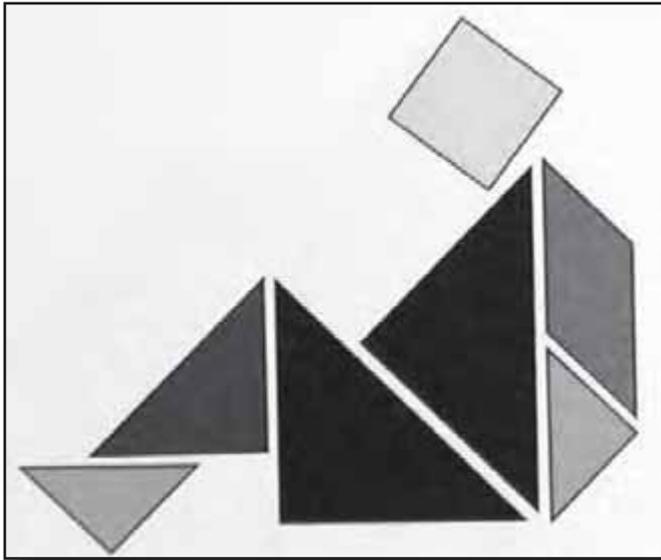
CLOTHING



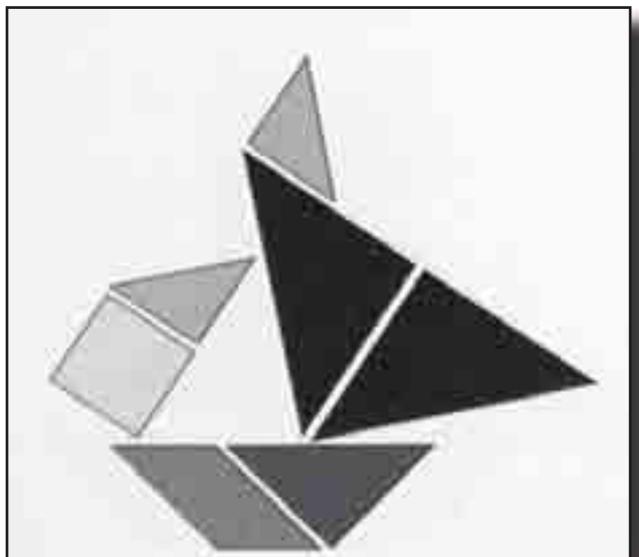
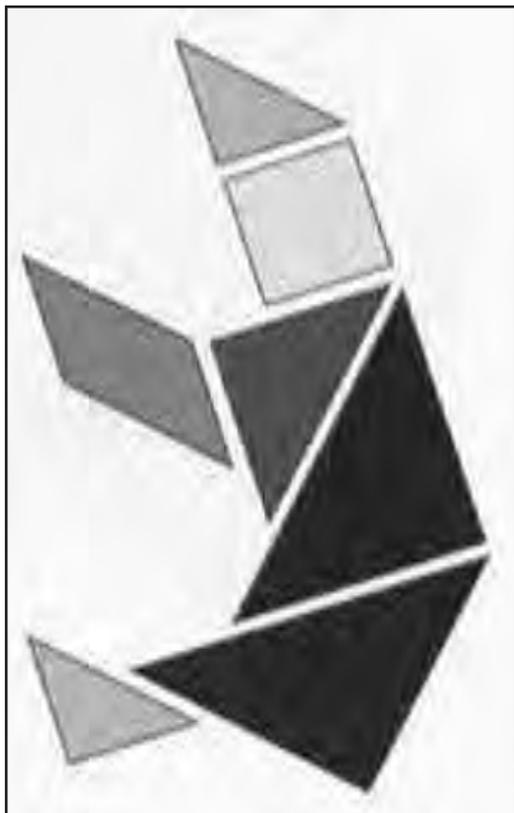
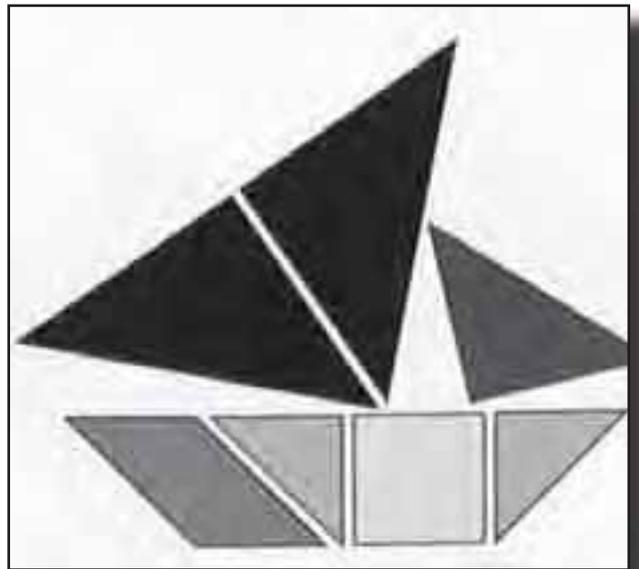
