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**Youth
in Action**

ADEVĂR- LUMEA: **SECOND WEEK ACTIVITIES**

Objectives:

- Be creative
- Be concentrated
- Follow instructions
- Work the physical development
- Teamwork and respect each other

Method:

- Fast games

Materials:

- A ball/a ball made of paper
- All the continents prepared

Activity plan:

We will continue from the last week and the children have to find the stolen continents from the “Adevăr-lumea by playing some games!!!

- The king's followers :

We will check if they can imitate what they see, if want to help Bianca and be a good spies, we have to able to imitate anyone and fake that they are other persons! All the children go into one/two lines depending on how many there are. The children in the front of the lines are the leaders and everybody behind should copy their movements/sounds. In our game the children made sounds corresponding to an animal, but in general it can be any topic, without topic and with a lot of actions. The leader goes to the back of the line, when everybody copies the action and the role of the leader change to the next in line.



- The Bomb :

The children form a circle. A ball is passed from child to child (against the clock). Every time the time



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stops, the person with the ball is out and may sit inside or outside the circle. The last one in the circle wins. Time can be taken/shown by playing music, clapping, whistling, singing, just taken time etc. and the faster the ball is passed the funnier.

- Simon says:

The children shall stand in a group, where one person 'Simon' stands in front of the group. "Simon" then orders different things to be done, the funnier the better. The order must be obeyed only when the order begins with "Simon says". For instance, "Simon says: 'Thumbs up!'". If the person doesn't say "Simon say" the order shall not be obeyed for instance. "Thumbs down!" When someone follows an order that does not begin with "Simon says", he or she is out of the game. The last person standing is the winner or the new Simon.



How it was:

The game of the king's followers was working very well. The children seemed to understand the game more or less and used their imagination to choose an animal.

The second game 'the bomb' worked not so good at the first one, especially in the beginning was it difficult for the children to understand the rules and idea of the game. A solution could be to play in smaller groups and more than one time.

Once again we only had time to play two games, since the children had to make some paintings done before we could begin.