

GETACTIVE!
SINGAPORE



Kampung Games

for Children and Parents



TIC-TAC-SINGAPORE



NUMBER OF PLAYERS
6-8



ITEMS NEEDED
Chalk, Scotch tape, DIY beanbags



OBJECTIVE

Players will have to form a line comprising three of their beanbags within the *Tic-Tac-Toe* grid.

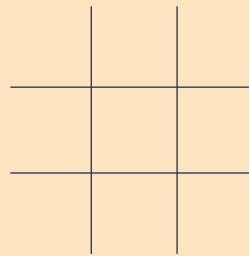
GAME LAYOUT



TEAM A



TEAM B



DESCRIPTION

Tic-Tac-Singapore is a reinventive take on the classic game of *Tic-Tac-Toe*. This game helps children to hone their object control skills, namely underarm throwing. Easily playable by preschoolers in a recommended group setting, they will have to collaborate to form a line comprising three of their beanbags within the *Tic-Tac-Toe* grid.

Main Modification(s): Players will be throwing DIY beanbags to mark their squares within the *Tic-Tac-Toe* grid instead of drawing dots and crosses.



HOW TO PLAY

- Players will be divided into two teams of minimally three players each.
- The first player from each team will take their beanbag and begin to throw them into the *Tic-Tac-Toe* grid.
- After they are done, they will return to the back of the line and the next players will start their turn.
- If a team runs out of beanbags, they can retrieve their own beanbags from the *Tic-Tac-Toe* grid.
- The first team to form three of their beanbags in a line within the grid and shout out "SINGAPORE" together wins the game.

Credits: My First Skool @
51 Fernvale Link



Scan to watch video
go.gov.sg/nk2022kg27

Fundamental movement skills (FMS) form the building blocks of daily activities and are essential in the early years to pave the way for development of more complex physical movements. Build your child's Object Control skills (e.g., throwing, catching, kicking, dribbling with foot) to control an object using a part of the body or using an implement. We encourage parents to participate actively in the activities and enjoy the fun together with your child!

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BOLA TIN SOCCER



NUMBER OF PLAYERS
4 or more



ITEMS NEEDED
Hula hoops, Cones, Soccer ball, Recycled tissue rolls/
aluminium drink cans, Portable goal, Cut-outs of iconic
Singapore landmarks



OBJECTIVE

Players must complete the relay as a team by navigating the obstacle course and knocking down as many cans as possible.

GAME LAYOUT



DESCRIPTION

As the name suggests, **Bola Tin Soccer** is inspired by the traditional game *Bola Tin* and involves kicking a ball towards a pyramid of cans to knock them down and into the goal. The game helps children to develop various fundamental movement skills such as locomotor (running), object control (kicking), and stability (turning to switch directions) skills. It also encourages players to work as a team to finish the relay.



Main Modification(s): The traditional *Bola Tin* game requires players to throw a ball. In the reinvented game **Bola Tin Soccer**, the ball is kicked instead of being thrown and the game features an obstacle course that aids children's development of various fundamental movement skills.

HOW TO PLAY

- The first player will start off the relay by running and switching directions to avoid the cones in the obstacle course.
- The player must then aim and kick the ball towards the pyramid of cans to knock down as many of them as possible and into the goal.
- Thereafter, the player will need to restack the cans back to its original position for the next player.
- The player will then need to navigate the obstacle course again on the way back to the start line before tagging the next player.
- The game ends when all players have completed their turn.
- To make the game more competitive, players can split themselves into two teams and the team that knocks down the most cans and into the goal, wins the game.

Credits: PCF Sparkletots
Preschool @ Yuhua Block 233



Scan to watch video
go.gov.sg/nk2022kg39

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BULLSEYE CHAPTEH



NUMBER OF PLAYERS
6 or more



ITEMS NEEDED
DIY *Chapteh* (cardboard, shuttlecock feathers),
Marbles, DIY bullseye mat, Masking tape



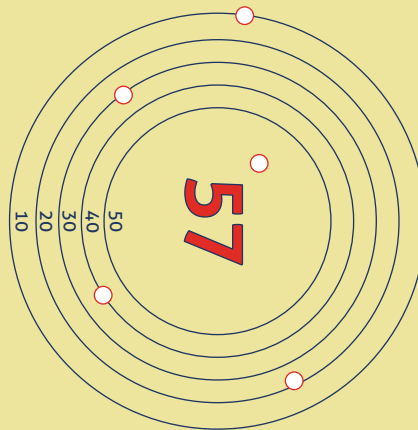
OBJECTIVE

Players should aim to kick/throw the *Chapteh* as close as possible to the bullseye while knocking the marbles out of the mat.

GAME LAYOUT



Start line



DESCRIPTION

Bullseye Chapteh combines the two traditional games of *Chapteh* and *Goli Goli (Marbles)* into one ball of absolute fun. This game encourages children's development of object control skills, namely kicking and throwing.