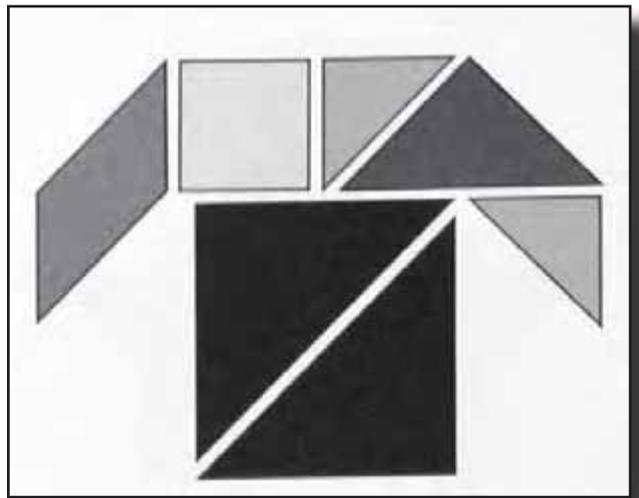
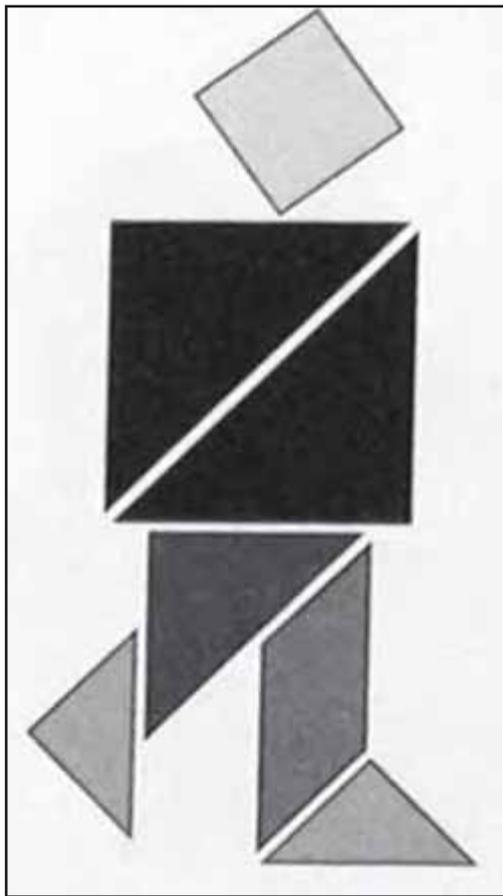
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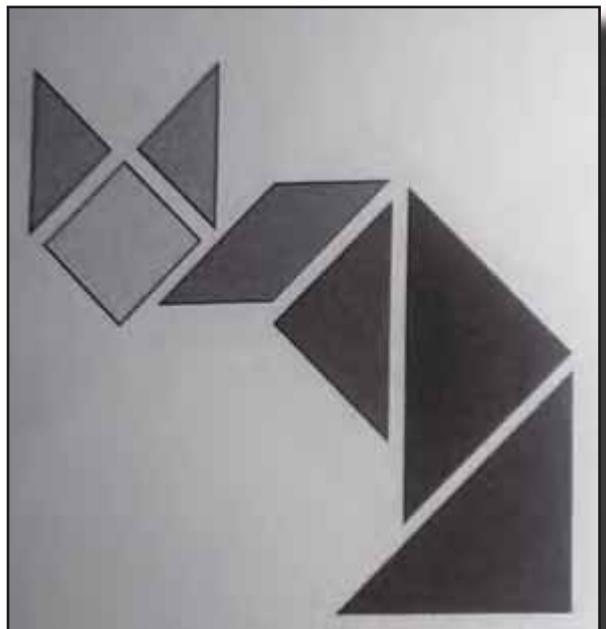
