



57 Kampung Games

for Children, Parents and Educators



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INTRODUCTION

In commemoration of Singapore's 57th birthday, **57 Kampung Games** is a specially curated collection of reinvented Kampung games which promotes the development of fundamental movement skills for young children and highlight unique elements of Singapore.

A challenge was launched in June 2022 to invite the community to give their take on how our traditional Kampung and children's games can be reimaged and played with a twist. We picked some of the best entries, adapted and compiled them for the collection, which serves as a key activity resource guide for encouraging greater participation in physical activity among preschool educators, preschoolers and their families, in accordance with the newly launched Singapore Physical Activity Guidelines.

In line with this year's NDP theme 'Stronger Together, Majulah!', we hope that this collection will help to evoke the Kampung spirit – a sense of community and solidarity – as communities, families and friends gather to Play On, Play Together. Participation in these games by families will also facilitate interaction and bonding as children learn more about Singapore's treasured heritage of yesteryear's games from their parents and guardians.

Finally, we would like to express our appreciation towards the preschool and sporting communities, which include Team Nila volunteers, SportCares youths and Team Singapore athletes, for their collective contribution to this collection.



SINGAPORE PHYSICAL ACTIVITY GUIDELINES FOR PRESCHOOL CHILDREN (0 - 6 YEARS)



Preschool children should meet all recommendations for physical activity, sedentary behaviour and sleep habits to reap health benefits associated with regular physical activity and reduced sedentary behaviour.

MOVE WITH FUN & GROW

RECOMMENDATIONS

0-2 YEARS:

SEDENTARY TIME	PHYSICAL ACTIVITY	QUALITY SLEEP
<p>START PLAYING</p> <p>Limit the amount of time spent being sedentary, with recreational screen time not recommended.</p> <p>Instead, engage in imaginative play and storytelling activities.</p> 	<p>PLAY MORE</p> <p><u>0-1 years</u> Encourage interactive floor-based activities for a minimum of 30-minutes a day.</p> <p><u>1-2 years</u> Spend at least 180 minutes doing a variety of physical activities of any intensity, spread throughout the day.</p> <p>Aim for daily outdoor play.</p> 	<p>SLEEP WELL</p> <p>0-3 months: 14 to 17 hours</p> <p>4-11 months: 12 to 15 hours</p> <p>1-2 years: 11 to 14 hours</p> 

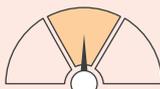
3-6 YEARS:

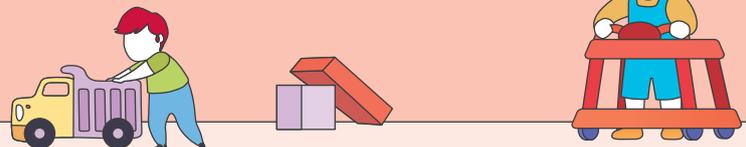
SEDENTARY TIME	PHYSICAL ACTIVITY	QUALITY SLEEP
<p>START PLAYING</p> <p>Limit the amount of time spent being sedentary, keeping recreational screen time to less than an hour a day.</p> 	<p>PLAY MORE</p> <p>Spend at least 180 minutes doing a variety of physical activities, of which at least 60 minutes should be moderate- to vigorous-intensity activity, spread throughout the day.</p>	<p>SLEEP WELL</p> <p>3-4 years: 10 to 13 hours</p> <p>5-6 years: 9 to 13 hours</p>

TIPS

-  Create a home environment that encourages movement and exploration.
-  Introduce activity-based games. E.g. Animal movements, dance activity.
-  Encourage a wide variety of movements like running, jumping, catching, throwing, and kicking, in different environments, to build Fundamental Movement Skills (FMS).
-  Visit outdoor playgrounds for your child to engage in social play and interact with others while being active.
-  Establish a consistent bedtime routine to help your child develop good habits.

EXERCISE INTENSITY

-  **Light**
Can talk in full sentences and sing
-  **Moderate**
Can talk in phrases or short sentences but cannot sing
-  **Vigorous**
Have difficulty talking



01

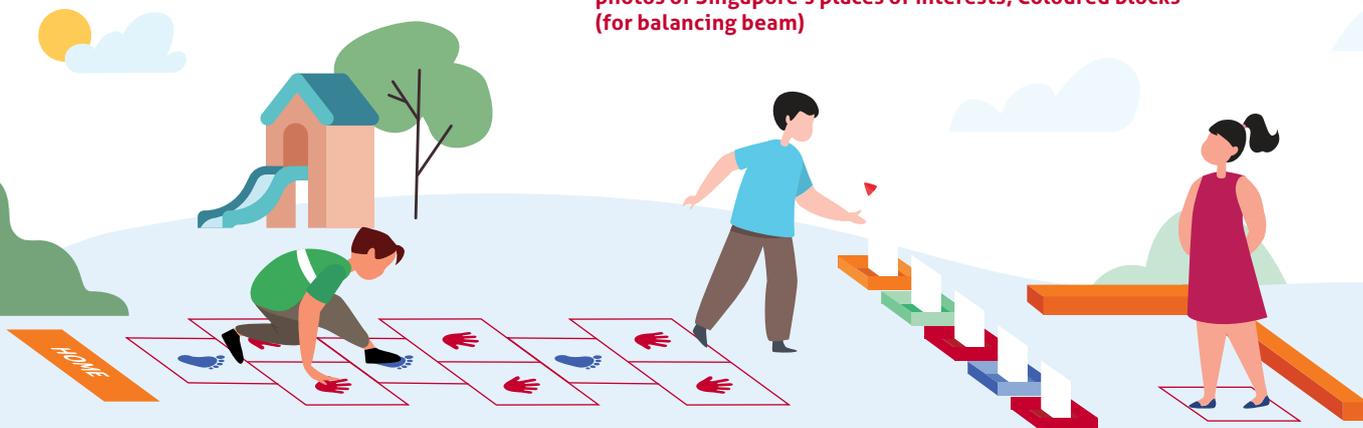
REMINISCE OUR KAMPUNG GAMES



NUMBER OF PLAYERS
6 or more



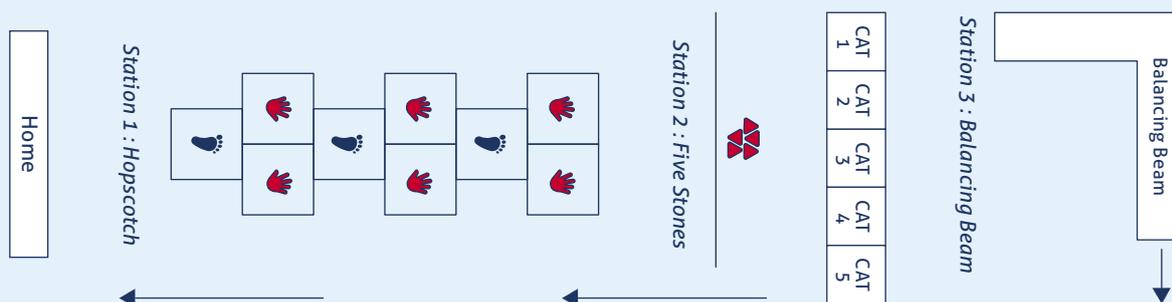
ITEMS NEEDED
Icons of hands and feet printed on paper, Coloured tapes, DIY five stones, Labelled category boxes, Game cards with photos of Singapore's places of interests, Coloured blocks (for balancing beam)



OBJECTIVE

Players will have to get through all stations and return to their home ground in the shortest amount of time.

GAME LAYOUT



DESCRIPTION

Reminisce our Kampung Games is reinvented from the traditional games of *Five Stones* and *Hopscotch*. This game encourages teamwork and development of children's locomotor (crawling, jumping, hopping, running), object control (throwing) and stability (balancing) skills.

Each team can be formed with three players. The team will have to complete the stations by 1) going through the *Hopscotch* course in the correct sequence, 2) throwing the DIY five stones into the right box, 3) crossing the balancing beam and 4) running back to their home ground in the shortest amount of time.

HOW TO PLAY

There are three stations in this game.

- Player 1 will start the game from the home ground by doing a crab walk to the *Hopscotch station (1)* while Player 2 and Player 3 will wait at the *Five Stones station (2)* and *Balancing Beam Station (3)* respectively.
- Player 1 will then get through the *Hopscotch station (1)* by following the actions shown within each of the squares.
- Once completed, Player 1 will perform a bunny hop to the *Five Stones station (2)* and tag Player 2, who will then pick a game card listing the name of a national icon before throwing a DIY five stone into the correct box bearing the image of the icon.
- Player 2 will perform a single-leg-hop to the *Balancing Beam station (3)* to tag Player 3, who will then walk on the balancing beam and run back to the home ground, before continuing with the first station to restart the process.
- Each round ends when all players in the team have completed the three stations and the team which completes the round in the shortest amount of time wins the game.

Main Modification(s): Players will need to use both of their hands and legs to complete a reinvention of *Hopscotch*. In a twist of *Five Stones*, they will also be required to throw the DIY five stones into boxes from a distance.



NOTES

Incorporate National Day elements by creating DIY five stones in the shape of crescent moons or stars seen in the National Flag. Paste images of symbolic national icons onto boxes at the *Five Stones station* with matching game cards. Play National Day theme songs during the game to enliven the atmosphere.



Scan to watch video
go.gov.sg/nk2022kg01

Credits: M.Y World @ Yishun



02

SCORE FOR SINGAPORE



NUMBER OF PLAYERS
6 or more



ITEMS NEEDED
Balls, Cups, Labels, Letter cards, Paint

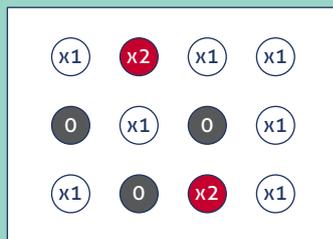
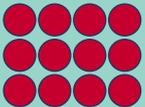


OBJECTIVE

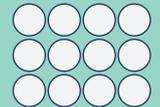
Teams will have to throw balls into specific targets to win chances of flipping a set of letter cards revealing a secret word.

GAME LAYOUT

TEAM A



TEAM B



DESCRIPTION

Score for Singapore is inspired by the traditional game *Bean Bag Toss*. This game promotes children's development of object control skills (overarm throwing) as well as literacy skills.

To win the game, players will have to throw the balls into the right targets to win chances of flipping the letter cards which will reveal the secret word.

Main Modification(s): Instead of tossing beanbags into holes, this game requires players to throw balls into specific targets represented by places of interests or icons of Singapore.



HOW TO PLAY

- Prepare 12 targets using paper or plastic cups. Paint three of the targets black and two of the targets red to differentiate them from the rest.
- Label each target using elements related to the theme.
- Each team will get 12 balls per round. Players will aim for the target and toss the balls using an overarm throw.
- If the ball goes into an unpainted target, the team gets a chance to flip one letter card.
- If the ball goes into a red target, the team gets a chance to flip two letter cards.
- If the ball goes into a black target, they will miss the chance to flip a letter card.
- Once the team has successfully flipped all the letter cards, they should read the secret word out loud to win the game.



Scan to watch video
go.gov.sg/nk2022kg02

NOTES

Incorporate National Day elements by labelling each target with names of places of interests or icons of Singapore, forming Singapore-related words with the letter cards and using red- and white-coloured balls.

Credits: PCF Sparkletots Preschool @ Ang Mo Kio-Hougang Blk 535 (DS)



03 LION AND CHICKS



NUMBER OF PLAYERS
6 or more



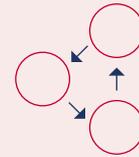
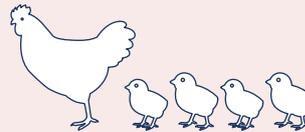
ITEMS NEEDED
Red hula hoops, Cut-outs of arrows, DIY headbands and costumes for lion, mother hen and chicks, Red tapes, Handbell



OBJECTIVE

The mother hen must prevent her chicks from being caught by the lion while the lion must attempt to catch the chicks within the stipulated time limit.

GAME LAYOUT



DESCRIPTION

Lion and Chicks is a modern take on the traditional game *Eagles catches Chicks*. This game promotes the development of children's locomotor (running, walking) and stability (turning) skills. To win the game, the lion must catch all the chicks, while the mother hen will need to ensure that at least one of her chicks is safely situated in one of the "homes" at the end of three minutes.



Main Modification(s): Instead of having the chicks hold on to one another's shoulders, they can move around freely to try to get to their "homes" (represented by the hula hoops), leaving only one chick to be protected by the mother hen. The chicks will have to switch "homes" at certain intervals, with arrows providing the direction for them to move, all of which adds a layer of complexity to the game.

HOW TO PLAY

- Players will be assigned three separate roles – one lion, one mother hen and a minimum of four chicks.
- The lion will stand on one side of the line, while the mother hen and chicks will stand on the other side.
- Before starting the game, the players will have to sing the chorus of the National Day theme song *We Are Singapore*.
- To start the game, the lion will roar three times, signalling for three chicks to get to their "homes" while the lion attempts to catch the chicks. The mother hen must protect one of the chicks who will be without a "home" for at least 10 seconds.
- A bell will ring after 10 seconds, and the chicks will have to switch "homes" by moving in the direction determined by the arrows.
- During this interval, the chicks without a "home" may break away from the mother hen and enter one of the vacant "homes". If this happens, the mother hen will have to protect the chick which does not end up in one of the "homes".
- The game will end after three minutes. The lion will win if it manages to catch all the chicks within the time limit, or the mother hen will win if at least one of her chicks is in a "home" at the end of the three minutes.



Scan to watch video
go.gov.sg/nk2022kg03

NOTES

In celebration of National Day, red and white colours can be incorporated in the fabrication of the game costumes. This reinvented game also replaces the original eagle with a lion, which is a national symbol. The "homes" represented by hula hoops in the game can also be labelled as different towns in Singapore to offer a localised playing experience.

Credits: PCF Sparkletots Preschool @ Geylang Serai Blk 11



04 JUMPSCOTCH RACE



NUMBER OF PLAYERS
6 or more



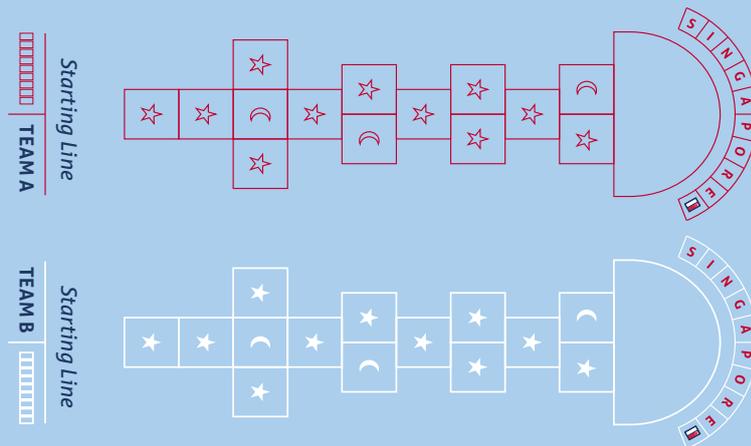
ITEMS NEEDED
Colourful chalk/tape, Cut-outs of crescent moons and stars, "SINGAPORE" letter cards and National Flag cards (two sets in different colours)



OBJECTIVE

Players must complete the *Hopscotch* and spelling relay ahead of the other team.

GAME LAYOUT



DESCRIPTION

Jumpscotch Race is a reinventive take on the timeless classic *Hopscotch*. This game provides a fun challenge while promoting children's development of locomotor skills, namely jumping and hopping.

The first team to hop across the course, collect all letter cards and arrange them to form the word "SINGAPORE" with the National Flag card at the end, wins the game.



Main Modification(s): Traditionally a single-player game, this reinvented version of *Hopscotch* requires multiple players and encourages teamwork. The concept of collecting letter cards, made from recyclable materials, and rearranging them, is also unique in this new edition.

HOW TO PLAY

- Players will be separated into two teams, each comprising three members.
- Players will start the game by hopping onto the squares that contain the stars while avoiding the ones with the crescent moons.
- If players accidentally step on a square with a crescent moon, they will have to return to the start line and begin again.
- Upon reaching the end of the course, players will be required to collect a single letter card, before hopping back to the start line and placing the collected letter card in their respective boxes. The last card to be collected will be the card displaying the National Flag.
- The first team to correctly arrange the cards to form the word "SINGAPORE" with the National Flag card at the end will then have to shout out "SINGAPORE" together to win the game.



Scan to watch video
go.gov.sg/nk2022kg04

NOTES

To celebrate National Day, teams have been separated into two separated courses, one in red and one in white, both of which represent the colours of Singapore's National Flag. The crescent moon and stars, which are part of the National Flag, have also been creatively incorporated in the design of the course and gameplay itself.

Credits: My First Skool @ Chin Swee Centre



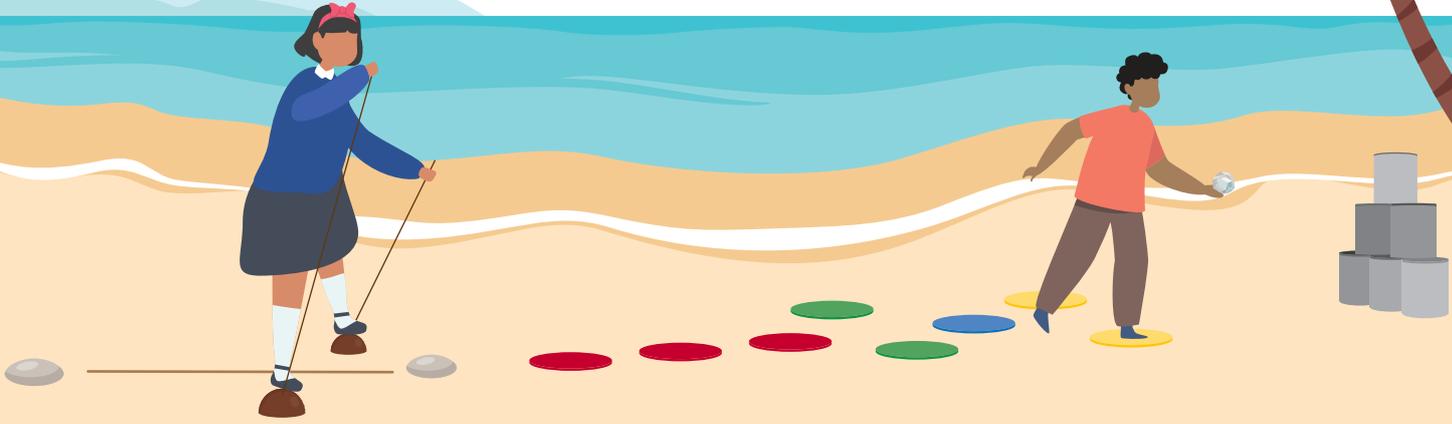
05 COCONUT FEET



NUMBER OF PLAYERS
6 – 10



ITEMS NEEDED
Coconut husks, Strings, Coloured tapes or mats, DIY balls and tins

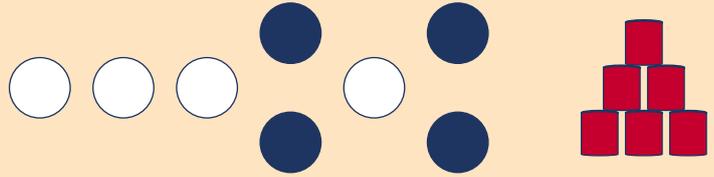


OBJECTIVE

Teams will need to complete all obstacles in the shortest amount of time.

