



Agrupamento de Escolas
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Ga.M.E.S.Net - European cultural diversity through the promotion and protection of traditional sports and games

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Introduction

The game concept is different definitions in the literature.

It is described as a free activity, uncertain, defined and regulated, an excellent vehicle for children's motor skills, one polysemous activity covering various areas of knowledge and a cultural heritage that preserves the traditions of the people. This playful and cultural legacy are part traditional games as an educational means of high educational and formative function.

The traditional games can be defined as recreational activities, cultural recreational committed by children, youth and adults, which are perpetuated through generations by oral, observation and imitation. These games are playful assets that belong to the history of ideas, mentalities and social practices, revealing the graceful folk and traditional soul expression that translates in the leisure needs and the joy of work.



Jogo da Malha

Material:

4 iron mesh (two for each team); Two pins (round sticks to equilibrate vertically).

Players:

2 of 2 elements each teams.

Game:

In a flat and level ground, the pins are placed in the same direction, with about 15/18 meters distance between them. Each team is behind a pin.

First plays a member of a team and then the other, aiming to overthrow or put the loop as close to the pin where the other team, throwing it with one hand.

Score:

6 points for each drop, 3 points for the mesh that is closer to the pin. When a team reaches 30 points wins. A match consists of a single game!



Jogo do Pião

Material:

A top and a rope (string) for each player.

Players:

Several.

Game:

Before throwing the top, and should wrap the cord around without clearances. The string is held in the hand by the loose end. When unfolds, with hand push, pulling the string back, make it turn. When the mixer is packed with great intensity is said that the move is "escacha". To play the wheel marks on the floor a set of circle can be about five feet in diameter. Players must design your mixer toward the circle.

Score:

Win the top that stay longer to turn inside the circle.



Jogo do vinte

Two teams of two elements each

The distance between the stone pin is combined by the players.
The meshes are also used are stone.

The players, after each move, moving from one side to the other.

Each tumble pin worth eight points (or six) and each point is worth four. But since a player topple the pin, your point (best distance that the stone is in the pin) no longer account.



Jogo do “bota fora”

Competitors are grouped into teams (two per set), as in the Twenty game, moving from one side to the other

Each competitor, carry his network, seeks to overthrow the pin.

If you get the pin, you can choose to throw out a competitor of her opponent esquipa or enter a his team that has left

Win the team that can throw out all the other elements, being alone in field

If more than two teams are binding on playoffs



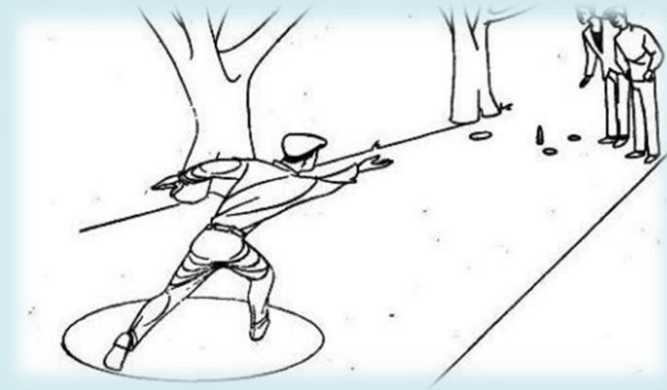
Jogo do Fito

It is played by two players, or by the peer system. The supplies needed are fastened two and four meshes

Before starting the game, put their focus to an agreed distance and define the rules, which basically consist of determining if these are going to have a fixed point, or, on the contrary, the team or player who is most at a given moment of the game can process the shock within a predetermined area.

If the game is being played by the peer system, are next to each eye, two or more opposing players who always play the same side until they reach the twelve points, moving to the opposite side this time.

For every drop, is counted as two points; the meshes launched, one that stay closer to the eye, has a point, ending the game when the player or the team achieve twenty-four points.



Jogo da Vara

Material:

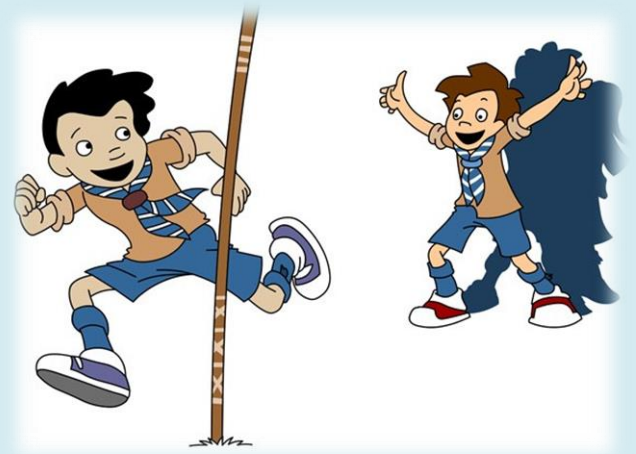
Varas. The number of varas is less with respect to the number of participants.

Players:

Variable number.

Game:

Prick up the sticks on the floor, participants line up behind a mark with his back to the sticks. After a signal, given by someone who is not playing, each player runs to try to seize a stick. The player who does not do this is eliminated, others are directed back to the starting mark and the game proceeds with fewer sticks until only one player, who will be the winner



Tips and ideas to safeguard and promote traditional sports and games in range of European policies

As a suggestion to safeguard and promote the traditional games we propose the organization of exchanges, so that we can show our culture, and thus get a small idea of what we are, what we do and take that learning for the relevant countries. We also have a day dedicated to games.

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