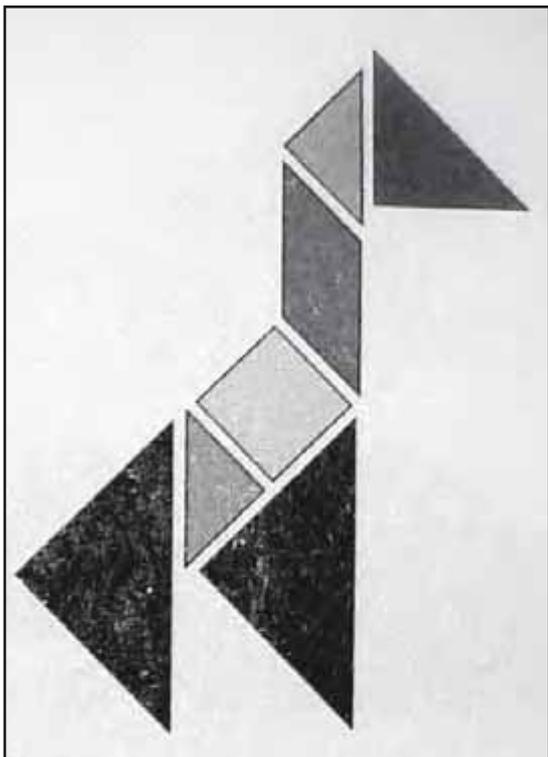
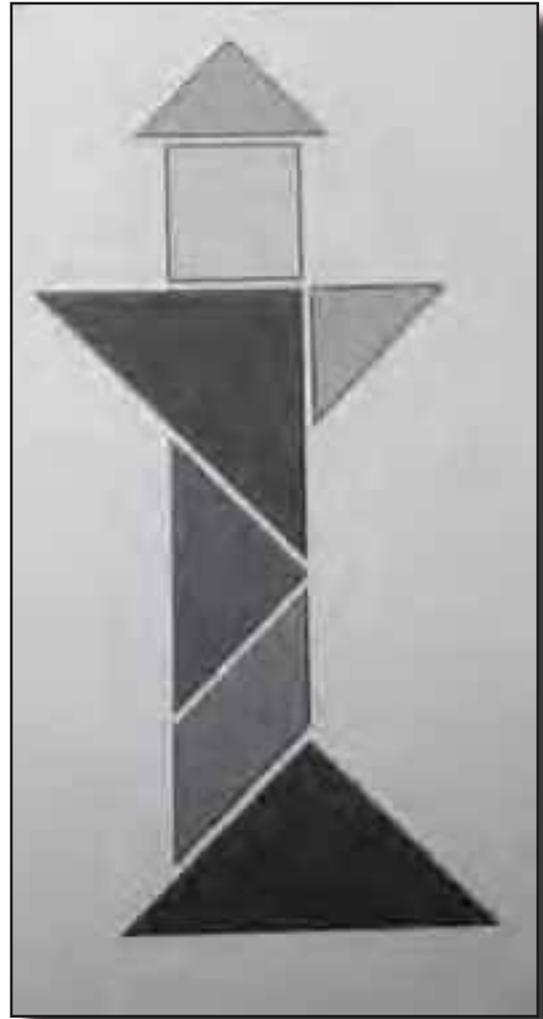
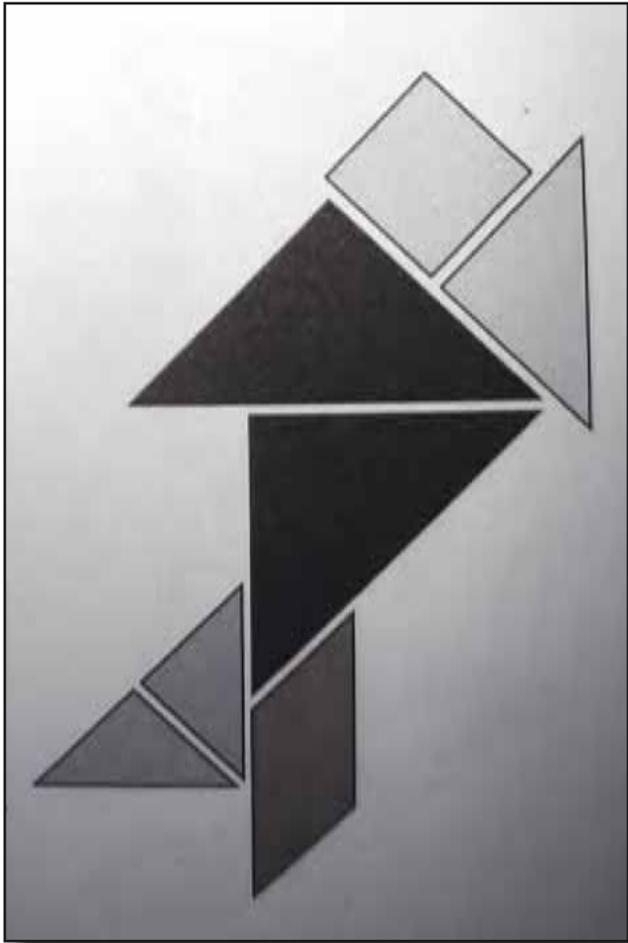
TANGRAM ANSWERS