GAME LAYOUT

TEAM A Point A → Point B



TEAM B Point A → Point B

DESCRIPTION

Coconut Feet is an obstacle course that is reinvented from the traditional games *Tapak Kuda*, *Hopscotch*, and *Bola Tin*. The game is simple to play and suitable for children aged three and above. Parents and educators can vary the difficulty of the obstacle course based on the children's developmental level.

This game builds on the development of children's stability (balancing), locomotor (hopping, jumping) and object control (underarm throwing) skills. It can be a team relay game or an individual obstacle course.

To win the game, players will have to complete all the obstacles in the shortest amount of time possible.

HOW TO PLAY

- Players will begin the obstacle course by stepping on coconut husks and walking two metres from point A to point B.
- Players will then go through a modified *Hopscotch* course made with coloured tapes or circular mats.
- Finally, children will throw the DIY balls to knock down a pyramid of tins.
- Once the team has completed the obstacle course, they should shout "SINGAPORE" to win the game.



Main Modification(s): This game combines three different Kampung games into one obstacle course, making it engaging and fun for children to play.



Scan to watch video
go.gov.sg/nk2022kg05

NOTES

National Day elements can be incorporated in the game by using red and white coloured tapes or mats, pasting national icons to the tins, and getting players to shout "SINGAPORE" or answer simple questions about Singapore to complete the course.

Credits: My First Skool @ Kampung Admiralty



07

WELCOMING SINGAPORE'S BIRTHDAY WITH A KICK



NUMBER OF PLAYERS
10



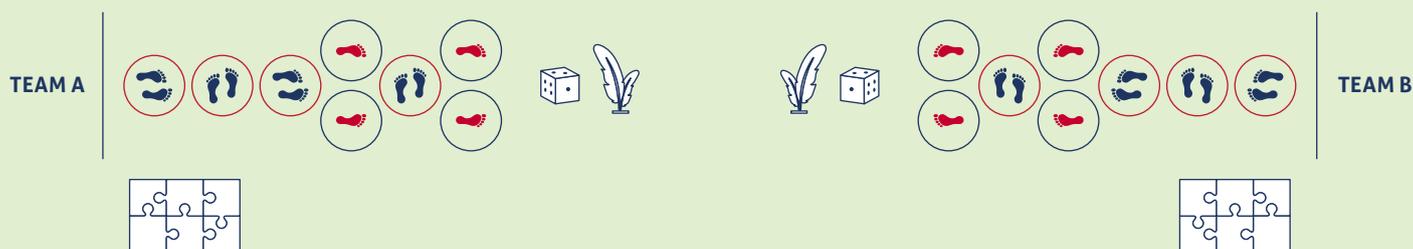
ITEMS NEEDED
Hula hoops, Die, *Chapteh*, DIY cut-outs of footprints (white & red coloured), DIY puzzle pieces



OBJECTIVE

Players must complete the *Hopscotch*, *Chapteh* and puzzle-solving relay before the other team.

GAME LAYOUT



DESCRIPTION

Welcoming Singapore's Birthday with a Kick is a combination of two of Singapore's beloved traditional games, namely *Hopscotch* and *Chapteh*. This reinvented game helps to develop children's locomotor (hopping), object control (kicking) and stability (twisting) skills.

Teams will have to progress through the *Hopscotch* course, kick the *Chapteh*, complete the puzzle and shout out the phrase "STRONGER TOGETHER, MAJULAH!", which is the theme of this year's National Day Parade.

HOW TO PLAY

- Players will be separated into two teams with each team comprising five members.
- Players will start by hopping into the first hula hoop, landing in the directions of the footprints.
- Proceeding on, they will repeat the previous step and land into new hoops based on the new directions provided.
- At the end of the last hula hoop, players will run to the die next to the course and roll it.
- They will attempt to kick the *Chapteh* a certain number of times based on the number shown on the die.
- After players are done, they will proceed to grab one piece of a jigsaw puzzle and set it in place.
- After which, they will tag their next teammate who will proceed as per the previous steps listed till the entire jigsaw puzzle is completed.
- After the puzzle is solved, the last player will run back to their team and shout out the phrase "STRONGER TOGETHER, MAJULAH!" to complete the game.
- The team that finishes first wins.

Main Modification(s): This game involves a combination of two traditional games, with a layer of complexity added in through puzzle solving and directional hopping, which is different from the traditional gameplay in *Hopscotch*. Additionally, items used in the game can be made with recyclable materials echoing Singapore's vision of being a clean and green society.



Scan to watch video
go.gov.sg/nk2022kg07

NOTES

To incorporate additional National Day elements, the completed jigsaw puzzle can display an image of a place of interest in Singapore (e.g. National Stadium), a local cuisine (e.g. Chicken Rice), or a popular mascot among the community (e.g. Nila).

Credits: My First Skool @ 6 New Punggol Road

08

TANGKAP BOLA, CHASE!



NUMBER OF PLAYERS
6 – 8



ITEMS NEEDED
Recycled paper and plastic bags,
Used drink cartons, National Flags



OBJECTIVE

One player (i.e. the Thrower) will aim and throw a paper ball at a pyramid of drink cartons and attempt to stack the cartons back before another player (i.e. the Catcher) catches them in a game of chase.

GAME LAYOUT



Players



Catcher

DESCRIPTION

Tangkap Bola, CHASE! is reinvented from the Kampung game, *Bola Tin*. This game encourages children's development of locomotor (running) and object control (throwing, catching) skills. It also teaches players to play cooperatively and players waiting for their turn are also encouraged to cheer for their friends to build camaraderie and sportsmanship.

Main Modification(s): A game of chase is incorporated in the traditional game of *Bola Tin*. Most items used for the game can be made up of recycled materials to encourage sustainability – Recycled paper for crushing up into a ball, used drink cartons for stacking into a pyramid and recycled plastic bags for making red and white pom poms.



HOW TO PLAY

- Before the game begins, the first two players in line will engage in a quick round of *Scissors, Paper, Stone*. The winner will be the first Thrower and the other person will be the first Catcher. The other players who are waiting for their turn will be cheering for both the Thrower and Catcher.
- The Thrower will attempt to knock down the pyramid of drink cartons by throwing the paper ball at the pyramid.
- Once the ball hits the pyramid, the Thrower will have to quickly stack the drink cartons back up while the Catcher chases after the ball.
- Once the Catcher retrieves the ball, he/she will run towards the Thrower and try to tag him/her.
- The Thrower wins the round if he/she manages to cross over the start line without being tagged by the Catcher.
- Conversely, the Catcher wins the round if he/she manages to tag the Thrower, who will then assume the role of the Catcher in the next round.

NOTES

To enhance the game with National Day elements, pictures of Singapore icons (e.g. Merlion, Vanda Miss Joaquim, Changi Airport Control Tower etc.) can be placed around the playing area or attached to the drink cartons to facilitate children's recognition of these icons. Players who are cheering on are also encouraged to wave the National Flag and use pom poms made from red and white recycled plastic bags.



Scan to watch video
go.gov.sg/nk2022kg08

Credits: M.Y World @ Ang Mo Kio



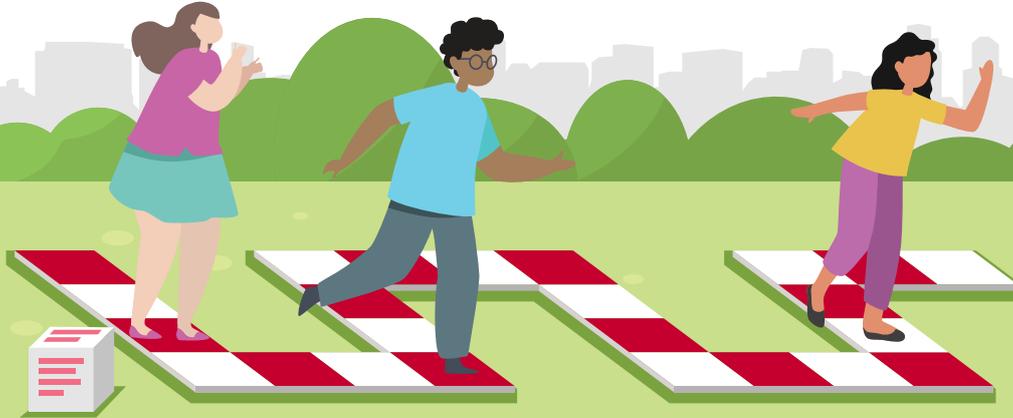
09 SINGAPORE AND I



NUMBER OF PLAYERS
6 or more



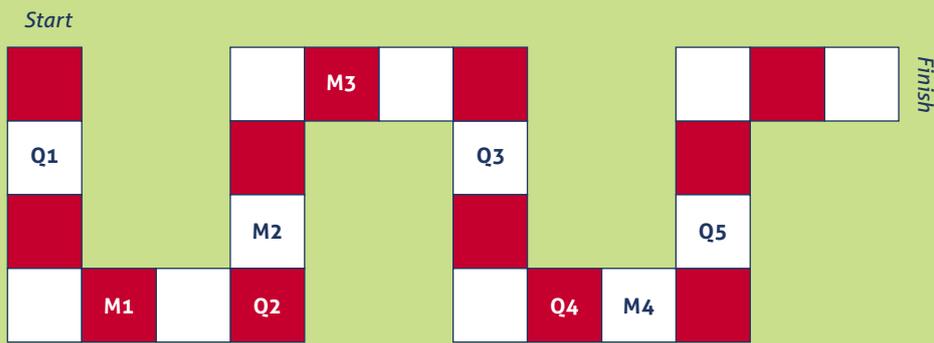
ITEMS NEEDED
Red and white coloured paper (with instructions or questions), DIY die (with instructions)



OBJECTIVE

Players will need to get to the finish spot of the playing course as fast as possible by answering questions related to Singapore, and perform certain fundamental movement skills along the way.

GAME LAYOUT



LEGEND:
M: Movement
Q: Question

DESCRIPTION

Singapore and I is a local reinvention of the beloved classic game, *Snakes and Ladders*. Using a customised DIY die with different instructions written on each of its faces, players will progress along the course by answering local trivia questions and performing specific movements until they reach the end to win the game. This helps to develop children's locomotor (walking, hopping, jumping) and object control (throwing) skills while raising their awareness and appreciation of our Singaporean culture.

HOW TO PLAY

- Players will start by rolling the die.
- Depending on the side of the die rolled, players will have to follow the given set of instructions to progress to their next spot.
- If players land on a question spot, they will have to answer the given question correctly to remain in the spot. Otherwise, they will be required to return to their previous spot.
- If players land on a movement spot, they can proceed to move forward/backward depending on what is stated (e.g. jump two steps forward/walk two steps backward).
- The first player to reach the finish spot will be the winner.



Main Modification(s): Unlike the original version of *Snakes and Ladders*, this localised version requires players to partake in a Singapore trivia quiz and perform fundamental movement skills in order to progress. A customised DIY die is also utilised in place of a traditional numbered die, which requires players to follow a unique set of instructions.



Scan to watch video
go.gov.sg/nk2022kg09

NOTES

The layout of the playing course is shaped in the letter "S", which is in representation of Singapore. Spots are either in red or white in accordance with the colours of our National Flag. Furthermore, questions about Singapore are raised to test players' knowledge of all things local.

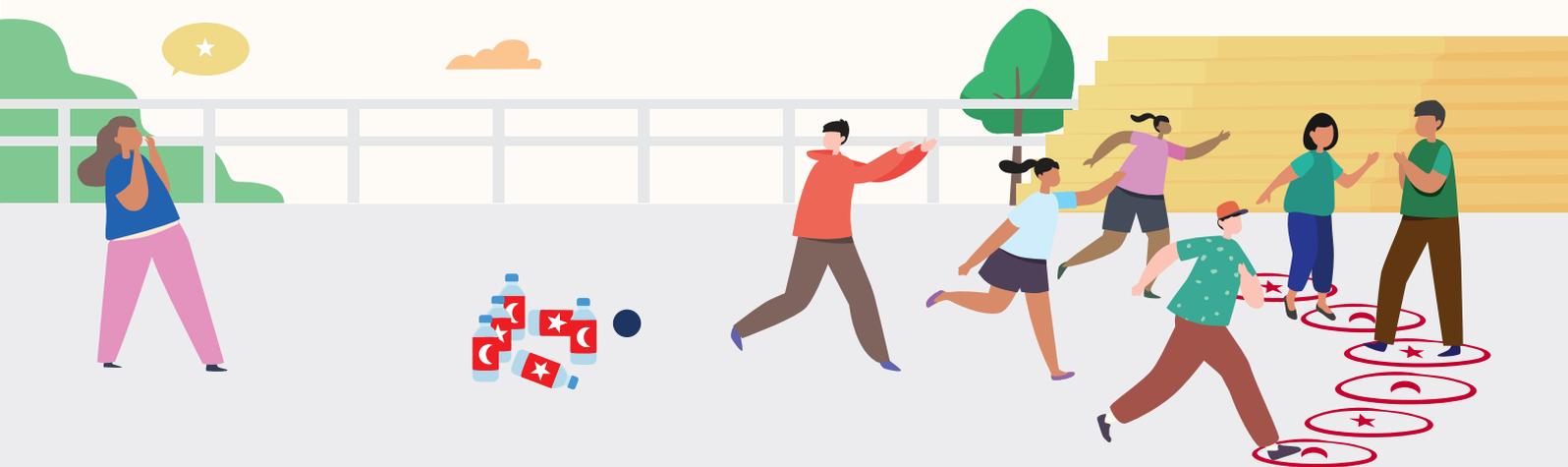
Credits: My First Skool @ Blk 423 Yishun



10 ROLLIE POLLIE GAME

NUMBER OF PLAYERS
7 or more

ITEMS NEEDED
Coloured paper, Hula hoops, Recycled bottles, Balls



OBJECTIVE

Players will roll a ball to strike six bottles labelled with stars and crescent moons. Thereafter, they must call out the symbols on the fallen bottles and the other players must run towards and occupy the hula hoops with the matching symbols.

GAME LAYOUT



Start line



DESCRIPTION

The *Rollie Pollie Game* is reinvented from the Kampung game, *Bola Tin*. This game gives players an opportunity to identify the symbols on Singapore's National Flag and encourages the development of various fundamental movement skills such as object control (underarm rolling) and locomotor (running) skills for children.

Main Modification(s): Instead of being a competitive game, the *Rollie Pollie Game* encourages players to work together in identifying the symbols correctly across two distinct stages.



HOW TO PLAY

- The first player will roll the ball to hit as many bottles as they can.
- The player will then call out the symbol(s) on the fallen bottle(s).
- The other players must then run towards and occupy the hula hoops that match the symbols on the fallen bottle(s). This marks the end of the game for round one.
- Players will then take turns to roll the ball in the subsequent rounds.
- For competitive play, players who are unable to occupy the correct hoops will be eliminated. Hoops can also be gradually removed after each round. The last player who manages to occupy the correct hoop wins the game.



Scan to watch video
go.gov.sg/nk2022kg10

NOTES

Besides using symbols of the crescent moon and star, images of popular local mascots or landmarks can also be placed on the bottles and in the hula hoops to generate awareness and recognition of other Singapore elements among players.

Credits: My First Skool @ Blk 612 Yishun



11

MY FIRST SKOOLER'S EAGLE AND CHICKEN



NUMBER OF PLAYERS
6–12



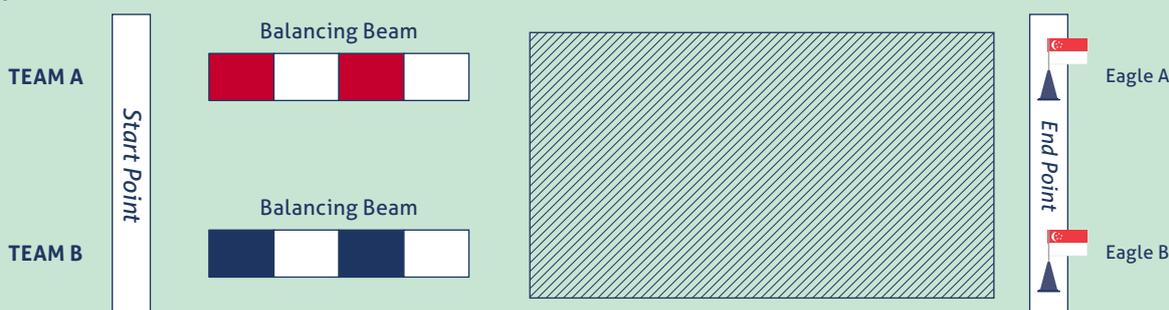
ITEMS NEEDED
Coloured blocks (for balancing beam),
Cones, Singapore's National Flag (for flagpole)



OBJECTIVE

The mother hen must get the chicks to the end point safely and avoid getting caught by the eagle.

GAME LAYOUT



DESCRIPTION

My First Skooler's Eagle and Chicken is reinvented from the traditional game *Eagle Catches Chicks*. This game encourages the development of children's locomotor (running and sliding) and stability (balancing) skills.

At the start of the game, the mother hen will have to get the chicks across the river without falling off the bridge (balancing beam). Once they have crossed the river, the mother hen will have to protect the chicks from getting caught by the eagle as they attempt to reach the end point (flagpoles).

Main Modification(s): Players must perform various fundamental movement skills during the game, which include running around flagpoles and moving forward on balancing beams. Children participating as chicks and are caught by the eagle are encouraged to sing and perform in a large group setting which helps to boost their confidence.

HOW TO PLAY

- The mother hen will lead the chicks to cross the bridge by walking on the balancing beam. As the mother hen and chicks are crossing the bridge, the eagle will run around the flagpole three times.
- The mother hen and the chicks will have to be in a line, while always keeping their hands on their teammate's shoulders.
- Once the mother hen and chicks have crossed the river, the eagle must attempt to catch the chicks starting from the last chick in line while the mother hen protects the chicks.
- If the chicks are caught, they will be required to sing a National Day theme song of their choice.
- If the mother hen and all of the chicks safely reach the flagpole without getting caught, the eagle will be required to sing instead.
- The eagle and chicks who are caught will then swap roles and continue the game.



Scan to watch video
go.gov.sg/nk2022kg11

NOTES

In celebration of National Day, models representing Singapore's iconic landmarks (e.g. Marina Bay Sands), local professions (e.g. policeman, nurse, soldier), and this year's NDP theme can be used as game props to enhance the playing experience.

Credits: My First Skool @ Blk 85 Whampoa



12

SINGAPORE QUIZSCOTCH



NUMBER OF PLAYERS
6–8



ITEMS NEEDED

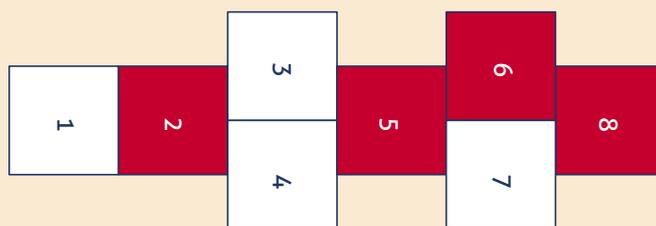
Red and white coloured recycled paper (with a number printed on each piece). Other optional items include balls, paper boxes, quiz cards, etc.



OBJECTIVE

While performing tasks that involve participating in a physical activity or a quiz about Singapore, players are required to complete a game of *Hopscotch* before the other team.

GAME LAYOUT



DESCRIPTION

Singapore Quizscotch is reinvented from the Kampung game, *Hopscotch*. This game gives players an opportunity to be exposed to different physical activities and allow them to learn more about Singapore through quizzes. The gameplay can also be customised to facilitate children's development of locomotor (jogging), object control (throwing) and stability (balancing) skills.

To win the game, players will have to complete the *Hopscotch* course by performing all physical activities and answering all quiz questions correctly.

Main Modification(s): Red and white coloured papers can be used to create the *Hopscotch* course. Instead of throwing an item onto the course itself, players will have to select a number each from two different boxes (white box followed by red box) and complete the assigned task. *Singapore Quizscotch* also provides room for educators and parents to customise the local quiz questions and fundamental movement skills incorporated in the game.



HOW TO PLAY

- Players will be split into two teams. At the start of each game, one player from each team will engage in a game of *Scissors, Paper, Stone*. The player who wins, gets to start first.
- Players will start by picking a number from a white box and hop to that number (numbers 1-4).
- Players will then choose another number from a red box and hop to that number (numbers 5-8).
- Once they are at that number, players will be required to carry out a task (physical activity or quiz) corresponding to that number.
- Players who successfully perform the task, will gain a point.
- Some examples of tasks that can be incorporated are as follows:
 - Physical Activity – Throw five balls into a box, jog on the spot while singing the chorus of 'Home', perform five jumping jacks, balance on a single leg for 30 seconds etc.
 - Quiz – Answer five questions about Singapore (*Who is the president of Singapore? How many stars are there on the National Flag? What is the national flower of Singapore? When is Singapore's birthday? What are the colours on the National Flag?*)
- The first team to have all its players complete their assigned task, wins the game.



Scan to watch video
go.gov.sg/nk2022kg12

NOTES

Instead of numbers, each box in the *Hopscotch* course can contain a letter from the word "SINGAPORE" and players must shout out each of the letters as they navigate the course.

Credits: My First Skool @ Blk 260 Bukit Batok East Ave 4



13

INTERGENERATIONAL CHAPTEH!



NUMBER OF PLAYERS
1 – 6 (comprising children,
parents, and educators)



ITEMS NEEDED
DIY net (string of red and white flags), DIY *Chapteh*
(plastic wrappers), DIY racquet (foam boards)



OBJECTIVE

There are different objectives for the game, depending on whether it is played in an individual or group setting. For the individual setting, players will need to keep the *Chapteh* in the air for as long as possible. For the group setting, players will need to volley the *Chapteh* into the opposing players' court.

GAME LAYOUT

Version 1



Individual

Version 2



Group



DIY Net



Version 3



Group



DIY Net



DESCRIPTION

Intergenerational Chapteh! is a fun and distinctive take on the traditional Kampung game, *Chapteh*. The game can either be played in an individual or group setting. If it is the latter, players will have to make sure the *Chapteh* lands in the opposing player's court. This game helps to develop children's locomotor (running, jumping), object control (striking) and stability (twisting, turning) skills. It also encourages parents and educators to join in the game with the children for inter-generational bonding.

HOW TO PLAY

Individual Setting

- Players will start by striking the *Chapteh* to launch it into the air.
- They will then continuously volley the *Chapteh* to prevent it from falling to the ground.
- If the *Chapteh* falls to the ground, players will have to start the process all over again.
- When playing against other players in the individual setting, the player who manages to keep their *Chapteh* in the air for the longest time wins the game.

Group Setting

- Two players will assist to hold up the net to set the boundary of the playing court.
- Once done, another two players will enter the court. One will start as the server and the other as the receiver.
- The server will then proceed to strike the *Chapteh* across to the receiver's court, and the receiver will in turn do the same.
- The players will then volley the *Chapteh* back and forth until it finally lands in one of the player's court.
- If a point is scored by the server, players will keep to the same roles. If the receiver wins the point, roles are then swapped.
- The first player to score a pre-determined number of points wins the game.
- Doubles is also a possibility under the Group Setting, where four players are split into teams of two.

Main Modification(s): Instead of using different parts of the player's body to keep the *Chapteh* in the air, players are required to use DIY racquets in the form of boards to do so. Using a DIY net as well during group play ensures that players are kept within a boundary in which to strike the *Chapteh*, developing their sense of direction and ability to control their movements.



NOTES

The DIY racquets (made out of foam boards) that players use to strike the *Chapteh* can be decorated in line with the theme of celebrating National Day. The string of red and white flags which serves as the net for group play can also incorporate iconic mascots of Singapore such as Nila.



Scan to watch video
go.gov.sg/nk2022kg13

Credits: PCF Sparkletots Preschool @ Bukit Batok East Blk 208



14 JUMP! JUMP! 57TH!



NUMBER OF PLAYERS
6 – 10



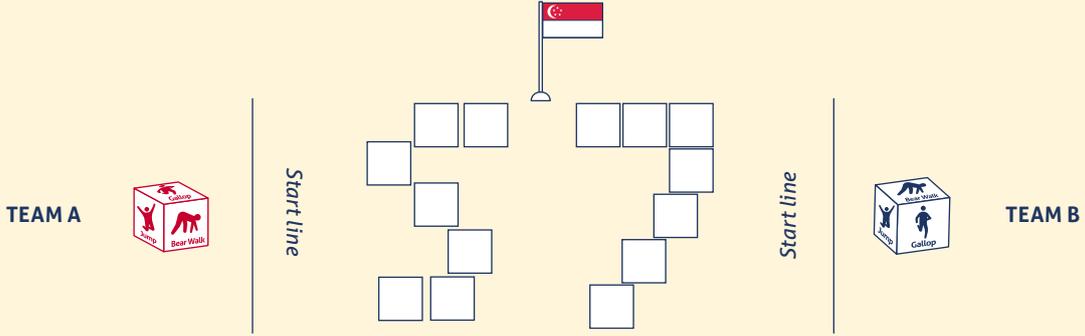
ITEMS NEEDED
Non-slip mats or unused yoga mats,
Empty box for DIY die



OBJECTIVE

Players are required to perform specific locomotor skills to complete the playing course.

GAME LAYOUT



DESCRIPTION

Jump! Jump! 57th! is a game designed to pay homage to both National Day and the classic game *Hopscotch*. Promoting children's development of locomotor skills such as hopping, jumping, and running, the game promises a fun time for everyone involved.

At the beginning of the game, players will have to roll the die and start moving along the course using the specific locomotor skill described on the rolled die. Finishing the course, players will run back to tag their next teammate and the process begins again.

The first team to have all their players complete the course wins the game.

HOW TO PLAY

- Players will be separated into two teams, comprising minimally three members each.
- The first player from each team will then take turns to roll the die.
- After rolling the die, players will return to the start line. On the word "GO", they will then begin moving along the course according to the locomotor skills shown on the rolled die.
- Finishing the course, they will run back to tag their next teammate and the process begins again, starting from rolling the die.
- The first team that has all their players complete the course wins the game.



Main Modification(s): Instead of a traditional *Hopscotch* course, the course has been shaped to resemble the numbers "5" and "7", representing Singapore's 57th birthday this year. Instead of just hopping along the course, players will also move along it based on the locomotor skill instructed on the rolled die, which may involve various movements such as a duck walk or a bear walk, amongst many others.



Scan to watch video
go.gov.sg/nk2022kg14

NOTES

The game incorporates National Day elements firstly through the shape of the course for both teams, which are shaped in the numbers "5" and "7" in representation of Singapore's 57th birthday. Additionally, the game can be further enhanced by placing images of iconic landmarks in Singapore on the mats.

Credits: My First Skool @ 10 Jurong West Street 65



15 SINGAPORE RUSH



NUMBER OF PLAYERS
8 or more



ITEMS NEEDED

Cardboards (for gameboard), Masking tapes, Bottles, Cut-outs of individual letters (forming the word "SINGAPORE"), Pictures of local food items/places of interest (with the starting letter in their names representing each letter of the word "SINGAPORE")



OBJECTIVE

Players shall perform various locomotor skills when moving forward to grab the letter cards from the snatch bottle to form the word "SINGAPORE" on their game board.

GAME LAYOUT



DESCRIPTION

Singapore Rush is a contemporary take on the traditional game of *Dog & Bone*. This game encourages the development of locomotor (jumping and hopping) and decision-making skills for children.

To begin the game, every player on each team is allocated a number and a particular locomotor skill. When a certain number is called out, the corresponding player must perform their assigned locomotor skill and retrieve a single letter card from the snatch bottle in the middle of the playing area.

Main Modification(s): This reinvented game requires players to perform various locomotor skills when moving forward to retrieve the letter cards from the snatch bottle. Players will also get the opportunity to improve their spelling skills as the word to be formed can be changed accordingly.



HOW TO PLAY

- Players will be separated into two teams, comprising minimally four players each.
- Every player on each team is assigned a number and a particular locomotor skill.
- Once both teams are ready, a particular number will be called out, and the corresponding player from each team must perform their assigned locomotor skill and retrieve a single letter card from the snatch bottle in the middle of the playing area.
- The player who manages to retrieve the card first must hurry back to his/her team and place the card along the game board.
- The player who did not manage to retrieve the card will have to return to the start line and wait for his/her next turn.
- The next number is called, and the process repeats until one of the teams have retrieved enough letter cards to form the word "SINGAPORE" on their game board.
- After which, the team will have to grab the board and shout out "WE ARE SINGAPORE" to win the game.



Scan to watch video
go.gov.sg/nk2022kg15

NOTES

An advanced version of the game involves the use of picture cards. Each card will contain a certain food item/ place of interest found within Singapore, with the first letter in the name of the item/place being one of the letters needed to spell "SINGAPORE". E.g.: Satay (S), Istana (I).

Credits: M.Y World @ McNair Towers



16

HUMAN CONGKAK – THE SINGAPORE EDITION



NUMBER OF PLAYERS
2 or more



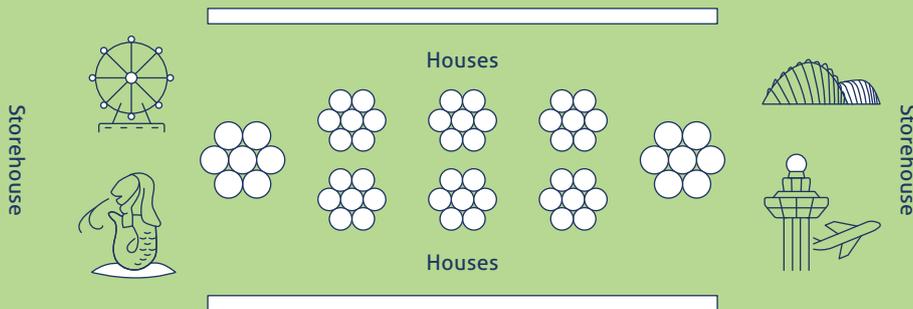
ITEMS NEEDED
Hula hoops, Cut-outs of flower petals, DIY Singapore landmarks, Coloured paper



OBJECTIVE

The leader of each team would need to get as many runners as possible into his/her storehouse.

GAME LAYOUT



DESCRIPTION

Human Congkak – The Singapore Edition is a reimagination of the classic game, *Congkak*. The game helps children to develop their locomotor skills such as jumping, running and hopping, and encourages communication and teamwork among players through interactive play. The complexity of the game can also be adjusted based on the number of players participating and is thus highly adaptable.



Main Modification(s): While *Congkak* is traditionally played with participants being stationary, *Human Congkak – The Singapore Edition* essentially replaces the shells/marbles used with players themselves moving around the play area, making it a great physical activity.

HOW TO PLAY

- Two players are assigned as team leaders while the rest are assigned as runners.
- A fixed number of runners will be assigned to each house, depending on the number of players.
- The first team leader starts by choosing a house and bringing the runners in that house around the play area, depositing a runner into each of the houses to the left of the play area and into his/her own storehouse. Runners should jump with two feet into their house.
- If the last runner ends up being deposited into their own house, the team leader will bring all runners in that house around the play area and continue to deposit these runners into the subsequent houses.
- If the last runner ends up in an empty house, the team leader earns an extra turn and may begin from any of the three houses on that runner's side.
- If the last runner ends up in the opponent's house, the next team leader can begin their turn from whichever house he/she chooses.
- A runner who is alone in a house will hop with the team leader and skip all empty houses to proceed to the storehouse.
- If there are no runners on his/her side of the play area, the team leader passes a turn.
- The game ends when there are no runners remaining in the house on either side of the play area.
- The team leader with the most runners in his/her house wins the game.



Scan to watch video
go.gov.sg/nk2022kg16

NOTES

Several National Day elements can be incorporated in the game, such as having the storehouses represented by iconic Singapore landmarks, and having the houses resemble the shape of various flowers to symbolise Singapore's reputation as The Garden City.

Credits: PCF Sparkletots Preschool @ Tampines East Blk 262 (EY)



17 SCORE 5 IN TWOS



NUMBER OF PLAYERS
8 or more



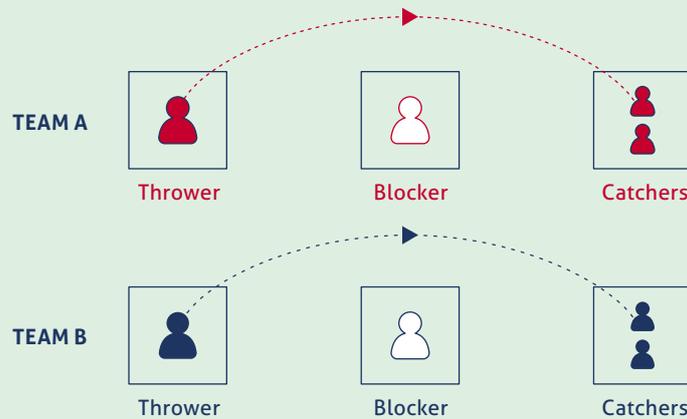
ITEMS NEEDED
Game objects (beanbags/balls), Cones,
Tapes to mark out the boxes on the floor



OBJECTIVE

Players will have to work as a team to throw and catch five objects with their own cones in the fastest time possible.

GAME LAYOUT



DESCRIPTION

Score 5 in Twos is inspired by *Five Stones* and adapts the single player game into a multiplayer version. This game promotes the development of locomotor (running, walking) and object control (throwing, catching, blocking) skills for children.

Main Modification(s): While *Five Stones* only involves one player at a time, *Score 5 in Twos* allows multiple children to play the game at the same time. This encourages teamwork among children as each player has to fulfil their respective roles to win the game as a team.



HOW TO PLAY

- Players will be split into two teams of four – Each group of four will consist of 1 Thrower, 2 Catchers and 1 Blocker (from the opposing team).
- Throwers will throw the game objects to the Catchers. They must take turns such that only one object is being thrown at a time.
- The Catchers will then use their cones to catch the game objects. Each Catcher must catch at least one object in their cone.
- Each Blocker must be assigned from the opposing team, and they will attempt to block all game objects that are thrown across.
- The team must work together to be the first team to catch a total of five objects.



Scan to watch video
go.gov.sg/nk2022kg17

NOTES

Incorporate National Day elements by making game objects that resemble popular food items in Singapore (e.g. Curry puffs, Durians, Iced gem biscuits).

Credits: Greenland Childcare Centre



18

KIDS 'N' BONE



NUMBER OF PLAYERS
6 – 10



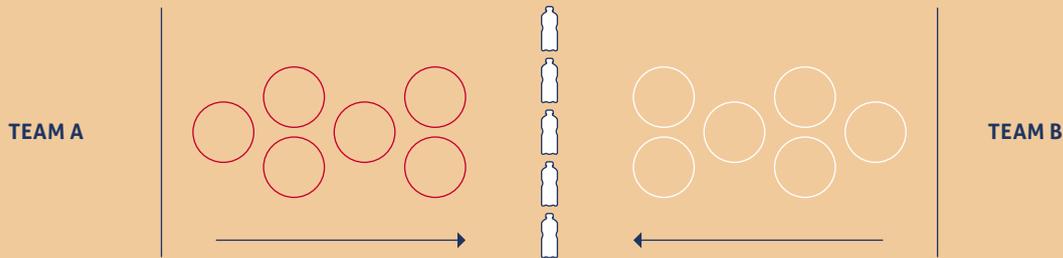
ITEMS NEEDED
Newspaper, Plastic bottles, Number labels



OBJECTIVE

Players have to work as a team to collect as many bottles as they can.

GAME LAYOUT



DESCRIPTION

Kids 'n' Bone is reinvented from the games *Dog 'n' Bone* and *Hopscotch*, using recyclable materials like newspaper and plastic bottles.

This game promotes the development of locomotor skills such as jumping and hopping for children. It also integrates numeracy as players get to match the numbers assigned/labelled and count the number of bottles they have collected.

To win the game, players will have to collect as many bottles as they can within the shortest amount of time.

HOW TO PLAY

- Players will be assigned a number from 1 to 5, depending on the number of players in the team.
- Each plastic bottle will be labelled with the numbers 1 to 5.
- The game master will call out a random number between 1 to 5, and players with the assigned number will have to hop through the hoops to reach the bottles.
- Players will then grab the bottle that matches their assigned number.
- Players will then hop through the hoops again to return to their home.
- The team with the most number of bottles collected wins, and will chant the 'Singapore cheer' (S-I-N-G-A-P-O-R-E, Goooo Singapore!).

Main Modification(s): Instead of running to collect the items, players will jump through a modified *Hopscotch* course to get the plastic bottles.



Scan to watch video
go.gov.sg/nk2022kg18

NOTES

In line with the National Day theme, place images of iconic locations in Singapore within the hoops and have the players shout out the names of these places when they hop/jump through the hoops.

Credits: My First Skool @ Blk 428 Clementi



19

BOLA COUNTING



NUMBER OF PLAYERS
6 or more



ITEMS NEEDED
Aluminium cans with drawings related to Singapore, Recycled paper balls



OBJECTIVE

Players will have to knock down as many cans as possible with two paper balls and perform the action corresponding to the number of cans knocked down.

GAME LAYOUT



GAME SHEET

BOLA COUNTING				
1 can 	2 cans 	3 cans 	4 cans 	5 cans
6 cans 	7 cans 	8 cans 	9 cans 	10 cans

DESCRIPTION

Bola Counting is an adaptation of the traditional game *Bola Tin*. On top of honing children's object control and locomotor skills when throwing the paper balls and performing the corresponding actions, the game also allows them to practise their numeracy and drawing skills.

Players will first be challenged to draw things that are unique to Singapore (e.g. Chilli Crab, Gardens by the Bay and the Merlion) on the aluminium cans. The cans are stacked to form a pyramid and each player is given two paper balls to attempt knocking down as many cans as possible. The entire group will then count and perform the action together.

HOW TO PLAY

- Each player will be given two paper balls.
- Using underarm or overarm throw, players will each have two attempts to knock down as many cans as possible.
- The group will count the number of cans that have been knocked down after each turn before resetting the cans into the original pyramid.
- Based on the number of cans that have been knocked down, the whole group must refer to the game sheet and perform the action corresponding to the number.
- For increased difficulty, a defender can be introduced to block the paper balls from hitting the cans.



Main Modification(s): While *Bola Tin* focuses on throwing and knocking down cans, **Bola Counting** involves counting and performing an accompanying action as stated in the game sheet.



Scan to watch video
go.gov.sg/nk2022kg19

NOTES

The game sheet can be customised according to the players' preferences. Actions can mimic the unique features of Singapore in celebration of National Day.

