Zululand's Defense	
Equipment: Sticks and balls	**Space:** All the gym
Number of players: All the class	**Length of the game:** 10 minutes

Historical/Cultural context: This game is inspirated in the Anglo-zulu war and how the armamentistic superiority of the England Empire,whose soldiers were the Red jackets, in many situations wasn't enough to battle the Zulus, which were african natives who were part of the Zulu's Kingdom and had more troops than the english settlers. Because of this and the good strategics of the zulus they win battles as the one that inspirate this game, the battle of Isandlwana in which the england settlers were defeated because of their bad organization.

Game description: It is a teams game in which the objective is eliminate the enemy team by throwing balls or touching with a stick. This game requires a big piece of space and both teams play in the same part of the field. The final objective of the game is teach the people an historical event and have fun in the process.

Rules: The game consist in two groups of players one representing the Zulus and the other the the Red Jackets (or england settlers), Zulus group must have the double of people than the other. The Zulus go in pairs (holding their hands) one have an stick and the other nothing. The Red jackets go alone, each player have two balls. If one balls hits you, you are dead (you sit down in the flor). The zulu with the stick can touch the enemies to kill them, and the other zulu of the pair can pick up balls of the flor (or catch them) and use it to also kill the Red jackets. The Red jackets can pick up or catch the balls too. When all the people of one group is "dead" the other win the match.

Game alternatives: You can play this game with the Red jackets only using one ball each one.

Graphic explanation:



folk dance *"the quadrille"*

Equipment: Your body	**Space:** The gym
Number of players: All the class	**Length of the game:** Five minutes aprox.

Historical context: The term quadrille originated in 17th-century military parades in which four mounted horsemen executed square formations. The word probably derived from the Italian quadriglia (diminutive of quadra, hence a small square).

The dance was introduced in France around 1760: originally it was a form of cotillion in which only two couples were used, but two more couples were eventually added to form the sides of a square. The couples in each corner of the square took turns, in performing the dance, where one couple danced, and the other couples rested. The "quadrille des contredanses" was now a lively dance with four couples, arranged in the shape of a square, each couple facing the center. One pair was called the "head" couple, the adjacent pairs the "side" couples. A dance figure was often performed first by the head couple and then repeated by the side couples. Terms used in the dance are mostly the same as those in ballet, such as jeté, chassé, croisé, plié and arabesque.

Reaching English high society in 1816 through Lady Jersey, the quadrille became a craze. As it became ever more popular in the 19th century it evolved into forms that used elements of the waltz, including The Caledonians and The Lancers. In Germany and Austria dance composers (Josef Lanner and the Strauss family) composed for the quadrille. Its popularity made it a metaphor, the "stately quadrille", of the constant formation of fresh political alliances with different partners in order to maintain the balance of power in Europe. Lewis Carroll lampooned the dance in Alice's Adventures in Wonderland's "The Lobster Quadrille" (1865).

Though new music was composed, the names of the five parts (or figures) remained the same, as did the steps and the figures themselves.

Rules: You must follow the instructions and be silent so you can listen to the music

Game alternatives: There aren´t alternatives, because is a tipical dance

Graphic explanation:





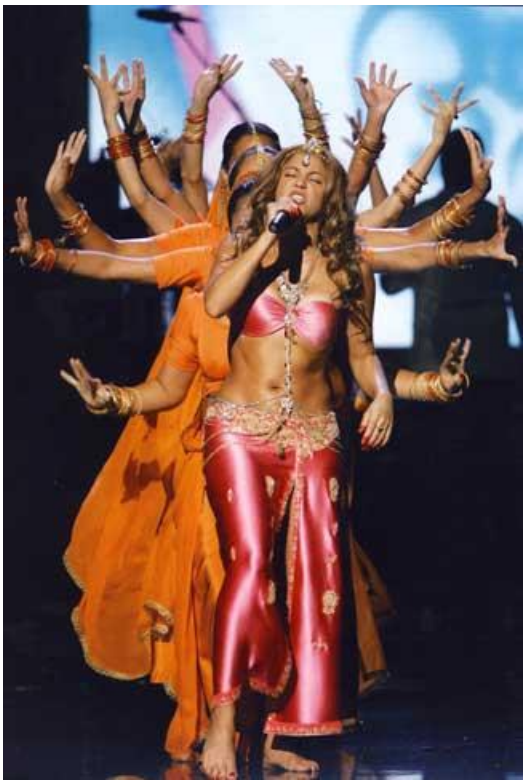


Bollywood dance	
Equipment: nothing	**Space: gym**
Number of players: everybody	**Length of the game: 15 minutes**

Historical/Cultural context:

Bollywood dance is the dance-form used in the Indian films. It is a mixture of numerous styles. These styles include belly-dancing, kathak, Indian folk, Western popular, and "modern", jazz, and even Western erotic dancing. "Bollywood" refers to the Hindi culture, art, and film in-dus-try from Bombay. The other film centres of South Asia are often referred to by their own designations

Graphic explanation



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Kangaroo's Relay Race	
Equipment:6 balls, 6 puzzles	**Space: Football pitch**
Number of players:6 groups with 3 players in each group	**Length of the game: 7 minutes**

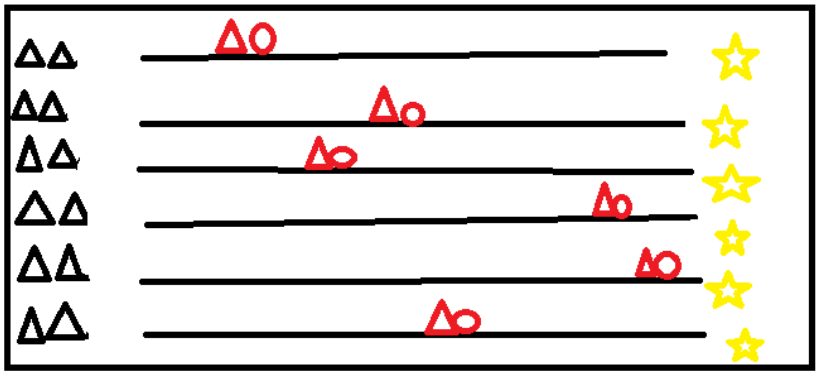
Historical/Cultural context:
Kangaroos are the typical Australian animals, and you can find them in a lot of National Parks around Oceania. In Australia there are 55 different kinds of kangaroos, so what we do is use kangaroos to modify the usual relay race.

Game description: In this game, they're going to do a relay race, each one of each group have to jump like a kangaroo with a ball between their legs, and then they need to put two pieces of the puzzle and come back to the queue again, and then the next player do the same. The group that finish the puzzle first, is the winner group.

Rules: each player only can put two pieces. They must jump with the ball between their legs.

Game alternatives: without balls.

Graphic explanation:



Stars- puzzles triangles- kangaroos circles-balls

Gilli Danda	
Equipment: Two sticks.	**Space:** Half a basketball court.
Number of players: 7 per group.	**Length of the game:** 5 minutes.

Historical/Cultural context:

Traditional Indian game, that has become national game. Gilli Danda is derived from ghaṭikā. An explanatory definition is given in the commentary as ghaṭikā is "a game played using two sticks: one long and the other short. It is played by hitting the shorter stick with the longer one."

Game description:

"Gilli Danda" is played with two pieces of equipment: a *danda*, being a long wooden stick, and a *gilli*, a small oval-shaped piece of wood. Standing in a small circle, the player balances the *gilli* on a inclined stone, with one end of the *gilli* touching the ground while the other end is in the air.

Rules:

The player then uses the *danda* to hit the *gilli* at the raised end, which flips it into the air. While it is in the air, the player strikes the *gilli*, hitting it as far as possible. Having struck the *gilli*, the player is required to run and touch a pre-agreed point outside the circle before the *gilli* is retrieved by an opponent.

Game alternatives:

We won’t use a inclined stone. We’ll use a bench.

Graphic explanation:



