

## Hula Hoop Game

You'll need four or five large Hula Hoops to start this game. When the game starts have all the children gather together inside the Hula Hoops. Do this while the music plays. Remove the hoop and tell kids they have to squeeze into the other hoops or at least hold on to one. Keep going until you have one hoop and all your class inside and outside. Kids will work together to include everyone.

## Balloon Bop

<http://www.responsiveclassroom.org/blog/cooperative-games-younger-students>

*This is such a fun game for all students! Great for the younger students to begin learning cooperation, but also great for the older students as they begin to master skills! You can play this as a whole class or in groups (your choice in number of students, size of group).*

**Materials:** Balloon(s)

Students begin by standing in a circle, holding hands. The teacher drops one balloon into the circle. The goal is for students to see how many times they can tap the balloon into the air (***students may tap the balloon with hands, arms, heads, shoulders, chests, or knees—but NO feet***), keeping it up in the air, without losing connection (***all students must continue holding hands***). In order for this to work effectively, students have to work cooperatively, each of them making sure they are not letting go of their neighbor's hands. They will soon figure out that they must all move together, as a circle, so to make sure they do not lose connection. If the balloon falls to the ground or a student taps the balloon with their feet, the count begins again. Depending on grade level, you can add more balloons to make it more challenging!

**Before playing:** Teacher can model how to tap the balloon lightly in order to keep the balloon up in the air. Try this with the students individually and then in partners. Once they are successful at keeping their balloon in the air without dropping their partner's hands, add more students to the group until they form one whole circle. Let the game begin!

## All Aboard

<http://www.pecentral.org/lessonideas/ViewLesson.asp?ID=667>

*A great activity to encourage students to cooperate and work together in order to solve a problem. This activity is best suited for students in grade 4 and up.*

Tie a piece of rope in a loop large enough for all students in your class to fit within it and lay it on the ground. Invite all your students to sit inside the circle. Once they have accomplished this, congratulate them for working together to make sure they all fit and now challenge them to see if they can do even better. To challenge them further, make the rope smaller. Now, invite your students once again to sit within the circle. Once they have accomplished this, congratulate them again and see if they are up for another challenge. Continue to make the rope smaller and smaller until you see that your students are beginning to run out of solutions as to how they can all fit within the circle. Eventually, the circle will be much too small to fit every student. The goal is for students to cooperate with each other and work

close together to come up with creative solutions. As you watch your students, encourage them by asking questions or to think about the various ways they can go about trying to fit everyone in. You will be surprised with some of the solutions they come up with such as putting only hands in, feet in, fingers in, etc. At the end, discuss what you observed and invite feedback. You will find that your students will just love them and the best part – they all worked together and had fun!

**Materials:** Rope of varying lengths, music

## Human Knots

*It is always fun to watch our older students work together to solve a problem. This game is geared towards helping students work together and problem solve, while at the same time, have fun! There are so many variations to the game. You know your students best – add in or change it up!*

Students are to get into groups (between 6-8 people; you may also choose to form the groups) and form a large circle. They are to stand within the circle, crossing arms at the wrist. Next, they are to grasp hands with 2 different people across from them. Students must now work together to try and untangle the knot without letting go of any hands. Once they have untangled themselves, and are still holding hands, encourage them to lean back, balancing their weight and try to sit down, then stand back up again as a group. As an added challenge, depending on age, grade or level of confidence, have each of the groups race.

## Warri

<https://study.com/academy/lesson/traditional-games-in-haiti.html>

**Warri**, a version of the ancient game of Mancala, is played throughout the Caribbean. Warri uses a rectangular board with two rows of six holes, but in the absence of a board, players can dig rows of holes in the ground. To begin, players fill the holes with four seeds each. The first player selects a hole from the row on their side, scoops up the seeds, and deposits one seed in each successive hole, moving in a counterclockwise direction. When a player drops their last seed in an empty hole they may capture their opponent's pieces on the opposite side of the board if that hole contains only one or two seeds. The first player to capture twenty-five seeds wins the game.



# Osselets

<https://www.youtube.com/watch?v=QCT6QqB8IMQ>

**Osselets**, pronounced ass-LAY, is an interesting cross between jacks and dice games. It is traditionally played with the knuckle bones of goats. While today plastic and metal game pieces often replace the bones, some Haitians still play with the traditional materials.

When the knucklebone is thrown, it has four sides on which it could land: the front or *creux*, the back or *dos*, the straight side or *i*, and the curved side or *s*.



*Gold plated knucklebones*

The game begins with the first player tossing four of the osselets in the air and letting them land. A fifth osselet remains in the player's hand. This fifth osselet serves the purpose of the ball in a game of jacks and is sometimes replaced by a rubber ball when available. The player tosses it in the air and attempts to pick up a set number of osselets from the ground as required in each turn before catching the tossed osselet on its way down. Making the game even trickier, each round requires the player to turn the osselets, as the player can only pick up an osselet with the correct side facing up.

The first round is *dos* with the requirement of picking up only those pieces turned with the back facing up. First, the player turns pieces so that the back side faces up and picks up one piece at a time until they have them all. Then, they pick up two at a time, following by picking up three at once and then the remaining one, and finally, they pick up all four at once. In the next round the player repeats this sequence with pieces turned with the front side, or *creux*, side up, followed by a round with the straight, or *i*, side up, and a round with the curved side, or *s*, turned up. The fifth round requires the player to pick up all four osselets while each one bears a different side on top: a back, a front, a straight, and a curved. The first player to complete all five rounds wins the game.