Kampung Games

for Children and Parents

GetActive! SINGAPORE

JUMPSCOTCH RACE

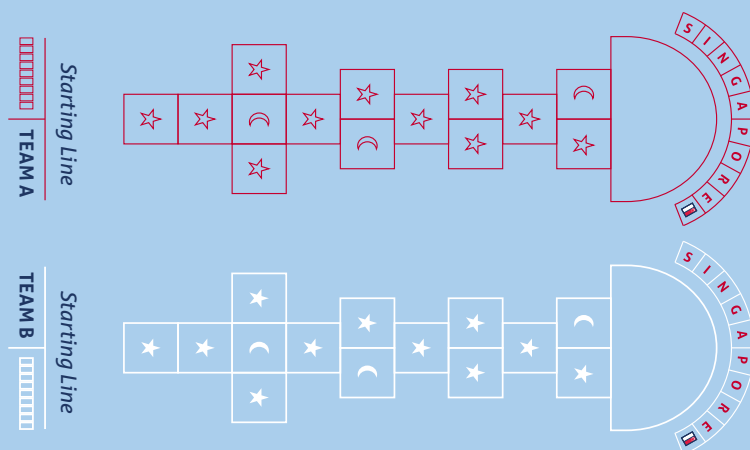**NUMBER OF PLAYERS**
6 or more

ITEMS NEEDED
Colourful chalk/tape, Cut-outs of crescent moons and stars, "SINGAPORE" letter cards and National Flag cards (two sets in different colours)

OBJECTIVE

Players must complete the *Hopscotch* and spelling relay ahead of the other team.

GAME LAYOUT

DESCRIPTION

Jumpscotch Race is a reinventive take on the timeless classic *Hopscotch.* This game provides a fun challenge while promoting children's development of locomotor skills, namely jumping and hopping.

The first team to hop across the course, collect all letter cards and arrange them to form the word "SINGAPORE" with the National Flag card at the end, wins the game.

Main Modification(s): Traditionally a single-player game, this reinvented version of *Hopscotch* requires multiple players and encourages teamwork. The concept of collecting letter cards, made from recyclable materials, and rearranging them, is also unique in this new edition.

HOW TO PLAY

- Players will be separated into two teams, each comprising three members.
- Players will start the game by hopping onto the squares that contain the stars while avoiding the ones with the crescent moons.
- If players accidentally step on a square with a crescent moon, they will have to return to the start line and begin again.
- Upon reaching the end of the course, players will be required to collect a single letter card, before hopping back to the start line and placing the collected letter card in their respective boxes. The last card to be collected will be the card displaying the National Flag.
- The first team to correctly arrange the cards to form the word "SINGAPORE" with the National Flag card at the end will then have to shout out "SINGAPORE" together to win the game.

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 Locomotor skills (e.g., running, leaping, jumping, hopping) to move the body with control from one location to another. We encourage parents to participate actively in the activities and enjoy the fun together with your child!

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HOPSCOTCH – NATIONAL DAY EDITION
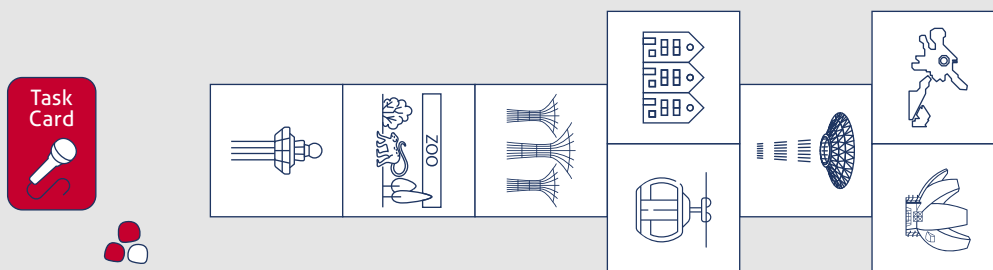
NUMBER OF PLAYERS
6 – 10

ITEMS NEEDED
Pictures of Singapore attractions, Coloured paper balls (red/white), Task cards

OBJECTIVE

Players need to throw a paper ball onto one of the boxes on the *Hopscotch* mat, name the attraction depicted in the box and draw a task card. Players must then perform the task before hopping onto the boxes to complete the game.