Credits: PCF Sparkletots Preschool @ Jurong Central Blk 403



20

TEAM WORKS WONDER



NUMBER OF PLAYERS
6 or more



ITEMS NEEDED
Hula hoops, *Kuti kuti* (plastic tokens),
Chapteh (feathered shuttlecock)

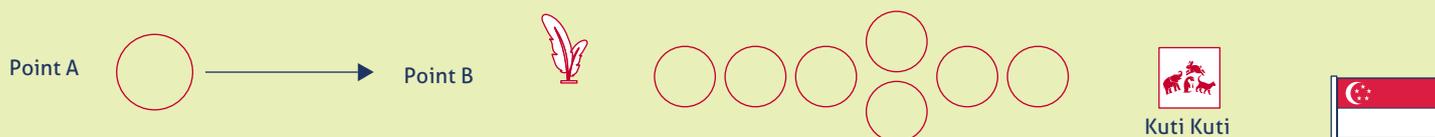


OBJECTIVE

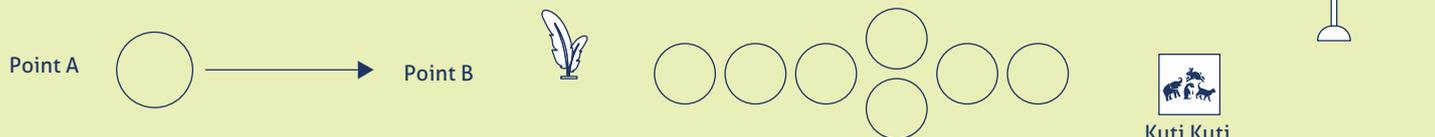
Players will need to get through obstacles by completing the activities in each station. The first team to complete the course wins.

GAME LAYOUT

TEAM A



TEAM B



DESCRIPTION

Team Works Wonder is reinvented from the Kampung games *Hoop Wheeling*, *Hopscotch* and *Kuti Kuti*. This game builds teamwork among players as each player has to carry out their assigned task to complete the game as a team. It also develops children's locomotor (hopping, running), object control (underarm throwing), and stability (balancing) skills.



Main Modification(s): Players must perform various fundamental movement skills during the game. Instead of kicking the *Chapteh*, players will perform an underarm throw, making it simple and easily accomplished by toddlers. To celebrate Singapore's 57th birthday, players will also form the number '57' using *Kuti Kuti* instead of flipping the pieces.

HOW TO PLAY

- Players are split into two teams of three. The first player will be at point A, while the second and third player will be at point B.
- The first player will roll the hoop from the point A to point B.
- Once the first player has reached point B, the second player will throw the *Chapteh* into any of the hoops using an underarm throw.
- The third player will then go through the modified *Hopscotch* course by hopping on one leg, picking up the *Chapteh*, and completing the course.
- Finally, all members of the team will use the *Kuti Kuti* to form the number '57'.
- When the team has completed this task, they will run towards the end point to get the Singapore flag and shout "HAPPY BIRTHDAY SINGAPORE".
- The first team to complete the course, wins!



Scan to watch video
go.gov.sg/nk2022kg20

NOTES

To enhance the local flavour of the game, players can create their own *Kuti Kuti* pieces that represents iconic mascots of Singapore (e.g. Nila).

Credits: My First Skool @ Choa Chu Kang Blk 212



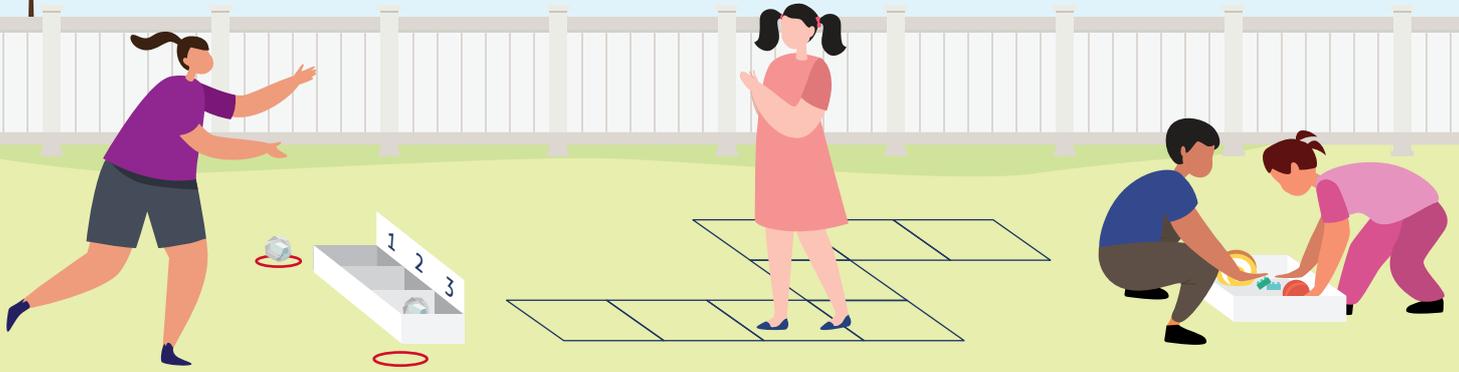
21 FIND THE TREASURE



NUMBER OF PLAYERS
4 or more



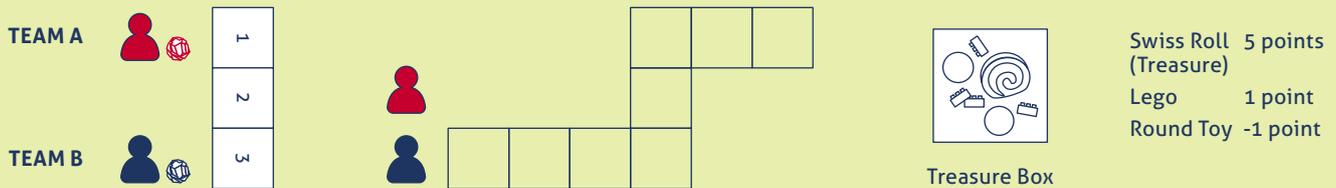
ITEMS NEEDED
Scotch tape, Aluminium foil balls, Used cardboard box, Recycled shredded paper, Treasure box items (i.e. Miniature Swiss Rolls, Lego pieces, Round toys), Hula hoops



OBJECTIVE

Players must accumulate as many points as possible during the treasure hunt.

GAME LAYOUT



DESCRIPTION

While **Find the Treasure** is inspired by the classic children's game *Hopscotch*, it includes elements from other local games of yesteryear as well. This reinvented game helps to develop children's locomotor (hopping) and object control (underarm throwing) skills.

From recycled to easy-to-obtain materials, this game consists of a simple set-up and players can expect to have a lot of fun as they work as a pair to throw a ball into a box and hop through a modified *Hopscotch* course. At the end of the course, players will collect as many treasure items as possible in the treasure box within a certain time limit to score points and the group with the most points wins.



Main Modification(s): Unlike *Hopscotch* which is a single-player game, **Find the Treasure** requires players to work together as the player who is navigating the modified *Hopscotch* course will have to rely on the throwing skills of his/her partner to progress. At the end of the course, both players will also have to collaborate to find as many buried treasure items as possible to win the game.

HOW TO PLAY

- The players will be separated into teams, each comprising two players.
- One player from each team will be sent to the start point, while the other player waits at the beginning of the modified *Hopscotch* course.
- The players at the start point will then play a game of *Scissors, Paper, Stone* to determine who will throw the ball first.
- The winner will first throw the ball into the box placed in front of them. Depending on the points scored, his/her teammate will then proceed by hopping the corresponding number of spaces along the modified *Hopscotch* course.
- Subsequently, the team that comes in second will then follow suit and throw the ball into the box.
- Once both teams have completed navigating the modified *Hopscotch* course, all members will proceed to the treasure box.
- The team that finishes ahead of the other will have a head start of five seconds to dig through the treasure box in search of the treasure item (i.e. Swiss Roll).
- Teams will attempt to collect as many treasure items as possible in the treasure box within a certain time limit to score points and the group with the most points wins.

NOTES

In line with the National Day theme, the S-shaped Hopscotch course symbolises the "S" in Singapore. The treasure box is also decorated with drawings of iconic Singapore landmarks. Game masters can choose to incorporate additional National Day elements by using the popular country eraser labelled with Singapore's National Flag or a Merlion figurine as the treasure item.



Scan to watch video
go.gov.sg/nk2022kg21

Credits: PCF Sparkletots Preschool @ Telok Blangah 78A (DS)



22

KAMPUNG FIESTA



NUMBER OF PLAYERS
5 or more



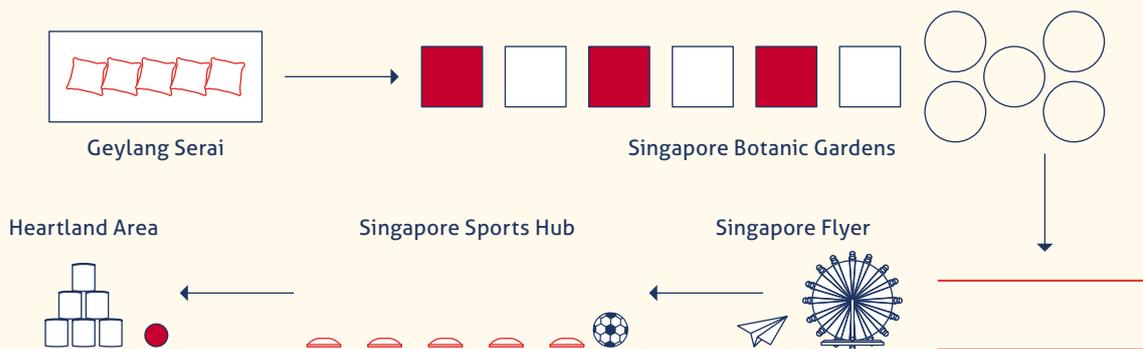
ITEMS NEEDED
Palm-sized beanbags, Coloured square-shaped and ring-shaped rubber mats, Paper planes, Footballs, Cones, Soft balls, Tin cans



OBJECTIVE

Players must complete an obstacle course which features activities inspired by the likes of traditional games such as *Five Stones*, *Hopscotch*, *Paper Planes* and *Bola Tin*.

GAME LAYOUT



DESCRIPTION

Kampung Fiesta is based on some of the most popular Kampung games including *Five Stones*, *Hopscotch*, *Paper Plane* and *Bola Tin*. This reinvented game gives players an opportunity to be exposed to different physical activities and allow them to be aware of the different types of local attractions which is represented by each of the activity stations.

This game promotes the development of children's locomotor (jumping, hopping), object control (throwing, catching, dribbling), and stability (dynamic balance) skills. Players will have to complete the obstacle course by attempting the activities across various stations.

Main Modification(s): **Kampung Fiesta**, which is inspired by various traditional games, enables players to develop a wide variety of fundamental movement skills. It also helps to generate players' awareness of the various places of interests in Singapore as they navigate the obstacle course.

HOW TO PLAY

- Each station will be named after an iconic attraction/landmark in Singapore (1 – Geylang Serai, 2 – Singapore Botanic Gardens, 3 – Singapore Flyer, 4 – Singapore Sports Hub, 5 – Heartland Area).
- Players will start at *Geylang Serai* (*Five Stones*) by throwing the beanbags up and catching them with both hands.
- They will then move on to the *Singapore Botanic Gardens* (*Hopscotch*), where they will jump onto each of the coloured squares by bending their knees, swinging their arms, and landing on both feet. They will then need to hop through the set of rings.
- At the *Singapore Flyer* (*Paper Planes*), players will perform an overarm throw and fly the paper plane over the 'DIY Ferris Wheel'.
- After which, players will proceed to the *Singapore Sports Hub* (*Football*), where they will have to dribble the football with their feet around the set of cones in a zig zag pattern.
- Finally, players will play a simplified version of *Bola Tin* at the *Heartland Area* by performing an underarm roll to knock down the tin cans.
- The next player in line can begin their turn once the first player leaves the first station.
- The game ends once all players have completed the obstacle course as a team.



Scan to watch video
go.gov.sg/nk2022kg22

NOTES

To increase the level of engagement with players, incorporate a multiple-choice question at every activity station to test players' knowledge of the iconic attraction/landmark in Singapore which they have "arrived" at as they progress through the obstacle course.

Credits: My First Skool @ Blk 18 Marine Terrace

23

BOLA TOWER



NUMBER OF PLAYERS
4 – 10



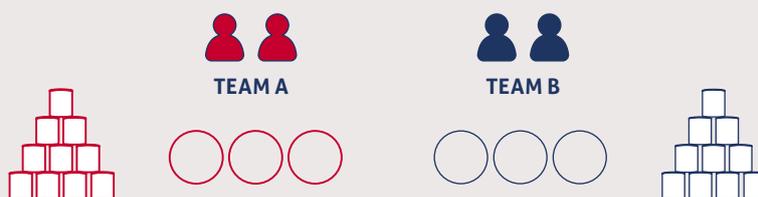
ITEMS NEEDED
Used toilet paper rolls (to build the tower),
Coloured paper, Paper balls, Hula Hoops,
Coloured mats



OBJECTIVE

Players will need to knock down their opponent's tower using an underarm throw.

GAME LAYOUT



DESCRIPTION

Bola Tower is reinvented from the traditional games *Bola Tin* and *Hopscotch*. This reinvented game promotes children's development of locomotor (hopping) and object control (throwing) skills.

Main Modification(s): This game features the unique characteristics of two Kampung games and introduces a different competitive element as teams must earn the right to throw by playing *Scissors, Paper, Stone*. The winning team then gets a chance to topple the tower of their opponents, who will have to defend well.



HOW TO PLAY

- Players will be divided into two teams. The first player from each team will start by hopping through the modified *Hopscotch* course.
- Once they reach the mid-point, the players will play a game of *Scissors, Paper, Stone*. The winner will hop towards the opponent's tower and attempt to knock it down. The loser will have to defend his/her tower as best as he/she can.
- The players are given one attempt at knocking down the tower in each round.
- The next players in line will continue the game until everyone in the team has had their turn.
- The first team to knock down their opponent's tower completely wins the game.



Scan to watch video
go.gov.sg/nk2022kg23

NOTES

Singapore's iconic landmarks can be included in the game whereby the right to throw is determined by the team which can identify local places of interest ahead of their opponents. This provides a different dimension to the game which builds on the National Day theme.

Credits: PCF Sparkletots Preschool @ Sembawang West Blk 780D



24 SINGAPORE HOPSCOTCH



NUMBER OF PLAYERS
6 – 10



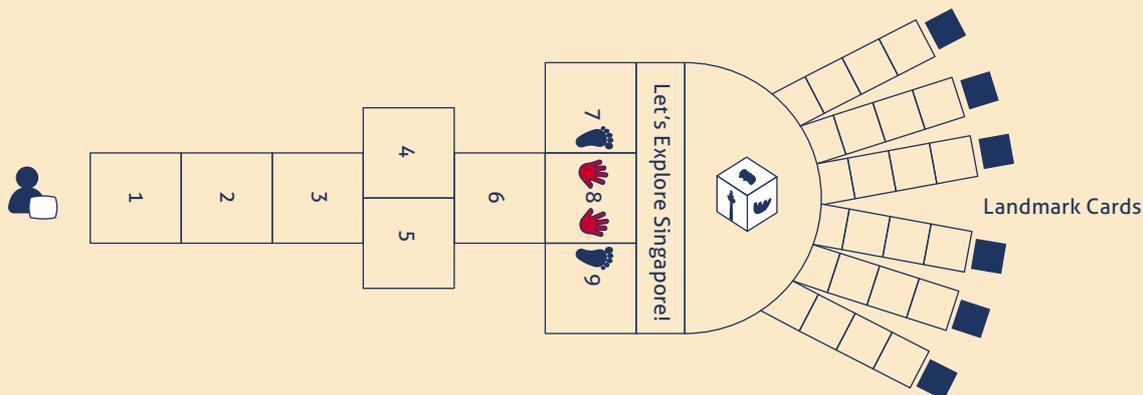
ITEMS NEEDED
Masking tape, A beanbag, A playing die,
Six print-outs of Singapore landmarks



OBJECTIVE

Players will need to hop all the way down to the ninth tile, roll a die to determine which Singapore landmark to discover, and hop back to the start point.

GAME LAYOUT



DESCRIPTION

Singapore Hopscotch is reinvented from the Kampung game, *Hopscotch*. This version of *Hopscotch* encourages players to learn about places of interests in Singapore that will be featured in the game.

This game also promotes children's development of fundamental movement skills – locomotor (hopping), object control (underarm throw), and stability (dynamic balance) skills – as they hop carefully around the course.

Main Modification(s): There are four additional tiles at the end that players must cross for them to explore the places of interests. Instead of throwing the beanbag onto every tile in numerical order, players can choose a tile to land their beanbag on.



HOW TO PLAY

- Players will be split into different teams and players from each team will take turns to start hopping.
- Players will throw a beanbag onto any tile they want and hop through the course in numerical order and the tile that has the beanbag on it can be skipped.
- The players' feet must not touch the lines, or they will have to repeat the process on their next turn.
- At tile 7,8,9, players must place both hands on tile 8 while each foot is on tile 7 and 9.
- After reaching the 'Let's Explore Singapore!' tile, players can be on both feet to throw the playing die.
- Players will then proceed to hop to the landmark that appears on the die, and hop back to the start point.
- Players must also pick up the beanbag when they are returning.
- All players will take turns to complete the course and the team that completes in the fastest time possible, wins!



Scan to watch video
go.gov.sg/nk2022kg24

NOTES

Singapore Hopscotch uses nine tiles in the game course in celebration of National Day, which falls on 9th August. The shape of the game also resembles one of our local architectural icons, the Changi Airport Control Tower!

Credits: PCF Sparkletots Preschool @ Whampoa Blk 85



25

JUMP FOR SINGA!



NUMBER OF PLAYERS
9 or more



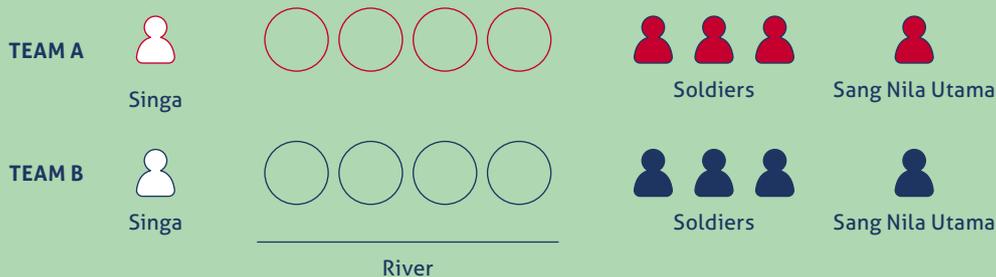
ITEMS NEEDED
Hula hoops, DIY masks and costumes for game characters (i.e. Singa, Sang Nila Utama, Soldiers)



OBJECTIVE

Players must work as a team to cross the river, rescue Singa the lion from drowning, and have all team members return safely to land.

GAME LAYOUT



DESCRIPTION

Jump for Singa! is a reinvented game based on the classic game of *Hopscotch*. Paying homage to the founding of Singapore, this game introduces an interesting storyline of how Sang Nila Utama and his soldiers aim to rescue Singa the lion from drowning in the river. Participation in this game also helps children to develop their locomotor (hopping) and object control (throwing) skills.

Teams will be required to toss wooden logs (represented by hula hoops) into an imaginary river and jump onto these logs to cross the river. When the game begins, they will have to form a passage across the river and rescue Singa who is waiting for help on the other side.

HOW TO PLAY

- Players from each team will take on the role of Singa, Sang Nila Utama or one of his soldiers.
- The first player from each team, who will assume the role of Sang Nila Utama, will begin the game by throwing a hula hoop into the play area before jumping into it.
- The next player, armed with a second hula loop, will then jump into the first one and throw the next hula hoop before jumping into that.
- This process is repeated until the team reaches Singa, who will then jump into the hoops as it makes its way back to land.
- The first team to rescue Singa and have all its players return safely to land, wins the game.

Main Modification(s): Unlike the original *Hopscotch*, which is traditionally a single-player game, *Jump For Singa!* puts a twist on this by adding opportunities for players to communicate and collaborate as a team to achieve the game's objective.



NOTES

Different role-playing experiences can be introduced to the game such as having players don their ethnic costumes and/or assume other iconic characters relevant to Singapore.

Credits: PCF Sparkletots Preschool @ Tampines Changkat Blk 106



Scan to watch video
go.gov.sg/nk2022kg25





NUMBER OF PLAYERS
5 or more



ITEMS NEEDED
PVC vinyl mat, Die, Tape (to outline the *Snakes and Ladders* game),
Foam glitter (to indicate the start and end point), Quiz cards



OBJECTIVE

Players will need to move through the numbers indicated on the mat based on their die rolls and answer Singapore-related questions correctly to progress through the game to reach the end point.

GAME LAYOUT



Start 1	6	11	16	21	26
2	7	12	17	22	27
3	8	13	18	23	28
4	9	14	19	24	29
5	10	15	20	25	End 30

DESCRIPTION

Ups and Downs is inspired by the traditional game *Snakes and Ladders*. This game promotes the development of children's locomotor (jumping/hopping), object control (throwing), and stability (bending and twisting) skills. Through identifying the numbers on the die and play mat, as well as responding to the questions on the quiz cards, children can also improve their numeracy and comprehension skills.

Main Modification(s): While *Snakes and Ladders* is traditionally played as a board game whereby players navigate a game piece from start to finish, *Ups and Downs* is reinvented to promote the development of fundamental movement skills as players act as the "game piece" and attempt to move up the ladders through varying fundamental movements (hopping, bending, twisting) to reach the end point.



HOW TO PLAY

- Players will stand in line at the start point and take turns to roll the die.
- Players will jump/hop as many times as the number which they rolled on the die (i.e., If the player rolls a four, he/she will hop four places).
- When players land at the base of a ladder, they will draw a quiz card and answer a Singapore-related question.
- If players can answer the question correctly, they will move up the ladder by performing bending and twisting movements. If players do not know the answer, they may ask the other players for help.
- When players land on top of a snake, they will slide down to the bottom of the snake and wait for their next turn.
- When players land at the bottom of a snake, they will remain at the same spot and wait for their next turn.
- All players will take turns to roll the die, and the first player to reach the end point wins.



Scan to watch video
go.gov.sg/nk2022kg26

NOTES

For a localised playing experience, the snakes and ladders on the play mat can be replaced with items and/or characters that are related to Singapore culture (e.g. Durians, Good Morning Towels, Merlion, Nila).

Credits: PCF Sparkletots Preschool @ Woodgrove Blk 302 (CC)



27

TIC-TAC-SINGAPORE



NUMBER OF PLAYERS
6–8



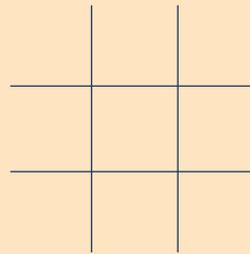
ITEMS NEEDED
Chalk, Scotch tape, DIY beanbags



OBJECTIVE

Players will have to form a line comprising three of their beanbags within the *Tic-Tac-Toe* grid.

GAME LAYOUT



DESCRIPTION

Tic-Tac-Singapore is a reinventive take on the classic game of *Tic-Tac-Toe*. This game helps children to hone their object control skills, namely underarm throwing. Easily playable by preschoolers in a recommended group setting, they will have to collaborate to form a line comprising three of their beanbags within the *Tic-Tac-Toe* grid.

Main Modification(s): Players will be throwing DIY beanbags to mark their squares within the *Tic-Tac-Toe* grid instead of drawing dots and crosses.



HOW TO PLAY

- Players will be divided into two teams of minimally three players each.
- The first player from each team will take their beanbag and begin to throw them into the *Tic-Tac-Toe* grid.
- After they are done, they will return to the back of the line and the next players will start their turn.
- If a team runs out of beanbags, they can retrieve their own beanbags from the *Tic-Tac-Toe* grid.
- The first team to form three of their beanbags in a line within the grid and shout out "SINGAPORE" together wins the game.



Scan to watch video
go.gov.sg/nk2022kg27

NOTES

Instead of using red and white coloured DIY beanbags, players can choose to create their own DIY game items that represent their favourite local snacks, landmarks and/or characters.

Credits: My First Skool @ 51 Fernvale Link



28 HOP-A-TIC-TAC

NUMBER OF PLAYERS
8 or more

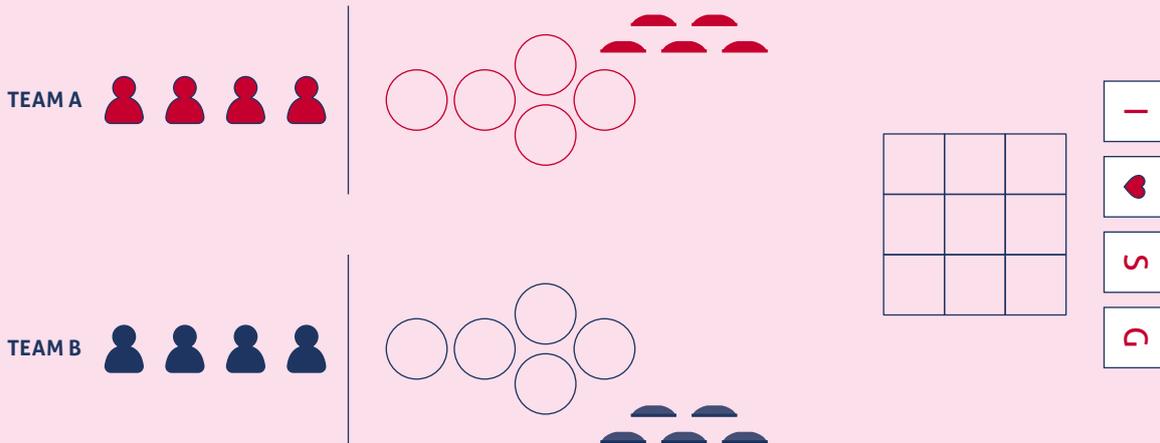
ITEMS NEEDED
DIY cardboard cut-outs, Round cone markers, Hula hoops, Mahjong paper



OBJECTIVE

Players must work as a team to lay three cones in a row and shout the phrase "WE LOVE SINGAPORE".

GAME LAYOUT



DESCRIPTION

Hop-A-Tic-Tac is reinvented from a pair of classic children's games, namely *Hopscotch* and *Tic-Tac-Toe*. This game helps children develop their locomotor skills (running, hopping) as they try to complete the course. Additionally, this game allows players to develop communication skills as they need to work as a team to achieve the objective.

Main Modification(s): This game combines the unique elements of *Hopscotch* and *Tic-Tac-Toe* to form a team relay race that puts players' ability to move, think and act fast as a group to the test.

HOW TO PLAY

- Players will be separated into teams, each comprising four players.
- To get started, the first player from each team will begin hopping through the modified *Hopscotch* course.
- After which, they will proceed to grab the nearby cone markers and place them onto the *Tic-Tac-Toe* grid.
- The players will then run back to the start point and tag their next team member in line.
- The process then repeats itself until one team manages to connect three of their cone markers within the *Tic-Tac-Toe* grid.
- Players from the team will then proceed to grab a cardboard cut-out each and position themselves accordingly to display the phrase "I ♥ SG" before shouting "WE LOVE SINGAPORE" to win the game.



Scan to watch video
go.gov.sg/nk2022kg28

NOTES

In appreciation of our local culture, each square within the *Tic-Tac-Toe* grid can contain an image of an iconic food/place/character of Singapore. Additionally, the items used in the game can be decorated in the colours of red and white.

Credits: PCF Sparkletots Preschool @ Yuhua Blk 233



29

HOOP WHEELING RACE



NUMBER OF PLAYERS
5 per team



ITEMS NEEDED

DIY versions of Singapore's National Flag with placeholders for the five stars, Cut-outs of stars, Double-sided tape/Blu-tack, Hula hoops, Cones



OBJECTIVE

Players must roll the hula hoop around the cones and work together as a team to complete the National Flag by pasting the five stars onto it.

GAME LAYOUT



TEAM A



Cone A



Cone B



TEAM B



Cone A



Cone B



DESCRIPTION

Hoop Wheeling Race is a creative reinvention of the traditional game *Hoop Wheeling*. Players will have to wheel a hula hoop across a short distance and then paste the five stars onto the National Flag. This game promotes children's development of fundamental movement skills, namely locomotor (running) and object control (wheeling the hula hoop) skills. It also generates players' awareness of the symbols that make up the National Flag – the crescent moon and stars.

Main Modification(s): The traditional *Hoop Wheeling* game uses a rattan cane to push a bicycle rim towards the finish line. In **Hoop Wheeling Race**, players will use their hands to steer the hula hoop towards and around the cones, making it simple and appropriate for preschoolers to play the game.



HOW TO PLAY

- The first player will start by wheeling the hula hoop around Cone A and towards Cone B.
- Once players have reached Cone B, they will put the hula hoop down and run towards the National Flag.
- Players will then each paste one of the five stars onto the National Flag before running back towards Cone B to collect the hula hoop and wheel it back to the start point for the next player to begin their turn.
- The first team to complete their National Flag by pasting all five stars onto it wins the game.



Scan to watch video
go.gov.sg/nk2022kg29

NOTES

As a form of national education, cut-outs of the five stars can be labelled with the five ideals of our nation – democracy, justice, peace, prosperity, and equality.

Credits: PCF Sparkletots Preschool @ Tampines North Blk 443



30

BINGO-HOP



NUMBER OF PLAYERS
8 or more



ITEMS NEEDED

Hula hoops, Scotch tape, Empty box for DIY die, Singapore's National Flag (multiple flags in handheld size)



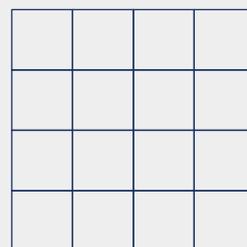
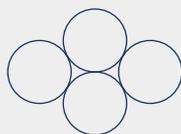
OBJECTIVE

Teams will need to form a line with four of their players within the *Bingo* grid.

GAME LAYOUT



TEAM A



TEAM B



DESCRIPTION

Bingo-Hop is a combination of two traditional games, *Bingo* and *Hopscotch*. Simple and easy to play, players will have the opportunity to develop their locomotor skills such as hopping, as well as their communication skills when they decide the manner on which to line up within the *Bingo* grid.

Main Modification(s): This game is a combination of two traditional games represented in the form of an obstacle course which players must complete to win. In addition, the rolling of a DIY die provides a different perspective to playing a *Hopscotch* game.



HOW TO PLAY

- Players will be divided into two teams of minimally four players each.
- Teams will begin by playing a round of *Scissors, Paper, Stone* to determine the starting team.
- The first player from the starting team will roll the DIY die to determine the fundamental movement skill to be performed as he/she proceeds along the modified *Hopscotch* course.
- The player will then have to select a square within the *Bingo* grid to occupy.
- Players from both teams will take turns to occupy a square.
- Whenever players approach the *Bingo* grid and wish to move into a square already occupied by a player from the opposing team, they may challenge the player to a game of *Scissors, Paper, Stone*.
- The winner of the challenge will get to occupy the square, while the loser will have to return to the start point.
- The first team to form a line (vertically, horizontally, diagonally) of four players within the *Bingo* grid and shout out "MAJULAH SINGAPURA" together, wins the game.



Scan to watch video
go.gov.sg/nk2022kg30

NOTES

Additional National Day elements can be incorporated in the game by replacing the game of *Scissors, Paper, Stone* with a Singapore-related trivia quiz; the first player to provide the correct answer will get to occupy the contested square.

Credits: My First Skool @ Blk 742 Woodlands Circle



31

WHAT ACTION IS IT, MR NILA?



NUMBER OF PLAYERS
4 or more



ITEMS NEEDED
Coloured paper, String/ribbon, Marker, Masking tape



OBJECTIVE

Players will have to perform a specific movement throughout the game while singing the National Day theme song *Home* and advancing towards Mr. Nila. They will then be tasked to do a specific pose according to Mr. Nila's action card. To win the game, players will need to tap on Mr. Nila's shoulder and run towards the start line without being caught.

GAME LAYOUT



DESCRIPTION

Derived from the Kampung game *What Time Is It, Mr. Wolf?*, **What Action Is It, Mr. Nila?** is the reinvented version that requires players to perform actions and sing along to the popular National Day theme song, *Home*.

Players must perform a specific movement (e.g. swimming, jogging, jumping) each round when advancing towards Mr. Nila. This encourages the development of locomotor skills and other types of fundamental movement skills for children depending on the chosen type of movement.

Mr. Nila wins the game if he catches a player, and players win if they manage to return to the start line without getting caught by Mr. Nila.

Main Modification(s): The mascot for Sporting Singapore, Nila, is used in this game instead of Mr. Wolf. The use of different types of movement also encourages the development of different fundamental movement skills for children. Players singing along to the popular National Day theme song *Home* also elevates their experience of the game while celebrating our nation's birthday.



HOW TO PLAY

- Mr. Nila will stand with his back facing the players.
- Players will start by choosing a specific type of movement and must perform their chosen movement as they advance towards Mr. Nila, while singing *Home*.
- Mr. Nila will then clap his hand at any time and turn around to face the players while holding an action card of his choice.
- Players must stop moving and perform the action indicated on the action card.
- When Mr. Nila is satisfied that the action performed is correct, he will then turn around to have his back facing the players again. Players will continue to sing and advance towards him.
- Players must try to reach Mr. Nila, tap on his shoulder, and run back towards the start line.
- When Mr. Nila's shoulders are tapped, he will turn around and try to catch any one of the players.
- Mr. Nila wins the game if he catches a player, and players win if they manage to return to the start line without getting caught by Mr. Nila.



Scan to watch video
go.gov.sg/nk2022kg31

NOTES

In another variation of the game, any National Day theme song can be played in the background as players advance towards Mr. Nila and they must continue singing the song when the music stops as Mr. Nila turns around to check on them.

Credits: Bao Yiling



32

GIANT ASEAN COUNTRY ERASERS



NUMBER OF PLAYERS
2 or more



ITEMS NEEDED
Carton boxes, Printed country flags,
Vanguard sheet (to cut out the number "57")



OBJECTIVE

Players will need to walk along the number "57" and attempt to flip their "eraser" until it lands on top of their opponent's.

GAME LAYOUT



TEAM A



National Flag of
Neighbouring Country



TEAM B



DESCRIPTION

Giant ASEAN Country Erasers is a supersized edition of the traditional game *Country Erasers*. This game promotes children's development of object control (throwing and flipping the "eraser") and stability (balancing while walking along the number "57") skills. With more participants on board, players may team up to achieve the game's objective.

Main Modification(s): *Country Erasers* is traditionally played with a common stationery item and players would seek to land their country eraser on top of their opponent's in a bid to gain possession of it. *Giant ASEAN Country Erasers* is played the same way, but the erasers are replaced with carton boxes to allow players to hone their object control skills.



HOW TO PLAY

- Players will be divided into two teams. The first player of each team will start by walking along the number "57" on the ground towards the country erasers playing area.
- Once the players finish walking along the number "57", they will jump forward and shout out the word "SINGAPORE".
- The players will then engage in a round of *Scissors, Paper, Stone* to decide who will go first.
- The players will then take turns to nudge or flip their "eraser" until they manage to land their "eraser" on top of their opponent's.
- The winners will get to keep both their own and their opponents' "erasers".
- The team with the most number of "erasers" wins the game.



Scan to watch video
go.gov.sg/nk2022kg32

NOTES

This reinvented game can offer a more localised playing experience by having all "erasers" decorated with pictures of popular attractions in Singapore instead of the national flags of various countries.

Credits: Nurfarah Aleesha Binte Mohamed Azmi, Mohamed Aniq Arsyad Bin Mohamed Azmi



33 BOLA RELAY



NUMBER OF PLAYERS
6 or more



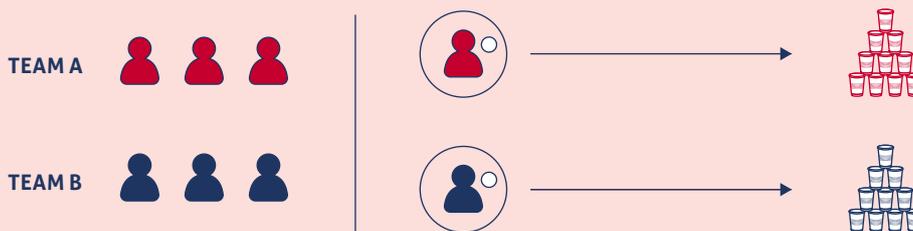
ITEMS NEEDED
Plastic cups/Recycled bottles/
Wooden blocks, Soft balls, Hula hoops



OBJECTIVE

Players need to work together as a team to complete the relay as they knock their tower down, rebuild it, and run back to the start line where the next player continues. The team that completes the relay first, wins!

GAME LAYOUT



DESCRIPTION

Bola Relay is a relay-version of the original Kampung game, *Bola Tin*. **Bola Relay** encourages teamwork as players are required to work together as a team to complete the relay. This game also promotes the development of children's locomotor (running) and object control (underarm rolling, overarm throwing and kicking) skills.

Players will also engage in a discussion to pick their favourite local landmarks and dishes that are pasted onto the cups/bottles/wooden blocks to encourage sharing of ideas and recognition of local elements.

HOW TO PLAY

- Both teams will begin behind the start line and upon a whistle blow, the first player from each team will run up to the hula hoop and pick up their ball.
- Players will aim at their tower and can choose to throw, kick or roll the ball to knock their tower down, and are allowed multiple tries.
- Once the tower has been knocked down, the player will run towards the tower and rebuild it again for the next player.
- The player will then put the ball back beside the hula hoop, run towards the next player and tap on them to initiate the next pass.
- The game continues until all players of the team has completed their turn, and the team that completes the relay first, wins.



Main Modification(s): The game is reinvented into a relay that allows players to have more opportunities to engage in teamwork while also encouraging the development of different fundamental movement skills, which includes throwing and kicking. Recycled cups/bottles or items found around the classroom are used instead of tin cans, and images of local delights and landmarks are pasted onto the bottles/cups/wooden blocks as a National Day element.



Scan to watch video
go.gov.sg/nk2022kg33

NOTES

Deepen the level of engagement that children have with the game by allowing them to decorate the bottles/cups/wooden blocks with drawings of their favourite Singapore dishes and landmarks.

Credits: M.Y World @ Canberra



34

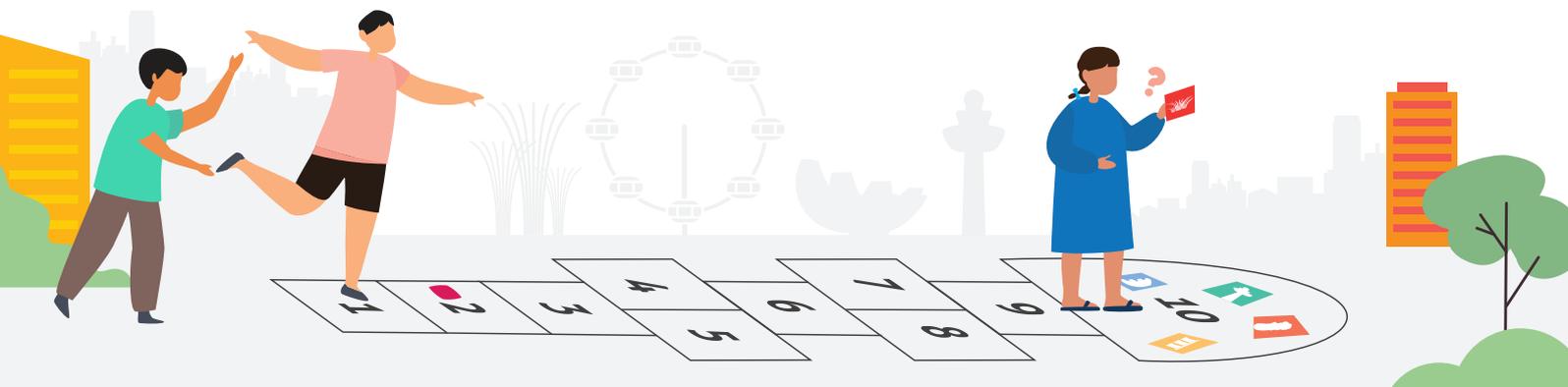
THE SINGAPORE HOP



NUMBER OF PLAYERS
4 – 6



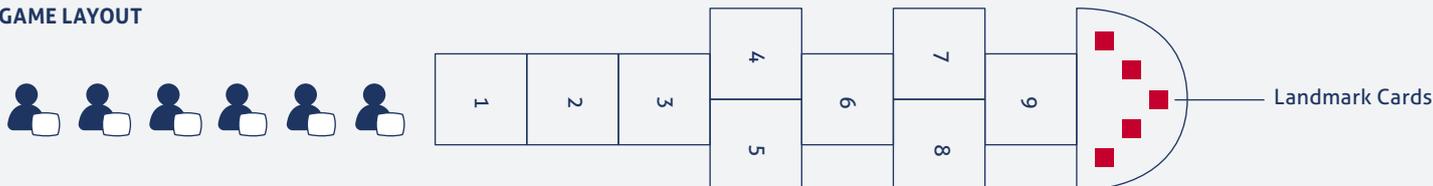
ITEMS NEEDED
Chalk/masking tape, Cards with Singapore landmarks,
Game items (beanbag/stones/wallet etc.)



OBJECTIVE

Players must throw a game item into a numbered square, hop on one leg into every empty square and answer correctly a trivia question at every turn, before picking up the item on the way back to the start point.

GAME LAYOUT



DESCRIPTION

The Singapore Hop is reinvented from the Kampung game *Hopscotch* with a twist. *The Singapore Hop* is played like the traditional version whereby players must throw a game item into one of the squares and hop on one leg starting from the first empty square nearest to them, while avoiding the square containing their game item. When they have advanced through all of the empty squares, players must pick a landmark card at random and identify correctly the Singapore landmark, before picking up the game item on the way back to the start point.

This game encourages the development of object control (underarm throw), stability (balancing) and locomotor (hopping on one leg) skills for children.

The first player that successfully throws the game item into all of the squares, while passing through the empty squares and guessing correctly the Singapore landmark, at every turn, wins!

Main Modification(s): Local trivia questions are incorporated in the game to increase player's recognition of Singapore landmarks.



HOW TO PLAY

- Players will throw their game item into the first square. If it lands on a line, or outside the square, their turn ends and the next player gets to play.
- If their game item lands inside the square, the player will hop on one leg into the first empty square nearest to them followed by every subsequent empty square. They will skip the square that their game item is on.
- Where there are two squares side-by-side (4-5 and 7-8), players must land with a foot in either square.
- Upon reaching square number 9, players will pick a card at random and must identify correctly the Singapore landmark printed on the card.
- Players will then turn around while still on one foot, hop back towards the start point while picking up their game item along the way.
- If players are unsuccessful in performing the above actions, their turn ends and they must repeat the process during their next turn.
- The first player that successfully throws the game item into all of the squares, while passing through the empty squares and guessing correctly the Singapore landmark at every turn, wins the game.



Scan to watch video
go.gov.sg/nk2022kg34

NOTES

Players can create their own DIY game items that represent their favourite memories of growing up in Singapore.

Credits: My First Skool @ Blk 331 Sembawang Close



35

SINGAPORE FOOD HOPSCOTCH



NUMBER OF PLAYERS
3 - 6



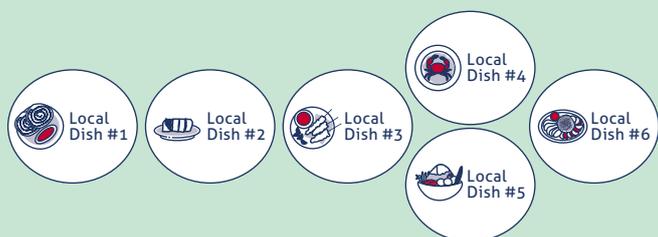
ITEMS NEEDED
Hula hoops, Beanbags, Printouts
of six types of local dishes



OBJECTIVE

Players will come together to curate a menu for their *Hopscotch* course using six of their favorite local dishes and sing a song relating to these dishes. As the song calls out a local dish in accordance to the course, the player attempting the course will have to jump with both feet and land in the corresponding box.

GAME LAYOUT



DESCRIPTION

Singapore Food Hopscotch is reinvented from the Kampung game, *Hopscotch*. Instead of watching their friend jump through the course, this game encourages participation from all players as they sing a curated song together at the same time.

This game encourages teamwork as players have to move across the *Hopscotch* course in tandem with the dishes sung by the rest of their peers. This game also encourages the development of children's locomotor (jumping), object control (throwing) and stability (balancing) skills.

Main Modification(s): Local dishes take the place of numbers in *Singapore Food Hopscotch*. To embrace the Kampung spirit, players shall also sing and clap along as their friend jumps through the course.



GAME SHEET

SONG LYRICS

I like to eat, eat, eat, Prata and Popiah!
I like to eat, eat, eat, Satay and Ice Kacang!
I like to eat, eat, eat, Chilli Crab!
I like to eat, eat, eat, Satay and Ice Kacang!
I like to eat, eat, eat, Chicken Rice!
I like to eat, eat, eat, Prata and Popiah!

*Dishes can be changed according to players' curated items

HOW TO PLAY

- The game features two roles: a Hopper and a group of Singers.
- The Hopper will throw a beanbag into any of the hula hoops.
- Singers will start clapping and singing the *Singapore Food Hopscotch* song.
- Once the song starts, the Hopper must jump and land on both feet through the course, while avoiding the hoop with the beanbag.
- The Hopper must also move in tandem with the verses of the song which calls out certain local dishes and land his/her feet in the hula hoops that contain images of the corresponding dishes.



Scan to watch video
go.gov.sg/nk2022kg35

NOTES

In celebration of National Day, players can compose different versions of the *Singapore Food Hopscotch* song using National Day theme songs.

Credits: M.Y World @ Sun Natura



36

BOLA FLAGS


NUMBER OF PLAYERS

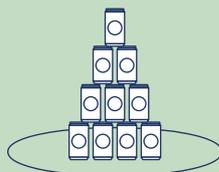
7


ITEMS NEEDED
Tins, Printouts of Singapore's National Flag and those of other countries, Beanbags, Hula hoops


OBJECTIVE

The mother hen will have to protect her chicks from the eagle while identifying tins labelled with Singapore's National Flag, bypassing the eagle, and bringing the tins back to their home.

GAME LAYOUT



Eagle Home

Eagle



Mother Hen



Hen's Home

DESCRIPTION

Bola Flags is reinvented from the Kampung games, *Bola Tin* and *Eagle Catches Chicks*. This game requires the mother hen to knock down a mountain of food tins in the eagle's home, identify the correct tins and bring them home to feed her chicks. On her mission to bring food tins home, the mother hen will also need to protect her chicks from the eagle.

This game encourages the development of all three categories of fundamental movement skills for children – locomotor (running and skipping), stability (turning to change direction) and object control (throwing and striking) skills.

The eagle wins the game if he/she catches all the chicks, whereas the mother hen and chicks win the game when they successfully bring five tins labelled with Singapore's National Flag back home.

HOW TO PLAY

- Players will be given different roles at the start of the game – one eagle, one mother hen, and five chicks.
- The mother hen will first strike the stacked tins with a beanbag.
- Once the tins have toppled, the mother hen and chicks will have to collectively identify and pick up the five tins labelled with Singapore's National Flag, while bypassing the eagle (*Five tins will be labelled with Singapore's National Flag while the other five tins will be labelled with the national flags of other countries*).
- Tins picked up by the mother hen and chicks will then be placed in the hula hoop representing the mother hen's home.
- When on their journey back to the mother hen's home, the eagle must try to catch the last chick in line by tapping on him/her.
- Once a chick has been tapped by the eagle, the player is out of the game and the other chicks will continue playing.

Main Modification(s): **Bola Flags** combines the unique playing elements of two traditional games to enhance the level of fun and excitement that players experience from participating in the game.



Scan to watch video
go.gov.sg/nk2022kg36

NOTES

Through **Bola Flags**, children will have better recognition of Singapore's National Flag and their attempt to retrieve the tins labelled with Singapore's National Flag is symbolic to the idea of defending our nation.

Credits: Mulberry Learning Centre @ Jurong East



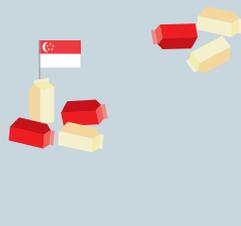
HOP & CAPTURE THE BOLA FLAG



NUMBER OF PLAYERS
8



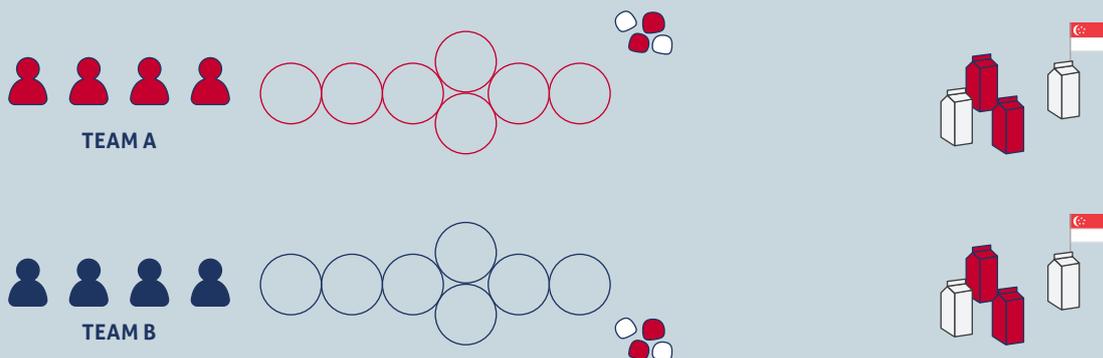
ITEMS NEEDED
Hula hoops, Beanbags, Singapore's National Flag, Recycled milk cartons



OBJECTIVE

Players must knock down the opposing team's cartons and retrieve their National Flag.

GAME LAYOUT



DESCRIPTION

Hop & Capture the Bola Flag is a reinvented combination of our beloved childhood games *Hopscotch*, *Bola Tin* and *Capture the Flag*. This game promotes the development of locomotor (hopping) and object control (overarm throwing) skills for children. This is one sure way to ensure that players receive some good exercise and have wholesome fun.

To begin the game, players will be separated into two teams of four members each. They will then be required to overcome the various obstacles along the course and retrieve the flag from the opposing team.

Main Modification(s): Instead of playing these three games separately, they have been combined into one full game. Additionally, for the *Bola Tin* component of the game, teams will have to strike down the opposing team's cartons instead of their own.



HOW TO PLAY

- Players will be separated into two teams, each comprising four members.
- The first player from each team will hop through the *Hopscotch* course, grab one of the beanbags and throw them at the opposing team's milk cartons.
- The player will then hop back to tag their next teammate and the process repeats.
- When all the milk cartons are knocked down, the player will hop back and tag their last player.
- The last player will then hop to the end of the course before snatching the opposing team's carton with the National Flag attached to it.
- The player will then hop back to the start point with this carton to claim victory for his/her team.



Scan to watch video
go.gov.sg/nk2022kg37

NOTES

In celebration of National Day, the hula hoops used to form the modified *Hopscotch* course can be in red and white. The milk cartons can also be decorated to resemble iconic landmarks in Singapore (e.g., HDB apartment blocks).

Credits: My First Skool @ Bedok North Blk 419



38

KEEPERS AND THROWERS



NUMBER OF PLAYERS
6 or more



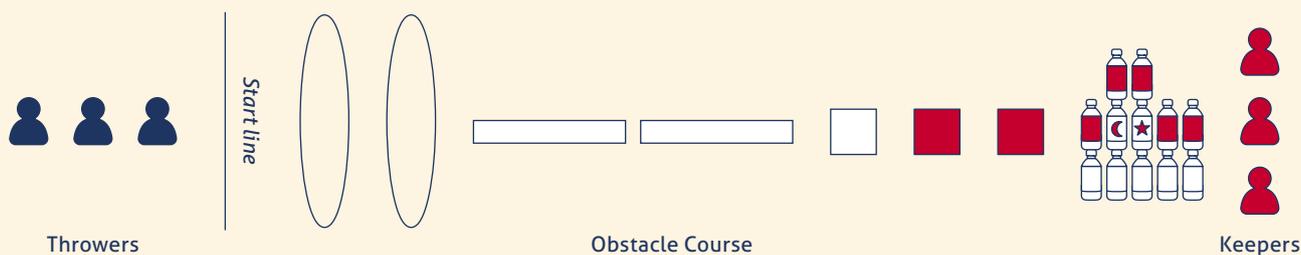
ITEMS NEEDED
Recycled bottles, Coloured paper, Hula hoops,
Soft rubber ball/beanbag, Plastic toy plank



OBJECTIVE

The Throwers should aim to knock down all of the standing bottles while the Keepers must attempt to stack the bottles back up in their original position before this happens.

GAME LAYOUT



DESCRIPTION

Keepers and Throwers is a modernised take on the classic game, *Bola Tin*. Playable by preschoolers with minimal supervision, this game helps children develop their locomotor (jumping), object control (underarm throwing) and stability (balancing) skills.

The game involves two teams of minimally three players each. Depending on which team they are assigned to, players will either have to complete an obstacle course and knock down all of the standing bottles (as Throwers) or prevent all of the bottles from being knocked down by the opposing team by stacking them back up in their original position as quickly as possible (as Keepers).

Main Modification(s): Instead of tin cans, plastic bottles with red and white patterns, which when arranged together will form the National Flag, are used. Players are also required to go through an obstacle course which promotes the development of various fundamental movement skills.



HOW TO PLAY

- Players will be separated into two teams, Keepers and Throwers, each comprising minimally three players.
- To begin a round, the Keepers will have to arrange the bottles in a way that its structure resembles the National Flag.
- The first Thrower will then proceed through the obstacle course and at the end, throw a rubber ball at the Keepers' bottle structure to knock it down.
- The Keepers must then immediately begin to rebuild their structure as the next Thrower makes his/her way through the course and will have to momentarily stop the rebuilding process when the Thrower is in position to knock the bottles down.
- The Throwers will win the game if any of their players manage to knock down all the standing bottles while the Keepers will claim victory if at least one of the bottles is still standing after all the Throwers have had their turn in knocking the bottles down.



Scan to watch video
go.gov.sg/nk2022kg38

NOTES

In line with the National Day theme, the National Flag is represented via the specific arrangement of the bottles with red and white patterns. The playing experience can also be enhanced by labelling various elements of the obstacle course with local places of interest.

Credits: My First Skool @ Blk 347 Woodlands Central



39 BOLA TIN SOCCER



NUMBER OF PLAYERS
4 or more



ITEMS NEEDED
Hula hoops, Cones, Soccer ball, Recycled tissue rolls/
aluminium drink cans, Portable goal, Cut-outs of iconic
Singapore landmarks



OBJECTIVE

Players must complete the relay as a team by navigating the obstacle course and knocking down as many cans as possible.

GAME LAYOUT



DESCRIPTION

As the name suggests, **Bola Tin Soccer** is inspired by the traditional game *Bola Tin* and involves kicking a ball towards a pyramid of cans to knock them down and into the goal. The game helps children to develop various fundamental movement skills such as locomotor (running), object control (kicking), and stability (turning to switch directions) skills. It also encourages players to work as a team to finish the relay.



Main Modification(s): The traditional *Bola Tin* game requires players to throw a ball. In the reinvented game **Bola Tin Soccer**, the ball is kicked instead of being thrown and the game features an obstacle course that aids children's development of various fundamental movement skills.

HOW TO PLAY

- The first player will start off the relay by running and switching directions to avoid the cones in the obstacle course.
- The player must then aim and kick the ball towards the pyramid of cans to knock down as many of them as possible and into the goal.
- Thereafter, the player will need to restack the cans back to its original position for the next player.
- The player will then need to navigate the obstacle course again on the way back to the start line before tagging the next player.
- The game ends when all players have completed their turn.
- To make the game more competitive, players can split themselves into two teams and the team that knocks down the most cans and into the goal, wins the game.



Scan to watch video
go.gov.sg/nk2022kg39

NOTES

National Day elements have been incorporated in the game through painting the tissue rolls/aluminium tin cans in red and white. Additionally, the game can be further modified by pasting images of iconic Singapore landmarks onto the cones to create a sense of touring Singapore's hotspots.

Credits: PCF Sparkletots Preschool @ Yuhua Block 233



40

PASS ON THE STONES


NUMBER OF PLAYERS

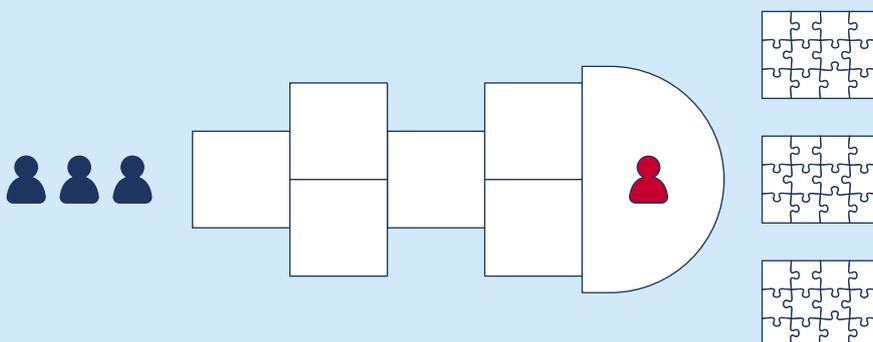
6


ITEMS NEEDED
**Beanbags, Cardboard,
Newspaper, Puzzle pieces**


OBJECTIVE

Players are required to complete the *Hopscotch* course and finish the three puzzles as a team.

GAME LAYOUT



DESCRIPTION

Pass On The Stones is a modern combination of two Kampung games, *Hopscotch* and *Five Stones*. Fostering players' ability to communicate and work well together, this reinvented game also helps to develop children's locomotor (jumping) and object control (throwing, catching) skills.

Main Modification(s): Instead of being a single-player game similar to the traditional games it is based upon, *Pass On The Stones* combines the unique characteristics of *Hopscotch* and *Five Stones* to form a team-based activity that encourages collaboration among players.



HOW TO PLAY

- The first player will jump towards the end of the course.
- Each of the remaining players will take turns to jump along the course while holding a beanbag.
- When players reach the end of the course, they will have to pass their beanbag to the first player.
- After the first player has received all five beanbags, he/she will throw them into the air and aim to catch at least one.
- If the first player does not manage to do so, he/she can try again until he/she succeeds.
- Once the first player has caught at least one of the beanbags, he/she will then proceed to join the rest of the players in solving three puzzles showcasing images of Singapore's National Day Parade.
- The game ends once all three puzzles are solved.



Scan to watch video
go.gov.sg/nk2022kg40

NOTES

Additional National Day elements can be incorporated in the game by having players create their own DIY game items that resembles their favourite local snacks and/or characters in place of the beanbags.

