



PLAYFUL DOTS

We created this game

3.b at Primary School Dragotin Kette, Slovenia

The name of our Biosphere Reserve

Karst Biosphere Reserve (and the 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

In this game, we chase each other

Our game is a dance

What is the goal of the game?

In the game the pupils collaborate among each other, they are all physically active, developing a positive attitude towards nature and learning about ecology. The winner of the game is the pupil, who hides the best.

Rules

The game is played with a big dice. The dots on the dice are arranged from 1 to 6. Unlimited number of children can play the game. The game is played in nature: school park, forest etc.

To start the teacher chooses a pupil, which will throw the dice. He must throw the dice



until he throws 6. Then another pupil replaces throwing the dice. The pupils gather around the dice. The thrower throws the dice.

Throw:

1 dot: (assignment) Run towards your tree, hug it and silently tell the tree your wish. Come back to the dice.

2 dots: (assignment) Find a pair. Sing one stanza and dance the Slovenian folk dance *Ob bistrem potočku je mlin* (Near the clear stream there is a mill). Come back to the dice.

3 dots: (assignment) Join two other pupils and together pick up three multiplied three pieces of litter/wrappers. Come back to the dice.

4 dots: (assignment) Run to your best friend and give him 4 “give me fives”. Come back to the dice.

5 dots: (assignment) Do 5 pushups. Come back to the dice.

6 dots: (assignment) Hide and seek: The thrower of the dice has his/her eyes closed and counts till 15, so that the other pupils can hide. Then he searches for them. The last found pupil is the next thrower of the dice.

The game can be played without time limits.

Pictures of our class when playing the game

Look at film <https://youtu.be/BhSstbVn9yg>



Photo 1: Pupils of class 3.b



Photo 2: Playful dart



Photo 3: Hug the tree and wisper your secret wish to it.



Photo 4: Pick up 3X3 pieces of litter/wrappers and put them in the trash bin.



Photo 5, Photo 6: Hide and seek