

## **BMYC's Youth Zone Nepal**

### **Description**

The Npali games that will be played are Cat and Mouse (5+), Bear-Chasing Game (7-12), and Dandi Biyo (12+).

### **Cat and Mouse (All ages, or 5+)**

Materials: Blindfold, and people

Number of people: 6+ (Preferably 10+)

Space Requirements: Scales with the amount of people, but may be played in a 5x5 room.

Instructions: The people playing are standing together in a circle, with their hands held and facing inwards, creating the playing area. One person is chosen to be the cat, and another the mouse. The cat is blindfolded, and his/her job is to catch the mouse. They will both be running around in the circle made by the other players. To aid the cat in catching the mouse, the mouse must make noises every few seconds (Traditionally the sounds are supposed to be "chi chi chi")

Actual rules: this game is often played with many people, and the mouse is constantly screeching. I have changed the rules since it's unlikely we will have 20+ people playing, or the space to spread them out. This makes the game somewhat difficult for the cat, as the restriction on space makes it much easier than normally.

Significance: Nothing specific, but a moral of this game could be that sometimes when you are unable to progress just by what you can see, turn to your thought and other senses to achieve your goal.

### **Dandi Biyo (12+)**

(Harder to execute, but sounds like fun)

Number of people: 2+

Materials: One long stick, and one shorter stick

Space Requirements: Large outdoor area

Instructions: The shorter stick (the Biyo) is put into the ground (into sand) and stuck upright. The longer stick (the Dandi) is used to hit the biyo and make it go flying (think a golf club hitting a tee). The other players must attempt to catch the Biyo to win. If a player successfully catches the biyo while it is airborne, then the player now becomes the new person with the Dandi. If all the players fail to catch it, the initial player continues to play.

Historical Significance: The national game of Nepal, and had been created in rural communities of Nepal. It was developed locally due to lack of other toys or games, and was extremely popular during the 1980-1990s. It can be compared very closely to cricket, where the person with the dandi is the batsmen, and the people trying to catch the biyo are the fielders.

### **Bear-Chasing Game (7-12)**

Number of people: 3+ (preferably 6+)

Space Requirements: Scales with the amount of people, but may be played in a 5x5 room.

Instructions: one child is chosen as the bear, and another child (preferably larger/ faster) is chosen as the leader. All the other players line up behind the leader in a single file line, and hold each other at the shoulders. The leader then approaches the bear, who is digging a hole in the ground. After a short conversation with the leader, the bear decides that he wants to eat the children, and begins to chase them. The leader must do everything in his power to get in between the bear and the children, with the bear attempting to touch every child behind the leader. If the bear gets a child, that child is out.

Significance: The lesson that this game teaches others is about unity. If the group of children were to run free, the bear would easily be able to pick them off one by one. As a group following the leader, it becomes much harder for the bear to pick on the weak and attack them.