



C`N`CKA

We created this game

I, 2, 3, 4, 5 and 6th Class at Primary school Dr. Bogomir Magajna Divača, Slovenia

The name of your Biosphere Reserve

The Karst Biosphere Reserve (and the Rika 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 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 school yard

Our game requires a ball or other gadget

The goal of the game

The winner of the game is the player who scores the most points.

Rules

Place needed for the game: any meadow or a school yard

Number of players: 5-15

Things necessary for the game: 7 large flat stones, an upright stone for each player, a small flat stone, a stick, a ball (or a small branch), a rope for flagging the starting point,

The players lay down the rope on the flat meadow to mark the starting point of the game. Approximately 8 to 10 steps from the rope, in the middle of the play field, they lay a larger



upright stone. On each side from that central stone, on the left and right sides of the play field, three bigger flat stones in the size of a foot are positioned.

One of the players is the main player selected by his team mates. The main player places himself on one of the side stones with a small branch in his hand or a ball. Other players stand at the start, each of them holding in his hand a small flat stone for throwing.

The first player targets the upright stone - C`N`CKO with his flat pebble. If the stone - C`N`CKE is not scored, he runs along the side stones to pick up the stone he had thrown. During this course the main player tries to catch him and hit him with a ball or the branch. If he succeeds in hitting him, the roles will change. However, if he does not manage to catch him, the first player returns to the starting point and the game continues. The player is safe from the main player when he is standing on one of the stones lying.

When the players go after their stones, they are cautious so as to avoid being hit or scored by the main player with the ball. If the main player shepherd manages to hit the running player, the roles will change. If the player succeeds to hit the larger upright stone, he can calmly go and get back his stone, without being chased by the main player.

UPGRADED GAME

Sticks can be replaced with a rope, stones with rings, an upright stone with a bat, the main player holds instead of a pine branche, a softer ball for hitting the players, and the players can play with small balls instead of stones. The rules of the game, however, remain the same.

The game can be upgraded by keeping scores. Each player who hits the stone gets 10 points. The winner is the one who obtains the highest number of points.

Pictures of our class when playing the game

Pictures, next side.

SKETCH GAMES
Erected stone

“Shepherd”

Children