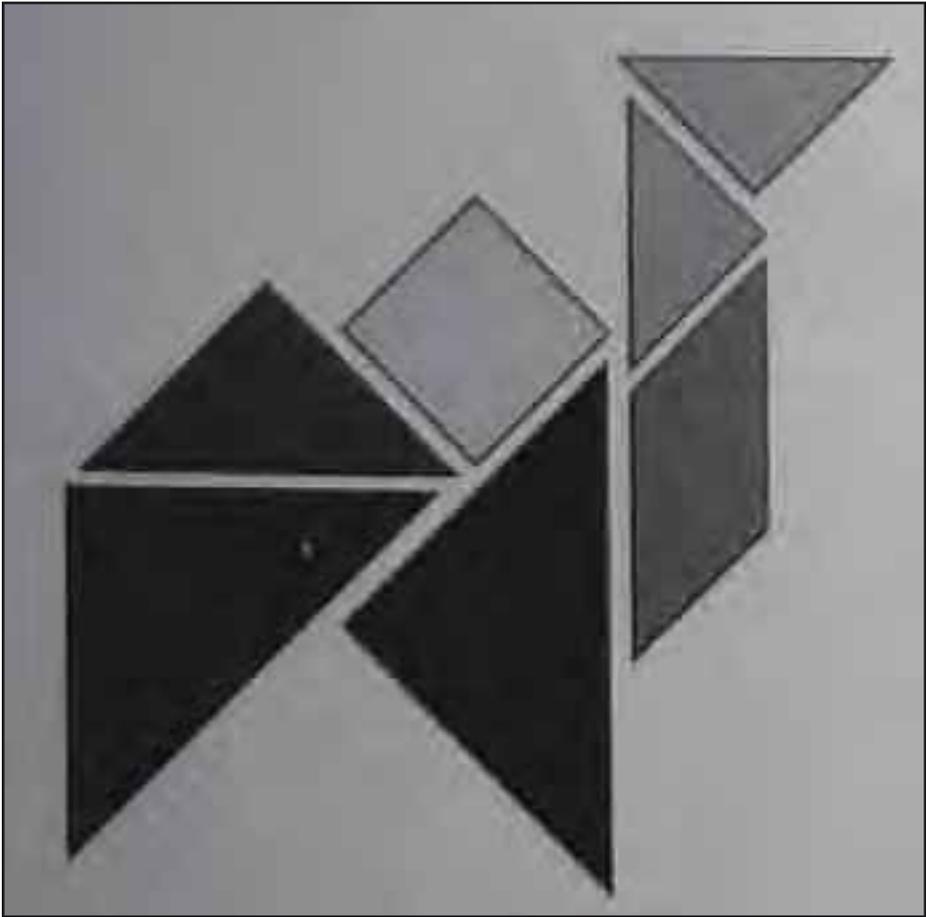
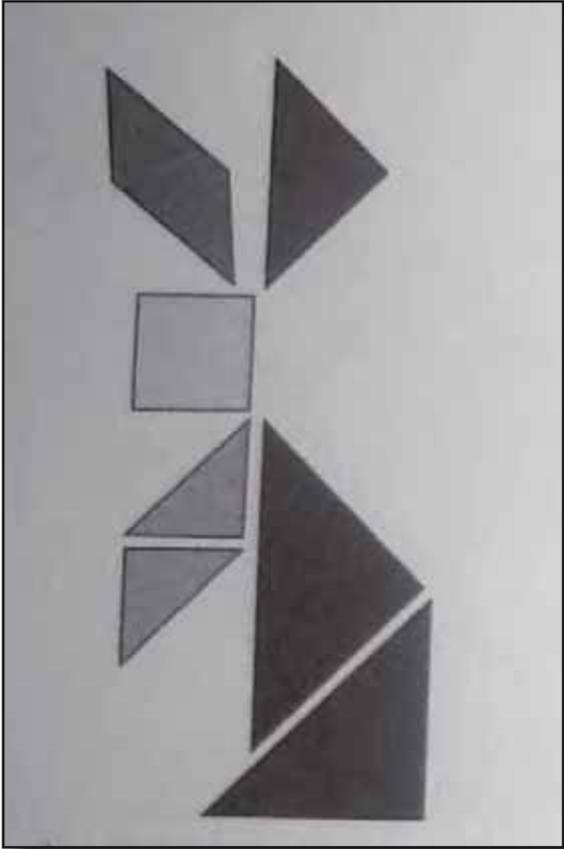
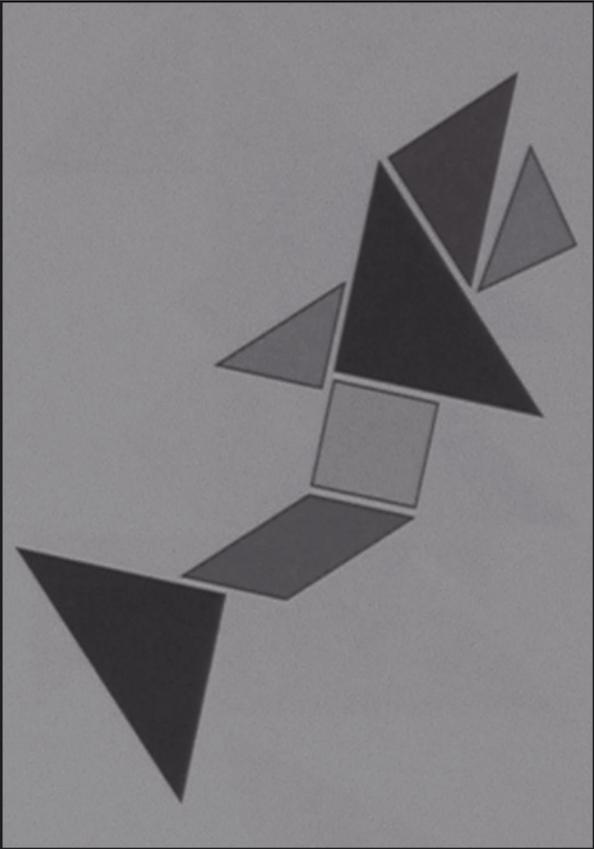
TANGRAM ANSWERS