GAME LAYOUT

DESCRIPTION

Hopscotch – National Day Edition is inspired by the Kampung game, *Hopscotch*. This version encourages the development of children's locomotor, object control and stability skills as players need to perform the actions of throwing as well as hopping.

Each box on the *Hopscotch* mat features one local attraction, and the task cards test players' knowledge of our Singapore attractions, cuisine and National Day theme songs. This helps to foster a sense of belonging to Singapore and enhance their knowledge of our local culture.

Main Modification(s): Players must name the attraction their paper ball lands on and complete a task related to Singapore before embarking on the game of *Hopscotch*.

HOW TO PLAY

- Each player will take a coloured paper ball and toss it onto one of the boxes on the *Hopscotch* mat.
- The player then needs to name the attraction within the box that his/her paper ball lands on.
- The player proceeds to draw a task card and perform the task before continuing with the game of *Hopscotch*.
- The player will complete the game when he/she hops over the box that his/her paper ball lands on, hops onto the rest of the boxes, and picks up the ball when returning to the start point.

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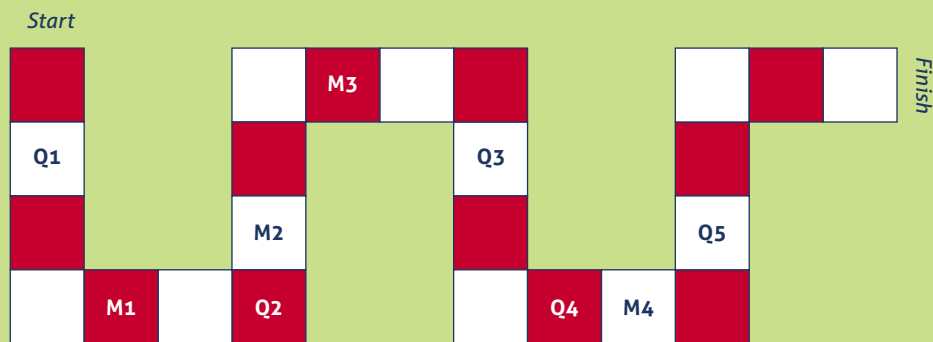# SINGAPORE AND I

NUMBER OF PLAYERS
6 or more

ITEMS NEEDED
Red and white coloured paper (with instructions or questions), DIY die (with instructions)

OBJECTIVE

Players will need to get to the finish spot of the playing course as fast as possible by answering questions related to Singapore, and perform certain fundamental movement skills along the way.

GAME LAYOUT

Start

			M3					
Q1				M2	Q3			
	M1		Q2				Q5	
					Q4	M4		

Finish

LEGEND:
M: Movement
Q: Question

DESCRIPTION

Singapore and I is a local reinvention of the beloved classic game, *Snakes and Ladders*. Using a customised DIY die with different instructions written on each of its faces, players will progress along the course by answering local trivia questions and performing specific movements until they reach the end to win the game. This helps to develop children's locomotor (walking, hopping, jumping) and object control (throwing) skills while raising their awareness and appreciation of our Singaporean culture.

Main Modification(s): Unlike the original version of *Snakes and Ladders*, this localised version requires players to partake in a Singapore trivia quiz and perform fundamental movement skills in order to progress. A customised DIY die is also utilised in place of a traditional numbered die, which requires players to follow a unique set of instructions.

