



Kendriya Vidyālaya Sangathan

ZIET Mumbai **Induction Course** **for HDMs**

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KHEL

Tarang

Collection of Games
for children



EDITORIAL



MOTIVATION & SUPPORT



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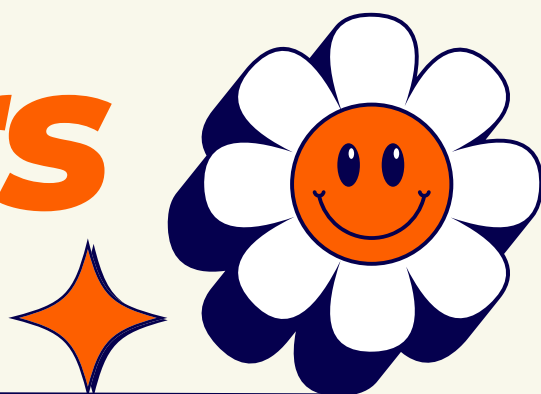
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**Play gives
children a
chance to
practice
what they
are learning.**
- Fred Rogers



9 soldiers

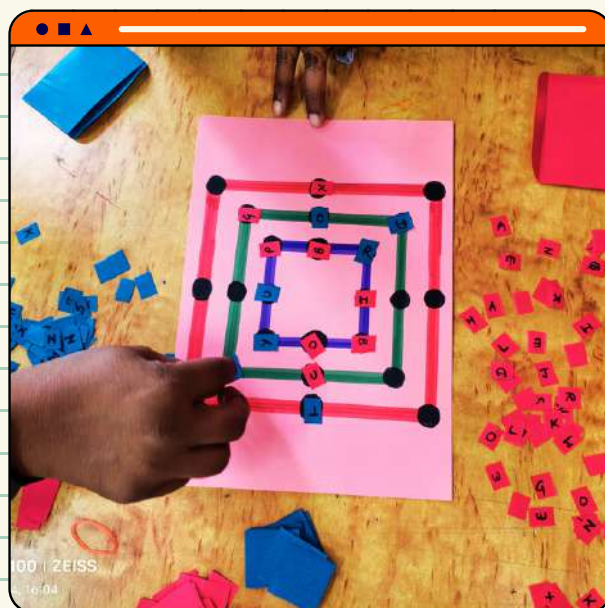
Individual game



How to play ?

Four players can play at a time. The first player keeps an alphabet card on the game board. The next player takes his letter card and keeps it at a place of his choice in the board. Then the third player again tries to form a 3 letter word. If not, the first player again starts repeating. When any of the player forms the word correctly then he gets a red card carrying 10 points and gets a chance to play again. The game continues for earning more points.

Indoor & outdoor



Rules of the game

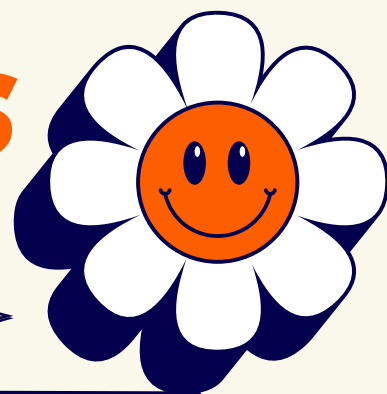
1. Form the 3 letter word and win the coloured coins.
2. Once a word is formed correctly the player wins a red card and the player gets another chance to form the word. If the player forms one more then the player gets the blue card and then the yellow card. If the player is not able to form the word, the chance goes to the next player.

Materials required

**Game board colour papers
cardboard coins with letters ,
colour coded coins for points**

Mathematics hurdle race

Individual game



How to play ?

All the Players will take their position at the starting point. After the whistle by the teacher, all participants will go towards the students positioned at equal distance in 3-4 rows. Students standing in different rows carry a sheet which has a mathematical problem written on it. All participants have to solve the problem to reach the next level. The Player who completes all the level and crosses the finishing line first wins the game.



Rules of the game

1. All the players have to solve the problem written on the sheet to reach the next level.
2. He/she has to tell the answer to the student who carries the question sheet.
3. Anyone who crosses the line first will win the game.

Materials required
A4 SIZE SHEET,
MARKERS, COLOURS

Mini Basketball

Rules of the game

- 1. There will be 5/6 cups in three rows labelled with different scores.
- 2. Every player will be given 5 chances to throw the ball in any cup (mini basket).
- 3. Score will be calculated after counting every successful basket in 5 chances.
- 4. Player with maximum score will be declared as the Champion.

How to play ?

- 1. Each player will throw ball in any cup.
- 2. His/her score will be calculated on the basis of drop in cup.
- 3. Player with maximum score will be declared champion.



Values

**discipline, patience
observation ,
calculation, comparison
and healthy
competition.**



Healthify me

- VALUE: EAT HEALTHY STAY FIT

About the game

8 blocks will be drawn on the ground along with pictures of healthy and unhealthy food in each box and numbers from 1-8 is also written. The game starts by putting stapoo (a wooden block or a stone in box 1). We have to leave the block where stapoo is. We have to jump in the block where healthy food is drawn/mentioned. We can only put one foot where unhealthy food is drawn or mentioned.



Learning outcomes

Learns about healthy and junk food.
Physical movements.
body eye coordination

TEAM GAME

Modifications/ customisations

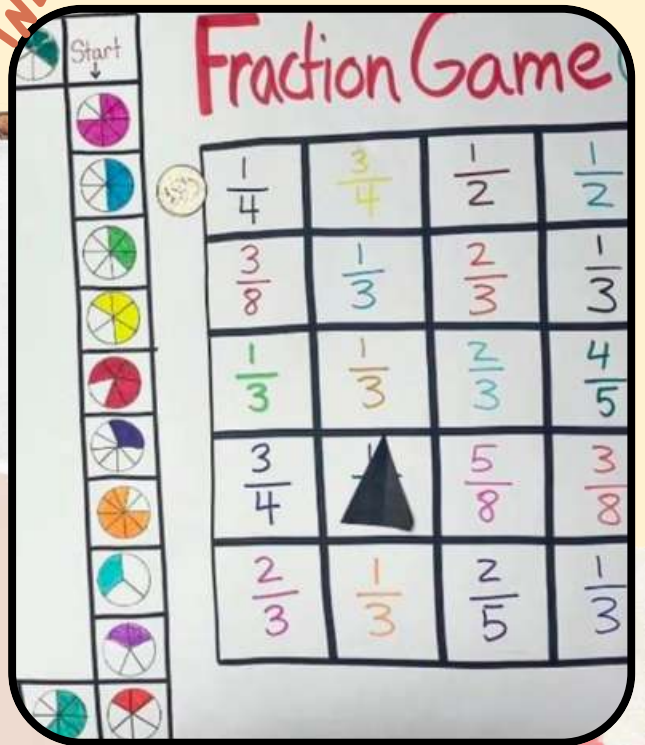
We can change the images by good or bad habits. We can interchange the rules for stepping in blocks.

FRACTION GAME

Rules of the game

There will be 2 players to play this game. The token will start moving as per the number comes on rolling the dice. 2 marks will be given for every successful matching. Player with maximum score will be declared as the Champion.

INDIVIDUAL GAME



CLASS 3 TO 5

How to play

One by one the players will throw the dice and start moving the tokens on the fraction chart. After moving, the player has to find the correct fraction. If the player finds the correct fraction successfully then he will be rewarded 2 marks otherwise no marks will be given. His/her score will be calculated. Player with maximum score will be declared as the champion.

What I can learn

discipline, patience
calculation
comparision and healthy
competition

Materials required

Chart paper/Cardboard
Coloured Marker
Dice

Letter hopscotch

INDIVIDUAL GAME

How to play ?

Hopscotch squares will be drawn on the ground. In each box, a letter will be written one student tosses the pebble or bean bag into a box and hop on one foot to that box. Once he/ she lands on the box, he/ she must name the letter and say the sound & two or three words with that sound .

What I can learn ?

- learn the sounds of words
- Spelling of new words
- listening skills

Rules of the game

If the child is able to tell both sound and word, he/she can go further and completes the whole hopscotch. At last he/she picks up the pebble and hops back out. If he/ she fails to tell the sound & words then he/she will be considered as out.



