

# RECESS REWIND

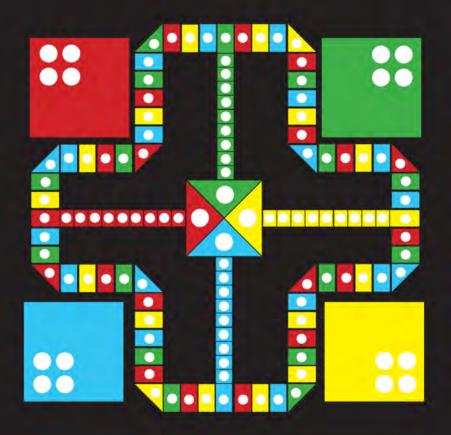
Before the time of magnetic letter tiles, paper cash and colourful wheels that determined your destiny, children growing up in Singapore played simple board games. With just a board, a few counter markers and a set of rules, they were guaranteed an afternoon of fun. Here, we introduce you to three of the most popular board games





### <u>Afroplane</u> Chess

Aeroplane chess is a Chinese board game similar to Ludo and Dayam. The Aeroplane Chess board is usually a thin sheet of plastic or paper sold together with four sets of coloured aeroplane markers. The aim of the game is to 'fly' the aeroplanes back to the home base in the centre of the board.

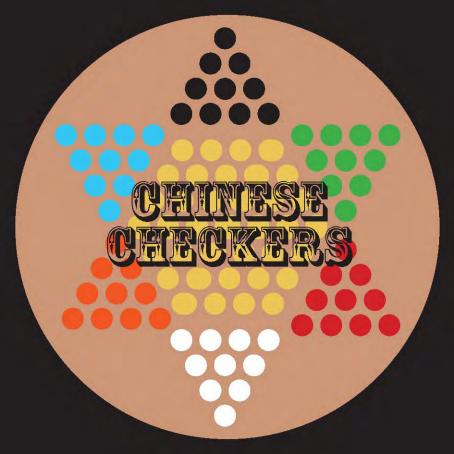




## CAMBPLAY

#### What you need...

- Aeroplane chess set
- One die
- A friend
- 1. Each player picks a colour to represent them throughout the game.
- 2. Place the 'aeroplanes' of the respective colours in the big coloured square.
- Start the game by throwing the die. The person with the smallest number goes first.
- 4. The first player rolls the die. Planes may only move out of the square if the number shown is even.
- 5. Going in a clockwise motion, each player will roll the die and move their plane in steps according to the number shown.
- The first player to move all his planes to their respective coloured home base wins the game.



#### CAMEPLAY

Chinese Checkers can be played by 2, 3, 4, or 6 players.

6-players: All pegs and triangles are used

4-players: Start in 2 pairs of opposing triangles

3-players: Start in 3 triangles equidistant from each other

2-players: Start in a pair of opposing triangles

Each player chooses a colour and the 10 pegs of that colour are placed in the respective triangle.

The aim of the game is to be the first to move all 10 pegs across the board and into the triangle 'home ground' opposite.



#### RULES OF PLAY

Roll a die or flip a coin to decide who begins.

Players take turns to move a single peg of their own colour.

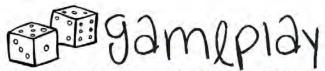
In a turn, a peg may either be moved to a hole beside it or hopped over other pegs.

Each hop must be over a peg directly beside it and into an empty hole after it.

Hops may be made over pegs of any colour.

Once a peg has reached its 'home ground', it can only move about within the triangle.

100 END!	99	98	97	96	95	94	93	92	91
81	82	83	84	85	86	87	88	89	90
80	79	78	77	76	75	74	13	.9	71
61	62	5	1	10	11	10	h	69	70
60	59	\$U	57	56	55	X	53	52	51
41	42	43	44	450	1	-	7	-	50
40	39	12	10	1	1	01	5	32	31
21	22	IC	*C	Л	J\	K.	1	29	30
20	19	18	17	16	15	14	13	4	11
1 START	2	3	4	5	6	7	8/	9	10



Snakes & Ladders is a simple game that would require just the game board, a few player markers and dice to play.

1. Each player rolls the dice. The person with the biggest

number goes first.

2. The first player rolls the dice again and moves the number of steps according to the number shown on the dice.

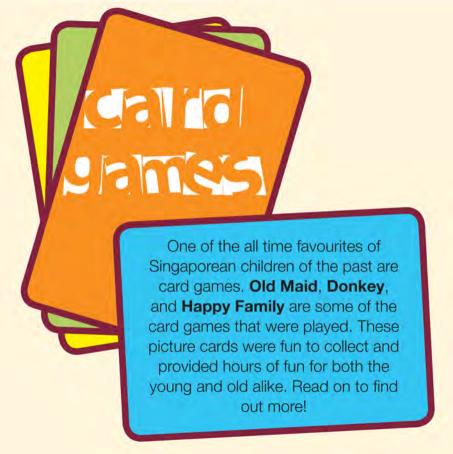
3. If the player's marker lands at the bottom of a ladder,

the player may climb to the top.

4. However, should the player land on the head or tail of

a snake, he must slide down to the bottom.

5. The first player to reach Box 100 at the end of the board wins the game.





# Donkly old majd



In each deck of cards, there are 18 pairs of matching cards, including a pair of Donkey or Old Maid.

Each player is dealt an equal number of cards. The first player will pick a card from the person on his left, with the cards facing down. Going in a circle, the pattern follows for each player in the game.

If a player has a pair of matching cards, they should display them on the table.

The aim of the game is to pair off the all cards in your hand except the Donkey or Old Maid. The last player with the pair of Donkey or Old Maid is the losing player and will be called the Donkey or Old Maid for the next game round.



#### happy family gamlplay

Similar to Donkey and Old Maid, Happy Family is a pairing game where the aim is to own complete sets of families. For example, the Dose family consists of Mr Dose, Mrs Dose, Dickie Dose and Daisy Dose.

Each player is dealt an even number of cards. During a player's turn, he may choose to ask another player if he has a member of a family of choice, instead of drawing cards from them. If the person asked has the card, the card must be given and it will be his turn next to ask for a card.

When a full set (all four members of the family) is collected, players should place the set down on the table. The first person who clears all his cards in complete sets wins the game.

#### HIME SHOTES



In the past, the Greeks played a game known as 'knucklebones'. The game was played by tossing the bones of animals and catching them in different ways. Using the bones of animals, the game was played by tossing the bones and catching them in different ways. In Singapore, this game is known as five stones. The game was first played using five small stones or pebbles picked off the ground, which were then replaced by small triangular bags filled with grains for safety reasons.

#### Sewal Sewal

The goal of the game is to throw and catch the stones in a specified sequence. Should a player miss part of the sequence, their turn is forfeited and the next player gets their turn. Players will only move on to the next sequence when they pass the previous one successfully.

#### sequences



Throw all five stones on the ground. Pick one stone and throw it in the air. Pick up a second stone and catch the first stone before it falls to the ground. Repeat this with the remaining



Repeat the sequence 1, but pick up two stones at a time.



Repeat the sequence 1, but pick up a combination of three stones and one.



Throw all five stones. Pick up four stones while one stone is in the air and catch the stone before it falls to the ground.



While throwing one stone, place the four on the ground. Throw one stone up again and catch it while picking all four stones on the ground.

#### sequences



Throw all five stones on the ground. Pick two stones. Throw one in the air and exchange the other with one on the ground. Do the same with the remaining stones on the ground.



Throw the two stones held at the end of sequence 6. Pick up one stone and then catch the two falling stones separately in each hand. Do this until there is three stones in one hand and two in the other. Throw the two stones and catch it separately. Throw the remaining stone and catch it with the hand that has all the stones.



Throw all five stones on the ground. The opponent selects a stone to be thrown in the air. The player has to pick this stone without moving any others. The player throws the stone in the air and picks the remaining on the ground in one clean sweep.

#### MATERIALS NEEDED :

5 rectangular pieces of cloth, each measuring 5cm x 10cm.

Thread and needle

Some dry grains (eg: rice, green beans)

#### MAKE YOUR OWN!

Step 1	Fold each rectangular cloth in half, with the coloured side facing each other.
Step 2	Sew the two open sides together with an seam allowance of half a centimetre to make a tiny pouch. Get an adult to help you for this step.
Step 3	Flip the pouch so that the coloured side is on the outside.
Step 4	Fill the pouch with some grains of your choice. Be careful not to overfill the pouch!
Step 5	Fold in half a centimetre of fabric at the opening and pinch the cloth with the sewn seams touching each other to form a triangular shape.
Step 6	Sew the pinched side of the cloth together and you are done! Get an adult to help you for this step.

