



HIT THE GOAT

(a variant of the game as played in the village of Mala Bukovica in Slovenia)

We created this game

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The name of your Biosphere Reserve

Karst Biosphere Reserve (and Reka River Basin)

We created our game by choosing the following criteria:

Our game has part of its origin in a different time

The whole class can participate simultaneously

The game teaches us about nature

The game trains us to be considerate to each other

The game provides an added value to the schoolyard or the place where the game is played.

More information about our game

Our game is based on what we can find in our forest.

Our game requires a ball or other gadget

The goal of the game

Everybody wins – everybody who hit the goat or run around playing field.

Rules

Field: grass or asphalt surface with the dimensions 10–15 x 15 metres.

Number of players: from 3 to 10.

Each player needs a 1.5 meters long stick with a diameter of 1.5 centimetres.

The players also need a three-forked branch (the goat) and a soft ball.



The players stand behind a line at one end of the playing field and throw their sticks towards the goat. The area behind the line is safe (their house, home). There are five stations distributed around the playing field – two to the left and two to the right of the safe area (home), plus one opposite the safe area. The area measuring 30 x 30 centimetres is marked at the upper end of the playing field (it takes approximately two thirds of the field). A herder who watches over the goat has a soft ball, which he uses to hit the players.

At the beginning of the game, each player throws their stick towards the goat and tries to tip it over. Those who have thrown their sticks have to choose a suitable moment when the herder does not pay attention to them, and move between individual stations towards their stick. They have to pick up the stick and run back to the starting point (home) without being hit with a ball by the herder.

If a thrower manages to tip the goat over, the herder has to pick it up and return it to the initial position. While the herder is lifting the goat and turning it back to its original position, the rest of the players are free to pick up their sticks and return to the starting point. The players, who want to approach their sticks, may stop at the stations round the playing field if they predict they will not manage to reach their stick or the next station in time.

The safety of herders is guaranteed if they are in contact with the stations. Several children are allowed at one station. They may help one another to reach the next station or the stick by making a chain, as long as one of them maintains a contact with the station.

If they reach the stick in the vicinity of the goat, players may use their sticks to touch the goat's area, which guarantees them safety. In this case they may throw their stick to tip the goat over or use it to push the goat away, so the herder has to get it back. Meanwhile, other players have time to get to their sticks. If the herder hits a player who runs between the stations or for his stick with his soft ball, this player becomes the herder while the former herder becomes the player who will try to hit the goat.

Pictures of our class when playing the game

Look at film: <https://youtu.be/vQNLayHATuM>

Pictures, next side