SHABDH SHAKTI

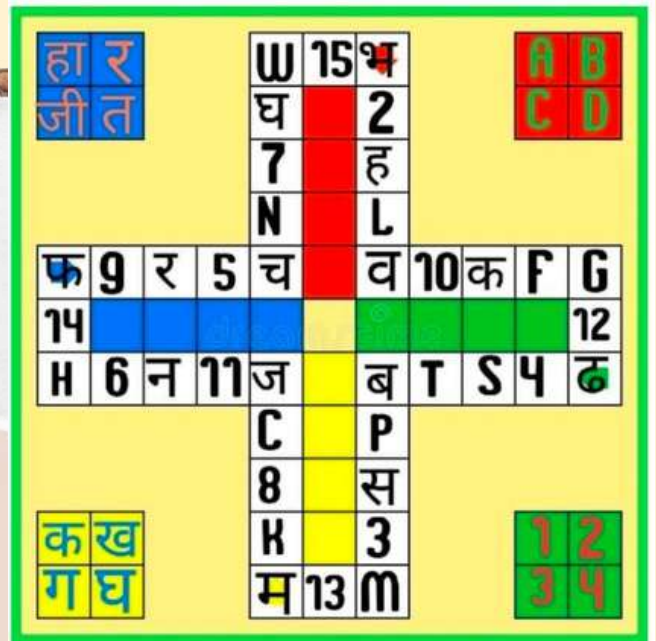
Rules of the game

- There will be four teams consisting of 2 to 3 players each. There will be a board like Ludo board in which any letters in Hindi/English/both will be written. One or two players will tell as many words as they can tell within 10 secs and one player will write those words on the black board with correct spelling after listening.

How to play

One Team will throw the dice and move the token on board clockwise as per the number occurred and other teams will follow the same steps. Score will be given on the basis of correct spellings of the words within the stipulated time. Team with maximum score at the end of the game will be declared as the champion.

INDIVIDUAL GAME



CLASS 3 TO 5

What I can learn
Vocabulary building
multiplication
tables/multiples and
factors, team work

Materials required

Coloured
chalks
Dice



NUMCOL GAME

- How we play (Steps to play) : roll the dice. Now multiply the number on dice with the number mentioned on the colour board. The winner is the one who gets a higher product or sum of products in case of multiple rolls.
- We can play it like this too (Variations /Customisations) : instead we can have vowels in place of number dice and blended syllables on the colour board.



INDIVIDUAL GAME INDOOR GAME

We can also play this using sight words instead of letters.

MATERIALS REQUIRED

NUMBER DICE, COLOUR DICE
A BOARD WITH
6 COLOURS AS ON THE DICE.
SCORE CARD

I CAN LEARN : MULTIPLES, ADDITION
OF NUMBERS, PHONICS



I AM THE ONE YOU ARE THE TEN

HOW TO
PLAY

VALUE

Together
we are
stronger

- Keep the longer stick vertically with all the ten smaller sticks and throw it together randomly on the table. Find out how many smaller sticks are touching the longer stick. Consider each smaller sticks as ones and longer one as tens. Now find the number. If all the ones are touching the longer stick the number become 1 TEN + 10 ONES= 20.
- (Variations /Customisations) : For elder students use more longer sticks to make larger numbers.

What I learn

**Adding tens and ones
to get the new number**

Materials required

**Coconut leaves sticks ,
one long and other 10
small ones**

Indoor & Outdoors



HOLD ON WORD POWER

RULES OF THE GAME

Level 1- This is a board game which has two parts. the first part has alphabets from A to z. the player has to roll the dice and keep moving on the alphabet series according to the number reflected on the dice until he reaches the box which has the first letter of his name . When he reaches the first letter of his name, he will put a coin or token on that letter. The player who reaches first letter of his name is eligible for the next level of the game.

Level 2- after level 1 , the player will begin to play with dice and keep on moving on adjective series. As soon as he grabs an adjective beginning with the first letter of his name, he bags one more coin. This is how he earns two coins .Same way every player keeps on rolling the dice and moving on the board Whoever gets both the adjectives with their names first letter achieves all three coins and wins the game.

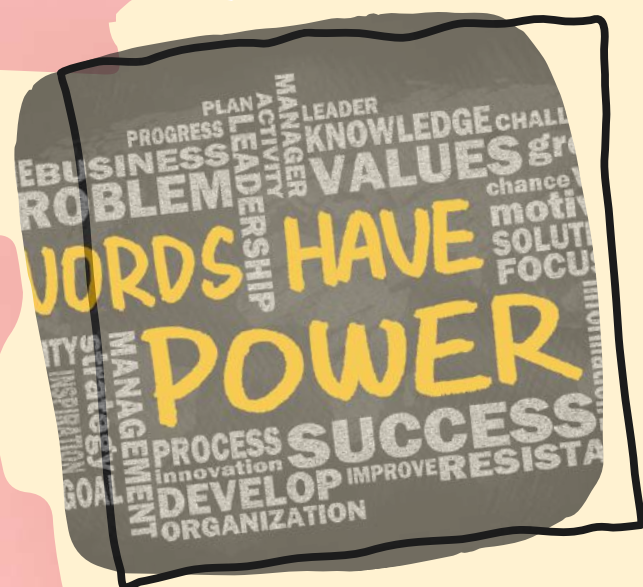
• I became a better child because this game inculcates self respect, Equality...Discipline & joyfulness

MATERIALS REQUIRED

- Tokens of 3 colours

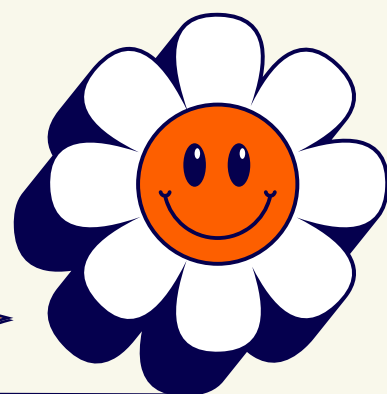
HOW TO PLAY?