HOW TO PLAY

- Players will start by rolling the die.
- Depending on the side of the die rolled, players will have to follow the given set of instructions to progress to their next spot.
- If players land on a question spot, they will have to answer the given question correctly to remain in the spot. Otherwise, they will be required to return to their previous spot.
- If players land on a movement spot, they can proceed to move forward/backward depending on what is stated (e.g. jump two steps forward/walk two steps backward).
- The first player to reach the finish spot will be the winner.

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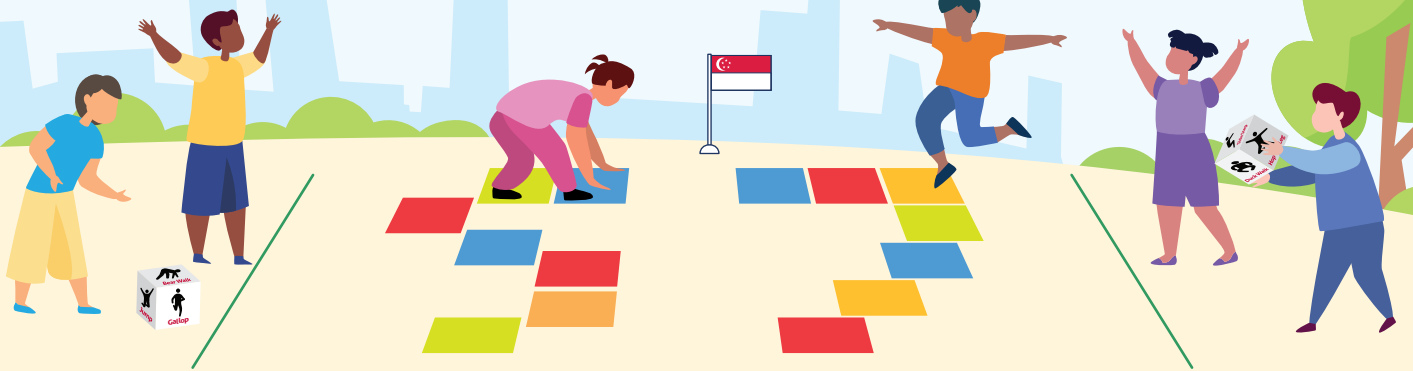
JUMP! JUMP! 57TH!

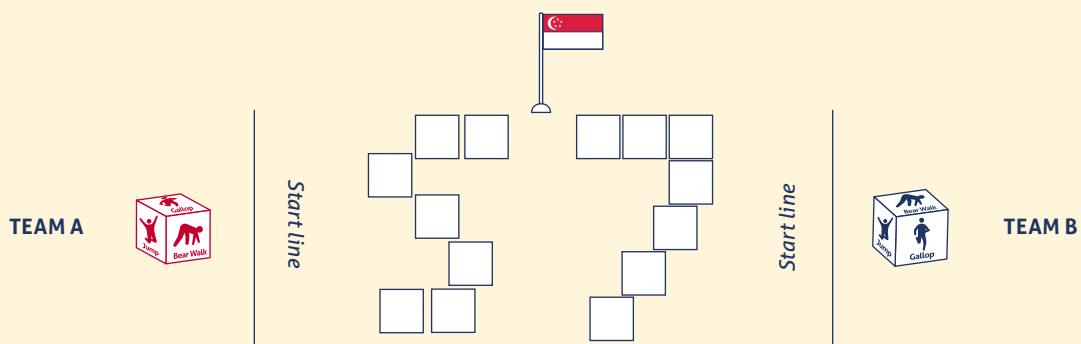**NUMBER OF PLAYERS**
6 – 10

ITEMS NEEDED
Non-slip mats or unused yoga mats,
Empty box for DIY die

OBJECTIVE
Players are required to perform specific locomotor skills to complete the playing course.

GAME LAYOUT

TEAM A

Start line

Start line

TEAM B

DESCRIPTION

Jump! Jump! 57th! is a game designed to pay homage to both National Day and the classic game *Hopscotch*. Promoting children's development of locomotor skills such as hopping, jumping, and running, the game promises a fun time for everyone involved.

At the beginning of the game, players will have to roll the die and start moving along the course using the specific locomotor skill described on the rolled die. Finishing the course, players will run back to tag their next teammate and the process begins again.

The first team to have all their players complete the course wins the game.

Main Modification(s): Instead of a traditional *Hopscotch* course, the course has been shaped to resemble the numbers "5" and "7", representing Singapore's 57th birthday this year. Instead of just hopping along the course, players will also move along it based on the locomotor skill instructed on the rolled die, which may involve various movements such as a duck walk or a bear walk, amongst many others.

HOW TO PLAY

- Players will be separated into two teams, comprising minimally three members each.
- The first player from each team will then take turns to roll the die.
- After rolling the die, players will return to the start line. On the word "GO", they will then begin moving along the course according to the locomotor skills shown on the rolled die.
- Finishing the course, they will run back to tag their next teammate and the process begins again, starting from rolling the die.
- The first team that has all their players complete the course wins the game.

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WHAT ACTION IS IT, MR NILA?

NUMBER OF PLAYERS
4 or more

ITEMS NEEDED
Coloured paper, String/ribbon, Marker, Masking tape

OBJECTIVE

Players will have to perform a specific movement throughout the game while singing the National Day theme song *Home* and advancing towards Mr. Nila. They will then be tasked to do a specific pose according to Mr. Nila's action card. To win the game, players will need to tap on Mr. Nila's shoulder and run towards the start line without being caught.

GAME LAYOUT

Start line → Mr. Nila — Action Card
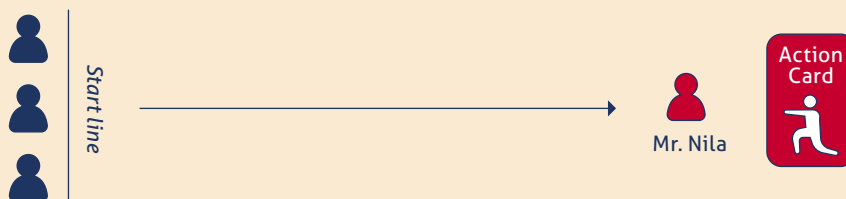
DESCRIPTION

Derived from the Kampung game *What Time Is It, Mr. Wolf?*, **What Action Is It, Mr. Nila?** is the reinvented version that requires players to perform actions and sing along to the popular National Day theme song, *Home*.

Players must perform a specific movement (e.g. swimming, jogging, jumping) each round when advancing towards Mr. Nila. This encourages the development of locomotor skills and other types of fundamental movement skills for children depending on the chosen type of movement.

Mr. Nila wins the game if he catches a player, and players win if they manage to return to the start line without getting caught by Mr. Nila.

Main Modification(s): The mascot for Sporting Singapore, Nila, is used in this game instead of Mr. Wolf. The use of different types of movement also encourages the development of different fundamental movement skills for children. Players singing along to the popular National Day theme song *Home* also elevates their experience of the game while celebrating our nation's birthday.

HOW TO PLAY

- Mr. Nila will stand with his back facing the players.
- Players will start by choosing a specific type of movement and must perform their chosen movement as they advance towards Mr. Nila, while singing *Home*.
- Mr. Nila will then clap his hand at any time and turn around to face the players while holding an action card of his choice.
- Players must stop moving and perform the action indicated on the action card.
- When Mr. Nila is satisfied that the action performed is correct, he will then turn around to have his back facing the players again. Players will continue to sing and advance towards him.
- Players must try to reach Mr. Nila, tap on his shoulder, and run back towards the start line.
- When Mr. Nila's shoulders are tapped, he will turn around and try to catch any one of the players.
- Mr. Nila wins the game if he catches a player, and players win if they manage to return to the start line without getting caught by Mr. Nila.

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