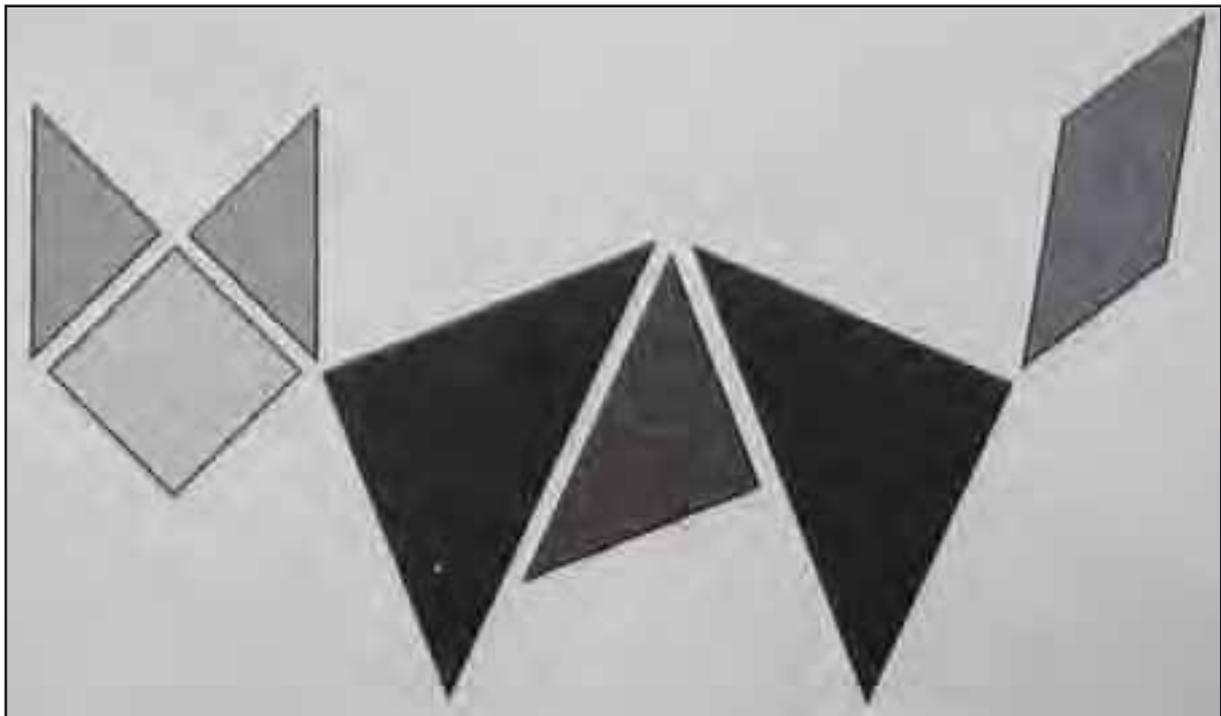
