

## BMYC's Youth Zone - Phillipines

3 BMYC members present (one to facilitate each game)

Filipino culture has many games commonly played by children, usually using native materials or instruments. In the Philippines, due to limited resources of toys of Filipino children, they usually come up on inventing games without the need of anything but the players themselves. All the Filipino games in our youth zone are competition oriented which include PIKO (hopscotch) (3+), AGAWANG SULOK (Catch and Own a Corner) (7-12), and PATINTERO (Try to cross my line without letting me catch you) (13+).

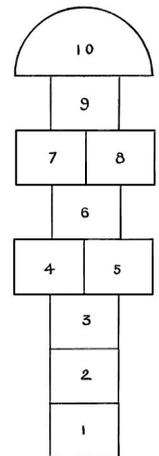
### **PIKO (Hopscotch) (3+)**

Materials: Chalk to draw on ground or tape, rings or stones to throw, small pylon as place marker

Aim of game: Throwing the ring nearest to the place that they have agreed upon, marked by pylon

How to play:

- Decide on pylon placement where everyone will aim
- The players stand behind the edge of a box
- Each should throw their ring
- Whoever succeeds in throwing the ring nearest to the pylon is first, next nearest is second, so on



Historical Background:

Piko is a traditional and classic street game played by all kids. Parents started teaching their kids this game to teach early counting, balance and how to aim for something using your hands, arms and fingers.

### **AGAWANG SULOK (Catch and Own a Corner) (7-12)**

Materials: Square room or chalk to draw on big square on ground (big enough to run around)

Aim of game: To get to corner (base and be safe)

How to play:

- Tagger stands in the middle of the ground
- Players in the corners will try to exchange places by running from one base to another
- The tagger should try to secure a corner or base by rushing to any of those when it is vacant
- Whoever doesn't get to a corner becomes the tagger

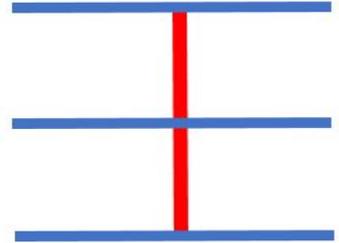
Historical Background:

This game is sometimes called "Vende, Vende Candela."

## **PATINTERO (Try to cross my line without letting me catch you) (13+)**

Materials: Chalk to draw on ground (more or less lines depending on number of people playing)

Aim of game: To get team across without having any member tagged by the defense



How to play:

- Divide players into two teams: an attack team (red) and a defense team (blue)
- The attack try to run from the home-base to the back-end without being tagged by the defence players
- Members of the defense team are called "it", and must stand on the water lines trying to tag attacking players.
- If a member of a group is tagged, the whole group will be the "it"

Historical Background:

Patintero, also called Tinubigan, Patubig or Lantay-lantay, is a popular street game in the Phillipines. It is considered to be best played and enjoyed at night especially when the moon is full.