This is a board game which has two parts or levels. The first level has alphabets from A to z and the second level has adjectives from 1 to 40. Each player chooses a colour and takes three pieces of token of that colour. A single dice is thrown to determine the movement. Players take turn in a clockwise order. In the first level of the board, it will move from A to z and second round or level, It moves from adjectives numbering from 1 to 50. If all the three tokens land up on the board ,the game is won by the player .



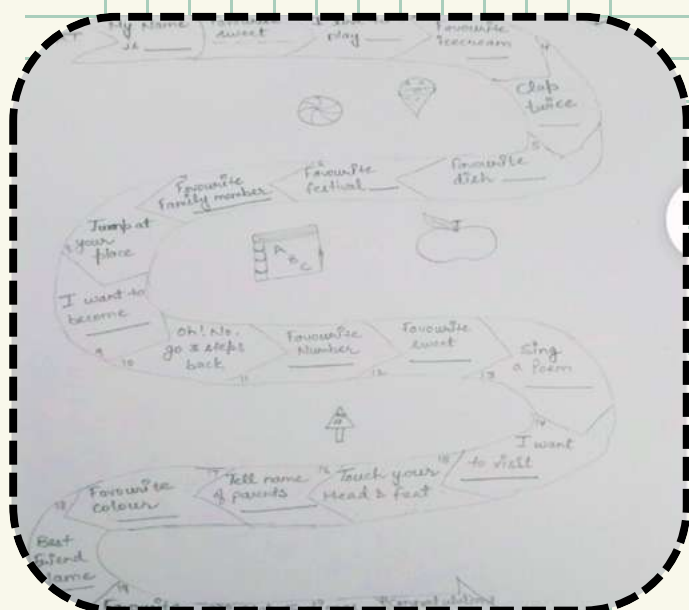
About myself

Individual game



How to play ?

All the Players will roll the Dice .Take steps forward as per the number on the dice. . Answer/follow the question written in the box . If two questions are not answered they will be out. Reaching finishing point in minimum time is the aim. Whoever gets the maximum answers in the minimum time will be the winner. We can also play it like the Snake & ladder.



Rules of the game

All the players have to roll the dice- take steps as per the number. On the dice. Answer the question-2 if answer is skipped -the player will be out.

Materials required
dice and colour chalks

SPELL THE WORD



RULES OF THE GAME

Two teams will be formed with equal number of members.

Players will tell the name of a fruit each time on their turn.

No name can be repeated.

Team getting all the members out first will lose the game.

- ***This game teaches children to be attentive, prompt, accurate, creative, active.***
- ***Children learn spellings.***



1. A circle will be drawn on the floor or ground. It will be divided in four equal parts. The names of four colours will be written in the circle. One in each segment. (Ex.: Red, Yellow, Green & Purple.)
2. Two teams (A & B) of preferably 4-8 members will be created out of students present.
3. Each member of team "A" will be given a number. In the same way similar numbers will be given to the members of team "B".
4. Teacher will call a number and name of a colour out of four written in the circle. The members bearing that number from both the teams will jump in the same segment. The member reaching first will tell the name of a fruit of the same colour that is written in that segment. Same thing will be done by second participant with a new name. Repetition of the names is not permitted. The member who will not tell the name or will tell the wrong name will be declared out.
5. The game will proceed by repetition of step 4 and the team getting out completely will lose the game.



SPELL BEE

How to play

One player throws the dice . Based on the number he moves those many blocks ahead and reaches to a letter. He then tells the sound and any 2 words / spellings begin with that alphabet. If he fails to tell the word / spelling, he will not move to the next box as mentioned in the step no. 3.

Now the next player gets the chance. The same word cannot be repeated which was told earlier by others.



How does the game help ?

**Improves vocabulary ,
spelling and
pronunciation.**

*Materials
required*

Chalks, dice, alphabet
sheet, pebbles, beads

What I learnt ?

I became a better learner because I learnt basic operations in mathematics and multiples/factors with joy and team work. It helped me to improve numeracy skills too.