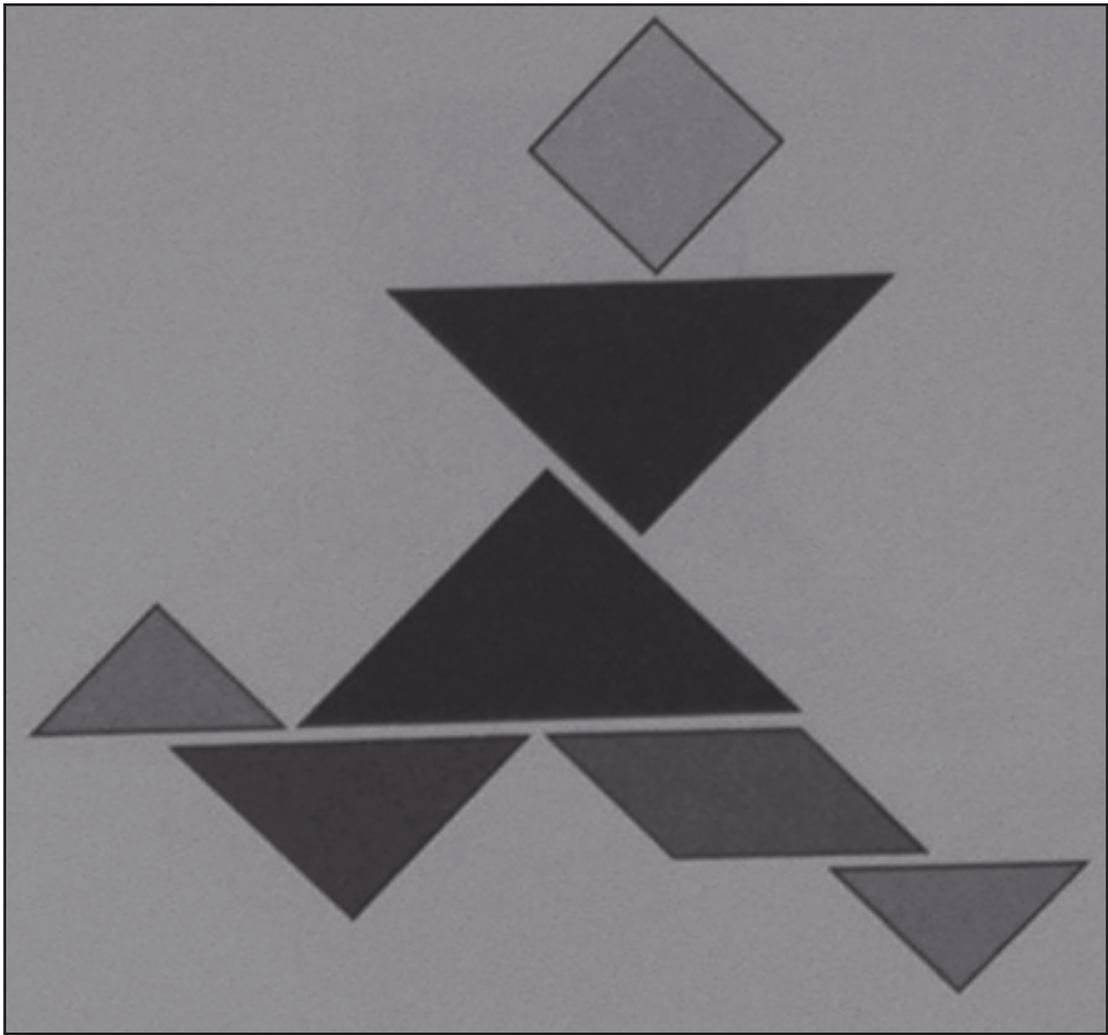
TANGRAM ANSWERS