The game is simple in concept, with players trying to land the *Chapteh* on the mat to score as many points as possible. Playable with minimal supervision, both parents and educators can even join in on the fun!

Main Modification(s): Instead of keeping the *Chapteh* in the air for as long as possible, players will have to land it on a target while knocking the marbles out of the way if possible.



HOW TO PLAY

- Players will be split into two teams of minimally three players each.
- The first player from each team will play a game of *Scissors, Paper, Stone*, and the winner will begin first.
- The winner will begin by kicking/throwing the *Chapteh* onto the mat.
- Depending on where the *Chapteh* lands, the player will score their team a certain number of points.
- Players from both teams will take turns to play the game in alternating fashion to keep both sides engaged.
- Players who manage to knock marbles out of the mat with the *Chapteh* will earn their team bonus points.
- Once all players have taken their turns, the team that accumulates the most points wins the game.

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5 MOVES



NUMBER OF PLAYERS
6 or more



ITEMS NEEDED
DIY die, Item box, Cloth, Red and white paper balls,
DIY cut-outs of crescent moon and stars



OBJECTIVE

Players will have to work together as a team to throw and catch the game items without dropping them.

GAME LAYOUT



DESCRIPTION

5 Moves is a modern take on the classic Kampung game of *Five Stones*. Focusing on locomotor (running), object control (catching) and stability (balancing) skills, this game will aid in children's development of various fundamental movement skills. Incorporating opportunities for teamwork, players in the same team will have to support one another to achieve the game objective ahead of the opposing team.



Main Modification(s): Instead of being a stationary, single-player game like *Five Stones*, **5 Moves** involves the performance of various fundamental movement skills by players in a team-based setting.

HOW TO PLAY

- Players will be separated into two teams of minimally three players each.
- Players from both teams will then be assigned the roles of Carrier, Thrower, and Catcher.
- At the word "GO!", the Carrier will roll the DIY die to determine the fundamental movement skill to be performed.
- He/she will then proceed to grab a random item from the item box, and while carrying it, perform the assigned fundamental movement skill when making his/her way towards the Thrower.
- The Thrower will then perform either an underarm or overarm throw to pass the item to the Catcher who will then catch the item using a cloth.
- From the second item onwards, the Catcher will not only have to catch the item, but must also ensure all the items previously caught remain inside the cloth.
- This process is repeated until the first team that catches five items with their cloth wins the game.

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BASKETBOWL



NUMBER OF PLAYERS
6 or more



ITEMS NEEDED
Plastic bottles, DIY paper balls,
Hula hoops, Cut-outs of Nila



OBJECTIVE

Players must knock down as many bottles as possible within three minutes to score the maximum number of points for their team.

GAME LAYOUT



Start line



LABELS AND BONUS POINT SYSTEM

Circle 1 (National Stadium)	1 point
Circle 2 (Marina Bay Sands)	2 points
Circle 3 (Parliament House)	3 points
Circle 4 (Botanic Gardens)	4 points
Circle 5 (Singapore Zoo)	5 points

DESCRIPTION

Basketbowl is a contemporary take on the classic games of *Pepsi Cola 1-2-3* and *Goli Goli (Marbles)*. This game allows players to work in a team, and also promotes children's development of locomotor (jumping, leaping) and object control (underarm throwing, overarm throwing) skills.

Players are required to hit the bottles and score points with DIY balls from different areas – From the start line and from the circles that are marked out with bonus points. As players move through the circles, they must shout "STAND UP FOR SINGAPORE 1, 2, 3" as they leap or jump. The team that scores the most points within the time limit of three minutes wins.



Main Modification(s): This game introduces the unique actions of two sports – Basketball and Bowling – as means of hitting the bottles. The circles are also labelled with Singapore's places of interests to encourage players to learn more about our local attractions.

HOW TO PLAY

- Players will be divided into two teams comprising minimally three members each.
- Each circle in the course is marked out with different points depending on the level of difficulty.
- The first player of each team will stand at the start line and attempt to knock down the plastic bottles with DIY paper balls using an underarm or overarm throw.
- Players will score points corresponding to the number of bottles they can knock down (i.e. knocking down two bottles will give the player two points).
- Subsequently, players will then advance to the bonus stage, where they will have a chance to score bonus points.
- Players must shout "STAND UP FOR SINGAPORE 1, 2, 3" as they leap three steps backwards to the circle of their choice.
- Upon reaching the circle, they will attempt to knock down the bottles again to score bonus points. Players will score the corresponding number of bonus points if they manage to hit at least one bottle.
- Once the first player has completed the bonus stage, the next player in line will begin the process again until the time runs out.
- The team which scores the most points within the time limit of three minutes wins.

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