Credits: PCF Sparkletots Preschool @ Pioneer Blk 694



41 BOLA POINT



NUMBER OF PLAYERS
3 per team



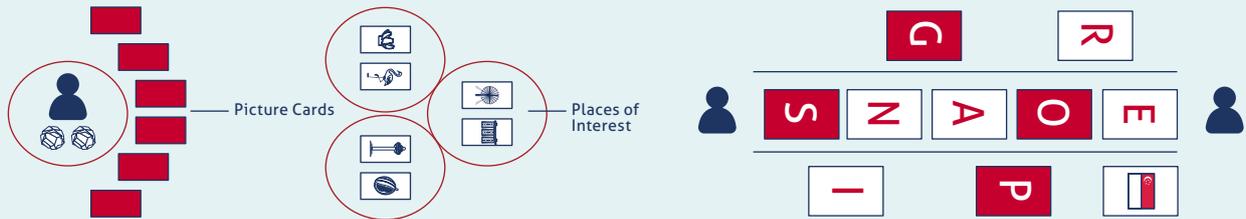
ITEMS NEEDED
Printouts of places of interests in Singapore (picture cards), Recycled cereal boxes, Hula hoops, DIY paper balls, Rubber bands, Letter cards



OBJECTIVE

In this two-stage game, players must complete two activities which are reinvented from the games of *Bola Tin* and *Zero Point* respectively, and shout "SINGAPORE" after they have completed both activities.

GAME LAYOUT



DESCRIPTION

Bola Point is a reinventive take on the traditional Kampung games *Bola Tin* and *Zero Point*. This game promotes children's development of locomotor (jumping/hopping) and object control (underarm throwing) skills. This game also helps players to learn about local places of interest and how the word "SINGAPORE" is being spelt.



Main Modification(s): In a loose but creative spin on *Bola Tin*, players will pick a picture card at random and knock down the cereal box labelled with the matching image. Players must also jump/hop from letter to letter over two rubber band chains in a modified set-up of *Zero Point*.

HOW TO PLAY

- The first player will start the game by randomly picking a picture card that displays a local place of interest.
- The player must then attempt to use a DIY paper ball to hit the cereal box labelled with the matching image by performing an underarm throw. The second and third players will also take turns to complete this first activity.
- Once all players have completed the activity, one of the players will then proceed to jump/hop onto different letter cards laid out on the floor in the correct sequence (S-I-N-G-A-P-O-R-E) without touching the rubber band chains.
- The other two players will be responsible for holding each end of the rubber band chains and moving the chains in an "open-and-close" motion as their team member jumps/hops onto the letter cards.
- The player who is jumping/hopping must also call out the corresponding letter as they jump/hop onto each of the letter cards before shouting out the word "SINGAPORE".
- The other players in the team will then take turns to complete the activity.
- To add a competitive element to the game, the team which completes both activities in the fastest time wins the game.



Scan to watch video
go.gov.sg/nk2022kg41

NOTES

Apart from using the letters of the word "SINGAPORE" for the second activity, other words relevant to Singapore's history and culture (e.g. Raffles, Temasek, Merlion) can also be incorporated in the game.

Credits: My First Skool @ Pasir Ris Blk 524C



42

RUMAH DAYAK 2.0



NUMBER OF PLAYERS
10 or more



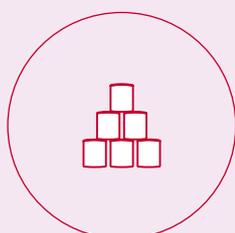
ITEMS NEEDED
Paper rolls, Hula hoops,
Small rubber balls



OBJECTIVE

Players must work together as a team to knock down the opposing team's "house" while defending theirs.

GAME LAYOUT



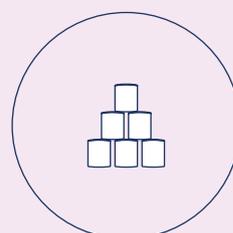
Tampines



TEAM A



TEAM B



Jurong

DESCRIPTION

Rumah Dayak 2.0 is a modern-day take on the Kampung game, *Rumah Dayak*. Children can expect a thrilling time playing this fast-paced game while developing their locomotor (running) and object control (throwing) skills as well as spatial awareness.

Main Modification(s): Unlike the traditional version of *Rumah Dayak*, a soft ball is used instead of a slipper in this game to enable players from the same team to use an underarm or overarm throw to pass the ball around and knock down the opposing team's "house".



HOW TO PLAY

- Players will be separated into two teams of five players each.
- A representative from each team will play a game of *Scissors, Paper, Stone* to decide the team which will start the game.
- The starting team will be given possession of the ball and they will need to pass the ball around before using it to strike the opposing team's "house", which is represented by a set of paper rolls.
- Opposing team members are free to intercept any loose passes or throws.
- The first team that successfully knocks down all of the paper rolls which form the opposing team's "house" wins the game.



Scan to watch video
go.gov.sg/nk2022kg42

NOTES

National Day elements have been incorporated in the game through the use of DIY headgear painted in red and white, coupled with symbols representing Singapore. Additionally, both "houses" can be named after major towns in Singapore to enhance the localised playing experience.

Credits: My First Skool @ Blk 487C Tampines



43

HOPPING AWAY TO SINGAPORE



NUMBER OF PLAYERS
5 or more



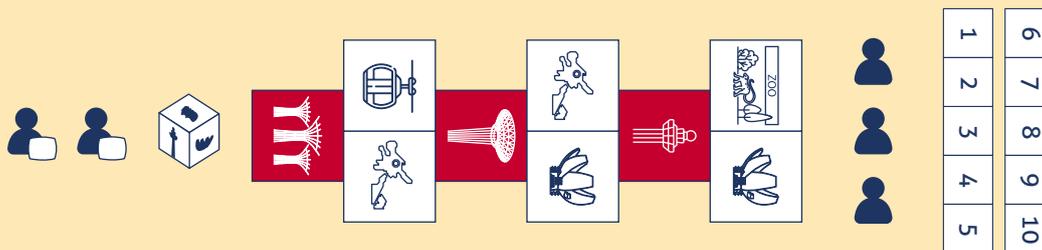
ITEMS NEEDED
A die, Pictures of places of interest in Singapore,
Coloured tapes, Number cards, Beanbags



OBJECTIVE

Players must complete a set of tasks that involves identifying Singapore's places of interest, progressing through a modified *Hopscotch* course and arranging the number cards in sequential order.

GAME LAYOUT



DESCRIPTION

Hopping Away to Singapore is reinvented from the traditional Kampung game *Hopscotch*. This game promotes children's development of various fundamental movement skills – locomotor (jumping, hopping), object control (throwing), stability (dynamic balance) – as well as numeracy skills (arranging numbers in sequential order).



Main Modification(s): Introducing a modified *Hopscotch* set-up, this game incorporates images and numbers to develop young children's recognition of Singapore's places of interest and learning of the numbers 1 to 10 in the correct sequence.

HOW TO PLAY

- Players will begin the game by rolling a die with images of Singapore's places of interest pasted onto it and will need to identify the place shown on the top of the die after it is rolled.
- They will then toss the beanbag into the square that matches the place of interest which they have identified correctly.
- Players will hop through the empty squares, and only jump and land on both feet when they approach two squares which are side-by-side.
- Players will have to randomly pick up two number cards when they reach the last square.
- Once all the players have completed their turns and collected their number cards, they will gather and arrange all the number cards in sequential order to complete the game.



Scan to watch video
go.gov.sg/nk2022kg43

NOTES

In line with the National Day theme and to help young children learn to count from 1 to 10, one side of the number cards can include images of local food items and the number of items on each card will match the number appearing on the other side of the card.

Credits: PCF Sparkletots Preschool @ Bukit Timah Blk 207



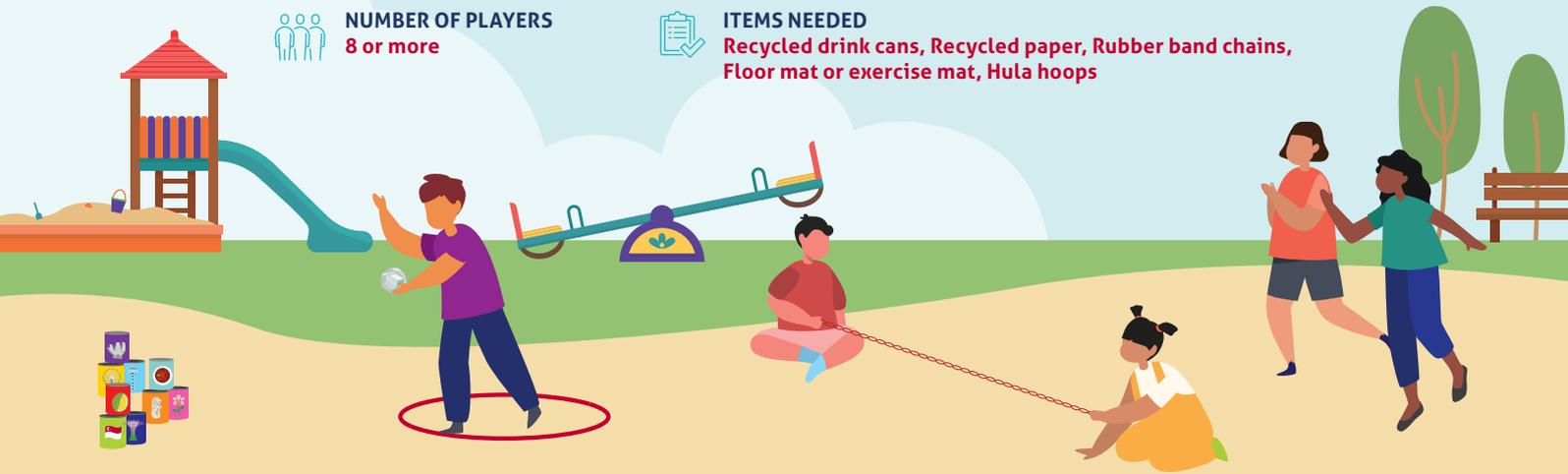
44 BOLA POINT RELAY



NUMBER OF PLAYERS
8 or more



ITEMS NEEDED
Recycled drink cans, Recycled paper, Rubber band chains, Floor mat or exercise mat, Hula hoops



OBJECTIVE

Players must leap over the rubber band chain and strike the pyramid of drink cans using an underarm throw.

GAME LAYOUT

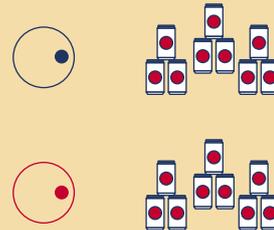


TEAM A



TEAM B

Start line



DESCRIPTION

Bola Point Relay is inspired by the traditional games *Bola Tin* and *Zero Point*. This game promotes the development of children's locomotor (running, jumping) and object control (underarm throwing) skills. In this game, players will have to leap over the rubber band chain and strike all the drink cans using a paper ball.

Main Modification(s): This game combines two traditional Kampung games *Bola Tin* and *Zero Point* into a team relay that puts players' fundamental movement skills to the test. It requires players to run and leap over the chain before striking the drink cans.



HOW TO PLAY

- Players will be split into two teams of four players each.
- Two players are assigned to hold the rubber band chain high enough for the other players to jump over.
- Both teams will begin behind the start line and upon a whistle blow, the first player from each team will run towards the rubber band chain and jump over it.
- The player will then run towards the hula hoop and strike the pyramids of drink cans using an underarm throw, while standing inside the hoop.
- Once the player has managed to knock down all the cans, he/she will run towards the end point to tap on the next player in line to initiate the next turn. Meanwhile, two players are assigned to help restack the drink cans back to their original position.
- The game continues until all players of the team have completed their turn and the team that completes the relay first, wins.



Scan to watch video
go.gov.sg/nk2022kg44

NOTES

Additional National Day elements can be incorporated in the game by decorating the recycled drink cans with Singapore-related imagery. The paper balls used for striking the cans can also be painted in red and white colours.

Credits: My First Skool @ Blk 211 Jurong East



45

BOLA TEAM



NUMBER OF PLAYERS
6 or more



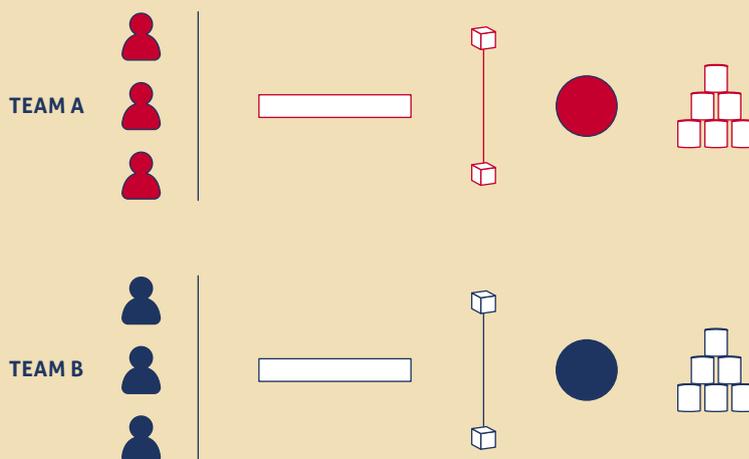
ITEMS NEEDED
Used toilet paper rolls, Coloured paper,
DIY ball, Plastic balancing beam



OBJECTIVE

Players will need to take turns to complete the obstacle course which involves balancing, jumping and throwing.

GAME LAYOUT



DESCRIPTION

Bola Team is inspired by the traditional Kampung game, *Bola Tin*. This game helps to develop children's locomotor (jumping), object control (throwing) and stability (balancing) skills. It also puts players' speed and accuracy to the test as their team would need to finish ahead of the opposing team by completing the obstacle course as fast as possible.

Main Modification(s): This modified version of *Bola Tin* is played as a team relay and includes other activities which provide a different challenge to the players.



HOW TO PLAY

- Players are divided into teams of three players each.
- On the command "GO", the first player from each team will proceed to walk on the balancing beam.
- If players lose their balance and fall off the beam, they will be required to return to the start point and begin again.
- Thereafter, players will jump across a hurdle and throw a ball towards a tower of paper rolls to knock it down.
- Once the tower is knocked down, they will proceed to build it back up and travel back to the start line via the obstacle course before tagging their next teammate to continue the same process.
- The first team to have all of its players complete the course wins the game.



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go.gov.sg/nk2022kg45

NOTES

In celebration of National Day, the game can be enhanced by having the player answer a Singapore trivia question correctly before throwing the ball.

Credits: PCF Sparkletots Preschool @ Limbang Blk 543



46

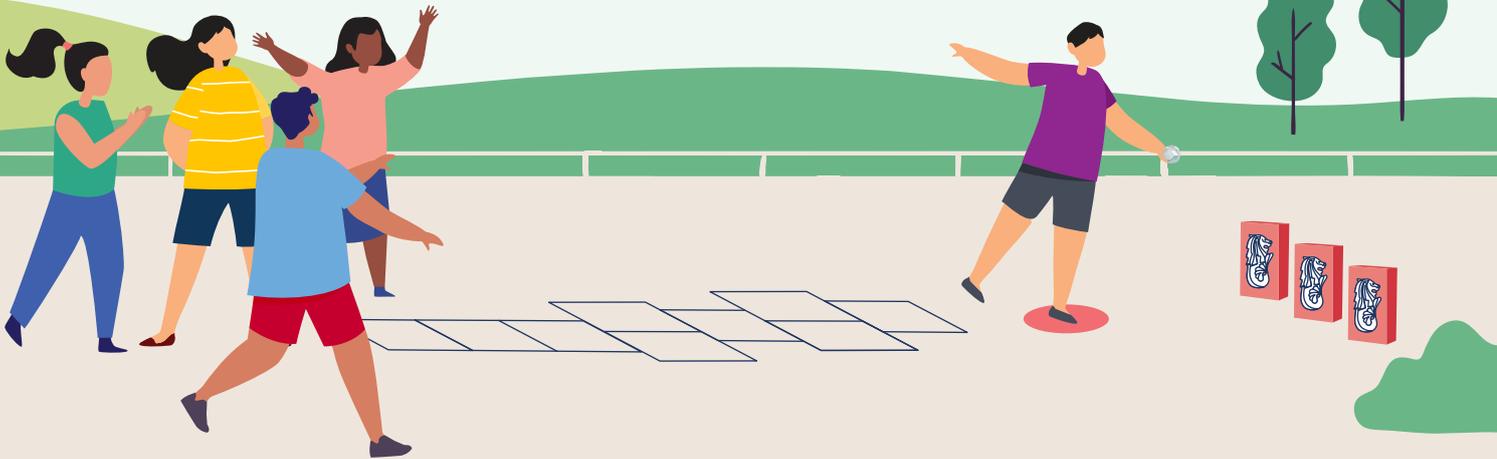
KAMPUNG FUSION RELAY



NUMBER OF PLAYERS
8 or more



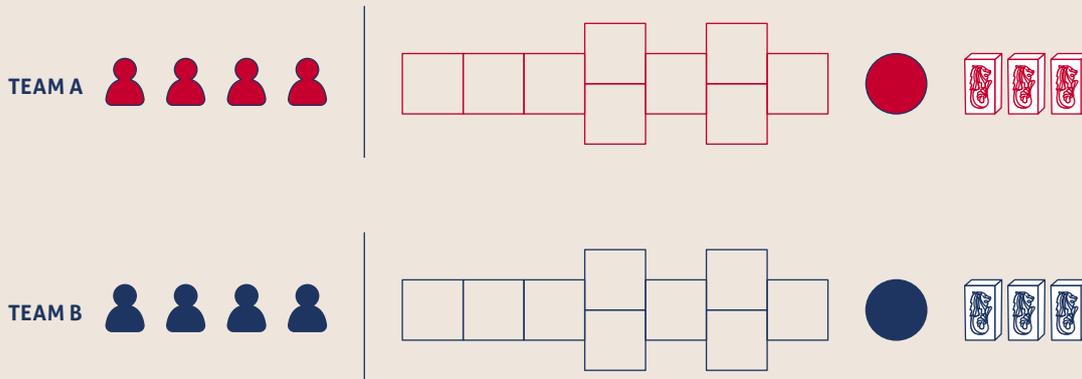
ITEMS NEEDED
Scotch tape, Recycled paper, Recycled boxes



OBJECTIVE

Players will need to complete a modified *Hopscotch* course and then use paper balls to knock down all their target boxes in a team relay.

GAME LAYOUT



DESCRIPTION

Kampung Fusion Relay combines two of Singapore's most popular traditional games, *Hopscotch* and *Bola Tin* to create an exciting relay. This game helps to develop children's locomotor (hopping) and object control (underarm throwing) skills.

Main Modification(s): *Kampung Fusion Relay* extracts unique elements of the traditional games it is based upon to form a team relay for players to compete in.



HOW TO PLAY

- The game begins with each player holding a DIY paper ball in their hand.
- The first player from each team will hop along the *Hopscotch* course, while holding their paper ball.
- Upon arrival at the last square, players will use an underarm throw to knock down one of the target boxes.
- If a player misses, he/she will have the opportunity to try again.
- After knocking down a target box, players will hop back and tag their next teammate to repeat the process.
- The first team to knock down all their target boxes and shout out the word "SINGAPORE" together wins the game.



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go.gov.sg/nk2022kg46

NOTES

Images of local places of interest or mascots can be pasted onto the target boxes as a way of incorporating National Day elements.

Credits: MOE Kindergarten @ Wellington



47

RING THE LANDMARK



NUMBER OF PLAYERS
10 or more



ITEMS NEEDED
Newspaper, Water bottles,
Pictures of Singapore landmarks,
Toy blocks



OBJECTIVE

Players will need to work as a team to toss as many rings as possible through the bottles.

GAME LAYOUT



TEAM A



TEAM B



DESCRIPTION

Ring the Landmark is a localised take on the traditional game *Ring-A-Bottle*. The game challenges players in landing paper rings through the bottles and this helps to develop children's object control skills, namely throwing.