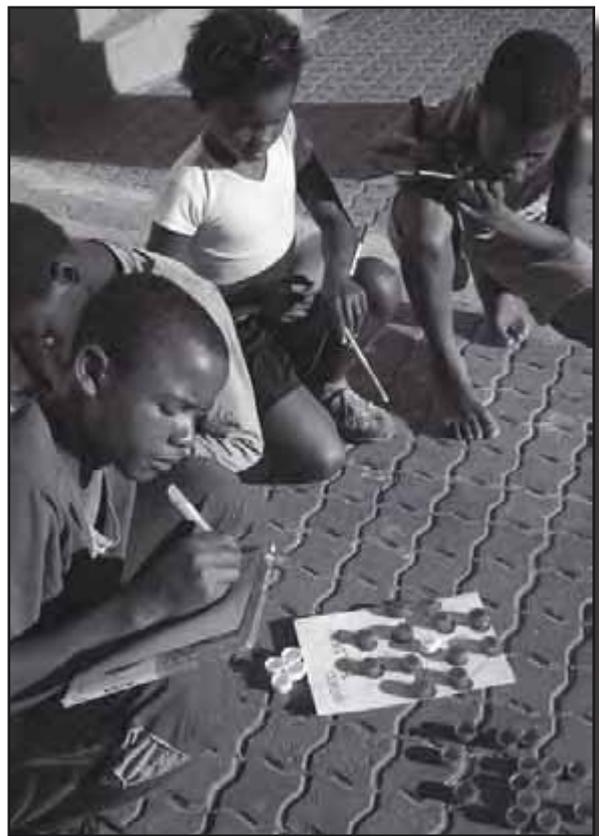


TANGRAM ANSWERS



TANGRAM ANSWERS







ABOUT THE AUTHORS

MaryBeth Gallagher,

grew up in Ossining, New York,
where she spent most of her childhood
playing games with
her siblings and friends.

She graduated from Siena College and
moved to San Francisco,
California, where she taught in an inner-city
school for ten years.

She then spent the next ten years as a volunteer
in Bolivia, El Salvador, Bangladesh,
and Namibia, where her love of children,
her passion for education through fun and
games, and her obsession with recycling
inspired her to write this book.



Marie Harlech-Jones,

was born in South Africa. After her marriage,
she ran a play school for children,
where she became interested in making art from
scrap materials. Some years after
her children were born, she moved with her
family to Canada, but upon their return
to South Africa she once again started a play school.

When they moved to Namibia she started
her third play school, working from her home.
In 2002 she and her husband moved to Pakistan,
where she taught art at a private school in the
Himalayas, still using scrap materials
wherever possible. Most recently, when they
returned again to Namibia, she started
volunteering at the Bernhard Nordkamp Centre
of Catholic AIDS Action,
doing art with the children twice a week.
This is where the idea for this book germinated.





Republic of Namibia
Ministry of Gender Equality and Child Welfare



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