Main Modification(s): To help players be familiar with Singapore's iconic landmarks, pictures of these landmarks are placed behind the bottles. Players will have to work as a team to try and win the game by having as many rings as possible tossed through the bottles.



HOW TO PLAY

- Players from the same team will take turns to toss a ring through the bottles until they run out of rings.
- Once all rings have been thrown, scores are tabulated and the next team will begin their turn.
- The team with the most rings tossed through the bottles wins the game.
- To add a level of excitement and complexity to the game, players can be asked to guess a particular landmark based on certain clues given and rings that are tossed through the bottle with the picture of the correct landmark behind it will earn the team bonus points.



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go.gov.sg/nk2022kg47

NOTES

To further add a localised touch to the game, the bottles can be decorated with artwork to resemble the iconic landmarks which they represent.

Credits: My First Skool @ Blk 55 Toa Payoh Lor 5



48 JUMPSCOTCH GOLI



NUMBER OF PLAYERS
6 or more



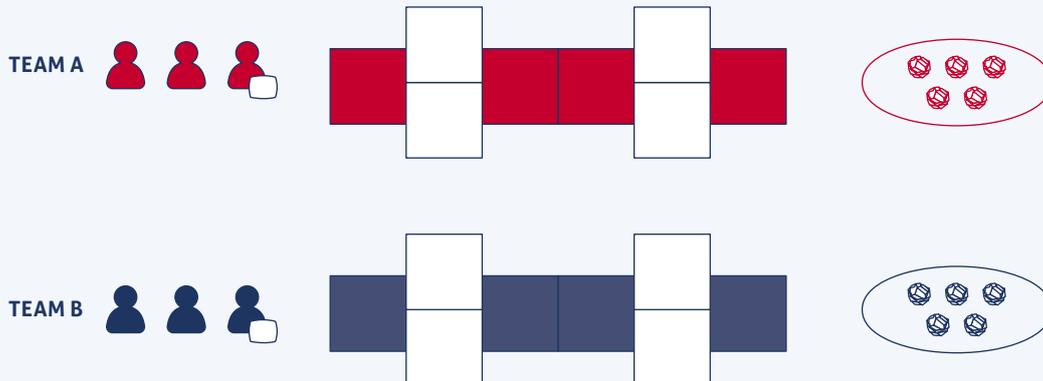
ITEMS NEEDED
Scotch tape, Used/Recycled paper, Marbles, Beanbags, Hula hoops



OBJECTIVE

Players will have to work together to knock all the DIY paper balls out of their hula hoop ahead of the other team.

GAME LAYOUT



DESCRIPTION

Jumpscotch Goli combines two of Singapore's most beloved games from yesteryear, *Hopscotch* and *Goli Goli (Marbles)*. Designed to develop children's locomotor (jumping) and object control (underarm throwing) skills, the game is simple in concept and easy to play as well.

Main Modification(s): The game combines the unique characteristics of two Kampung games into one and incorporates a more competitive element by having teams compete against each other at the same time.



HOW TO PLAY

- Players are divided into two teams of minimally three members each.
- The first player from each team will start the game by throwing a beanbag onto the *Hopscotch* course.
- The players will then jump to the beanbag and perform an underarm throw to strike as many DIY paper balls as possible out of their respective hula hoop.
- They will then proceed to pick up the beanbag and pass it to the next teammate.
- The process then repeats until all balls have been struck out of the hula hoop.
- The first team that manages to hit all balls out of their hula hoop and shout out the word "SINGAPORE" together wins the game.



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go.gov.sg/nk2022kg48

NOTES

In celebration of National Day, each square on the *Hopscotch* course can feature an image of an iconic Singapore landmark and players will need to identify the landmark which their beanbag lands on before gaining a chance to throw the beanbag at the paper balls.

Credits: My First Skool @ Blk 438 Bukit Batok West



49 RED RED WHITE



NUMBER OF PLAYERS
8 or more



ITEMS NEEDED
Coloured tapes, Action cards



OBJECTIVE

The player who picks another fellow player needs to occupy the latter's seating spot before getting caught.

GAME LAYOUT



DESCRIPTION

Red Red White is reinvented from the traditional game *Duck Duck Goose*. This fast-paced game promotes children's development of various locomotor skills (jumping, running, walking, galloping), depending on the action card chosen.

Main Modification(s): This game features the use of action cards to determine how the player being picked would chase after the player who picked him/her, thus adding a level of complexity to how the original game is being played.



HOW TO PLAY

- One player from the group will be assigned as the picker, called 'Red'. The rest of the members are regarded as 'White'.
- Players who are 'White' must sit in a circle. 'Red' will choose an action card and walk around the circle while saying "RED, RED, RED" repeatedly until he/she selects a player.
- 'Red' must put the action card behind the selected player and say 'White' before running away from the selected player to avoid being tagged. At the same time, 'Red' would need to find a way to occupy the seating spot vacated by the selected player, raise one hand and shout out "SINGAPORE" to complete the round.
- The selected player must perform the action on the action card (i.e., galloping, jumping, running, walking) while attempting to chase and tag 'Red'.
- If the selected player manages to tag 'Red' before he/she sits down, 'Red' will continue the same role for another round.
- If 'Red' manages to sit down without getting tagged, the selected player will now become 'Red' (the picker).
- Players can repeat this game as many times as they like.



Scan to watch video
go.gov.sg/nk2022kg49

NOTES

In celebration of National Day, the picker can don a mask of a popular mascot such as Nila. Players seated in the circle can also be made to sing National Day theme songs while they wait in anticipation for the picker to make his/her move.

Credits: PCF Sparkletots Preschool @ Toa Payoh East Blk 45



50 TOK TOK TRAIN



NUMBER OF PLAYERS
6 or more



ITEMS NEEDED
Recycled paper, Drinking cans,
Obstacle cones, Basketballs

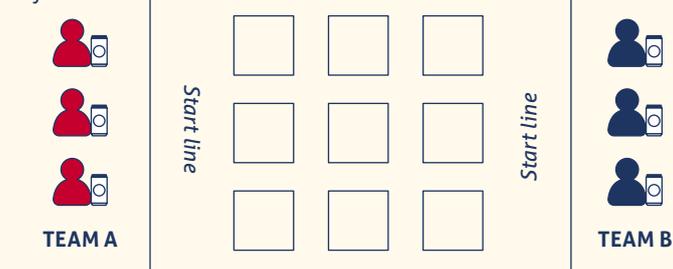


OBJECTIVE

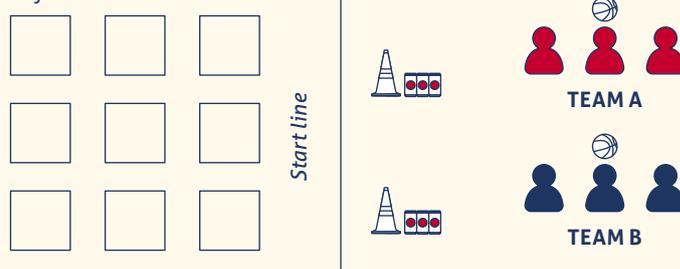
Players will need to work as a team to place all three of its cans in a row ahead of the other team(s).

GAME LAYOUT

Layout 1



Layout 2



DESCRIPTION

Tok Tok Train is adapted from the traditional game *Tic-Tac-Toe* and has two variations. Both variations develop children's locomotor (hopping on one leg) and object control (passing) skills and encourage teamwork amongst players.

The first variation (Layout 1) is for two groups of three players while the second variation (Layout 2) allows for larger groups to participate.



Main Modification(s): While *Tic-Tac-Toe* is usually played between two players, *Tok Tok Train* allows for more players to join in the game and can be played almost anywhere.

HOW TO PLAY

Layout 1

- Each team will stand on opposite sides of a court and start at the same time. Each player will hold onto one can and must hop with a single leg to the play area to place their can.
- Teams will move in the form of a relay, and only one player should be moving at any point in time.
- Players must return to the start line and tap the next player in line.
- This will be repeated and the team that forms all three of its cans in a row first, wins.

Layout 2

- Players will be divided into two teams. Players in each team will form a line, and the last player in line will be given a basketball.
- Players are not allowed to walk when holding the ball and can only pass the ball to the person in front.
- The last player in line must constantly move to the front of the line to continue to pass on the ball, forming a human 'train'.
- Upon reaching the marker, one player will place a can before going back to the starting line to restart the process.
- This step is repeated and the team that forms all three of its cans in a row first, wins.



Scan to watch video
go.gov.sg/nk2022kg50

NOTES

The game can be played with any National Day theme songs while the cans can be decorated in red and white colours.

Credits: Ng Suey Li, Head Coach, ActiveSG Basketball Academy



51

BULLSEYE CHAPTEH



NUMBER OF PLAYERS
6 or more



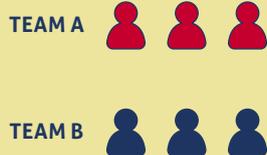
ITEMS NEEDED
DIY *Chapteh* (cardboard, shuttlecock feathers),
Marbles, DIY bullseye mat, Masking tape



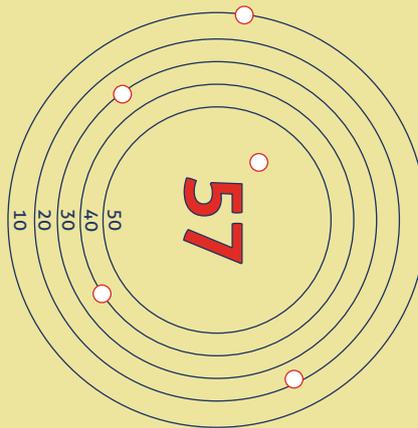
OBJECTIVE

Players should aim to kick/throw the *Chapteh* as close as possible to the bullseye while knocking the marbles out of the mat.

GAME LAYOUT



Start line



DESCRIPTION

Bullseye Chapteh combines the two traditional games of *Chapteh* and *Goli Goli (Marbles)* into one ball of absolute fun. This game encourages children's development of object control skills, namely kicking and throwing.

The game is simple in concept, with players trying to land the *Chapteh* on the mat to score as many points as possible. Playable with minimal supervision, both parents and educators can even join in on the fun!

Main Modification(s): Instead of keeping the *Chapteh* in the air for as long as possible, players will have to land it on a target while knocking the marbles out of the way if possible.



HOW TO PLAY

- Players will be split into two teams of minimally three players each.
- The first player from each team will play a game of *Scissors, Paper, Stone*, and the winner will begin first.
- The winner will begin by kicking/throwing the *Chapteh* onto the mat.
- Depending on where the *Chapteh* lands, the player will score their team a certain number of points.
- Players from both teams will take turns to play the game in alternating fashion to keep both sides engaged.
- Players who manage to knock marbles out of the mat with the *Chapteh* will earn their team bonus points.
- Once all players have taken their turns, the team that accumulates the most points wins the game.

NOTES

The *Chapteh* can be made from red and white DIY materials while the marbles can be painted in similar colours. Additionally, this game can be enhanced with National Day elements by providing teams with stars for every ten points earned. The stars can be used to help teams better track their scores.



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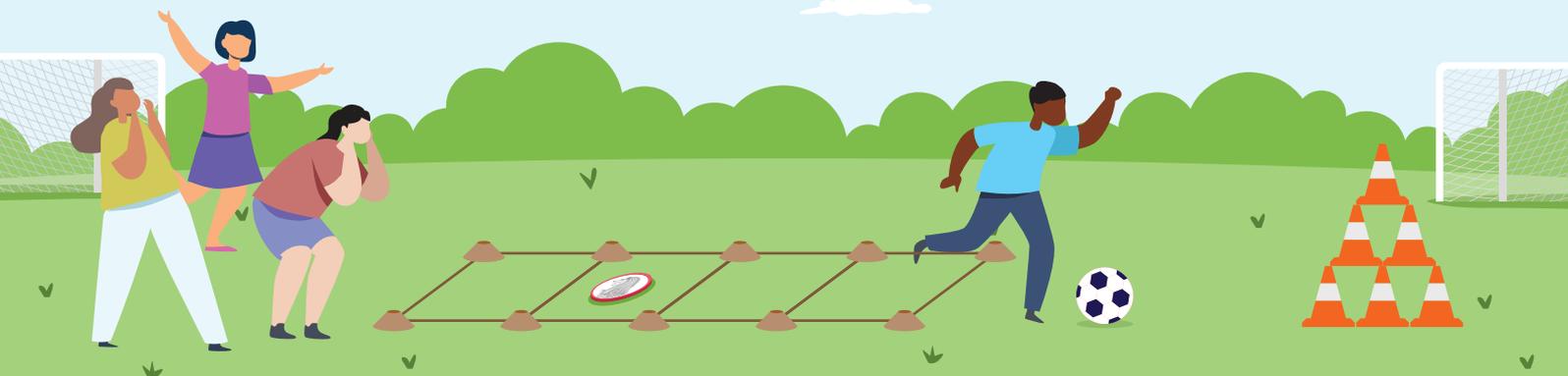
BOLA HOPSCOTCH



NUMBER OF PLAYERS
6 or more



ITEMS NEEDED
Football markers, Football, Cones,
DIY game items representing Singapore



OBJECTIVE

Players will need to complete the course and knock down as many cones as possible with a football to score points for their team.

GAME LAYOUT

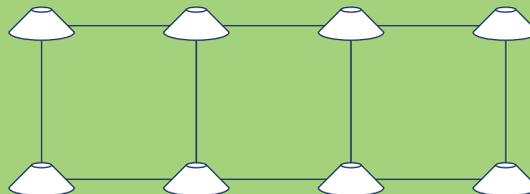
TEAM A



TEAM B



Start line



DESCRIPTION

Bola Hopscotch combines two of Singapore's favourite Kampung games from yesteryear, *Bola Tin* and *Hopscotch*.

The game can be modified in terms of the length/shape of the course and the number of cones to strike down at the end. Regardless of the complexity of the game, players will be able to develop their locomotor (hopping), object control (kicking), and stability (balancing) skills.

Main Modification(s): While retaining the unique characteristics of the traditional games it is based upon, *Bola Hopscotch* introduces elements from the sport of Football in this obstacle course-based activity.



HOW TO PLAY

- Players will be divided into two teams comprising minimally three players each.
- Similar to the style of Football, the first player from both teams will flip a coin to determine which team will start the game.
- The first player from the starting team will then throw a DIY game item representing Singapore onto the course.
- The player will then hop through the modified *Hopscotch* course, while avoiding the spot where his/her item landed on.
- At the end of the course, the player will kick a football towards a tower of cones in an attempt to strike all of them down.
- Players will earn a point for each cone they knock down.
- If no cones have been knocked down, the entire team will have to sing the chorus of any National Day theme song of their choice.
- Players from both teams will take turns to play the game in alternating fashion to keep both sides engaged.
- After all players have taken their turns, the team that scores the most points wins the game.

NOTES

This game can be enhanced with the incorporation of additional National Day elements such as shaping the *Hopscotch* course into "SG" or "57". Similarly, the objective of the game can be adjusted to having the first team which races to 57 points declared the winner.

Credits: SportCares Saturday Night Lights (SNL) @ St Wilfred



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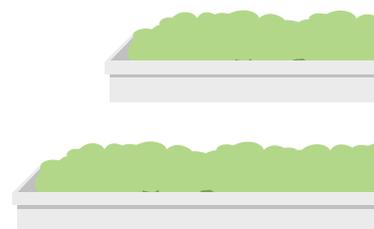
SINGASCOTCH



NUMBER OF PLAYERS
6–8



ITEMS NEEDED
Masking tape, Coloured paper,
Shuttlecock feathers, Bottle caps



OBJECTIVE

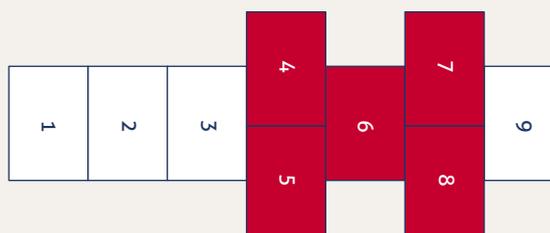
Players must earn all the letters in the word "SINGAPORE" by answering Singapore-related trivia questions.

GAME LAYOUT

TEAM A 

TEAM B 

Start line



DESCRIPTION

Singascotch is a contemporary take on the classic games of *Chapteh* and *Hopscotch*. This game seeks to test children's ability to recall simple facts about Singapore, while developing their locomotor (hopping), object control (kicking, throwing) and stability (balancing) skills.

After kicking/throwing the *Chapteh* onto the DIY *Hopscotch* course, players will hop to where the *Chapteh* has landed and attempt to answer a question on that spot. Players will collect a letter card if they answer the question correctly.

Main Modification(s): Instead of using a beanbag, a DIY *Chapteh* (made using a bottle cap and shuttlecock feathers) is used to mark the spot on the *Hopscotch* course. Additionally, players can only progress through the course if they answer the given question related to Singapore correctly.



HOW TO PLAY

- Players will be divided into two teams of minimally three members each.
- The first player from each team will play a game of *Scissors, Paper, Stone*, and the winner will begin first.
- The winner will then take his/her turn to kick/throw the *Chapteh* onto the mat.
- Depending on where the *Chapteh* lands on, the player will hop to that spot and answer the given question related to Singapore.
- If the player answers the given question correctly, he/she will be able to collect the letter card on that spot. Otherwise, the player will immediately concede his/her turn to another player from the opposing team.
- Players can use a lifeline if they are unable to answer a question. Each team will only have one lifeline throughout the game.
- Players from both teams will take turns to play the game in alternating fashion to keep both sides engaged.
- The process then repeats until one team has collected all the letter cards to spell the word "SINGAPORE" to win the game.

NOTES

The trivia questions featured in the game can be related to various aspects of Singapore's history and culture to allow players to have a deeper appreciation for our country's heritage and traditions. Additionally, this game can be further enhanced with National Day elements by having players sing a National Day theme song as a team before they are allowed to use their lifeline.



54

5 MOVES



NUMBER OF PLAYERS
6 or more



ITEMS NEEDED
DIY die, Item box, Cloth, Red and white paper balls,
DIY cut-outs of crescent moon and stars



OBJECTIVE

Players will have to work together as a team to throw and catch the game items without dropping them.

GAME LAYOUT



DESCRIPTION

5 Moves is a modern take on the classic Kampung game of *Five Stones*. Focusing on locomotor (running), object control (catching) and stability (balancing) skills, this game will aid in children's development of various fundamental movement skills. Incorporating opportunities for teamwork, players in the same team will have to support one another to achieve the game objective ahead of the opposing team.

Main Modification(s): Instead of being a stationary, single-player game like *Five Stones*, **5 Moves** involves the performance of various fundamental movement skills by players in a team-based setting.



HOW TO PLAY

- Players will be separated into two teams of minimally three players each.
- Players from both teams will then be assigned the roles of Carrier, Thrower, and Catcher.
- At the word "GO!", the Carrier will roll the DIY die to determine the fundamental movement skill to be performed.
- He/she will then proceed to grab a random item from the item box, and while carrying it, perform the assigned fundamental movement skill when making his/her way towards the Thrower.
- The Thrower will then perform either an underarm or overarm throw to pass the item to the Catcher who will then catch the item using a cloth.
- From the second item onwards, the Catcher will not only have to catch the item, but must also ensure all the items previously caught remain inside the cloth.
- This process is repeated until the first team that catches five items with their cloth wins the game.

NOTES

The game items comprising red and white paper balls as well as cut-outs of the crescent moon and stars are chosen in reference to Singapore's National Flag. A sense of national pride may also be felt by players when they shout out "MAJULAH SINGAPURA" as a team after completing the game.



55

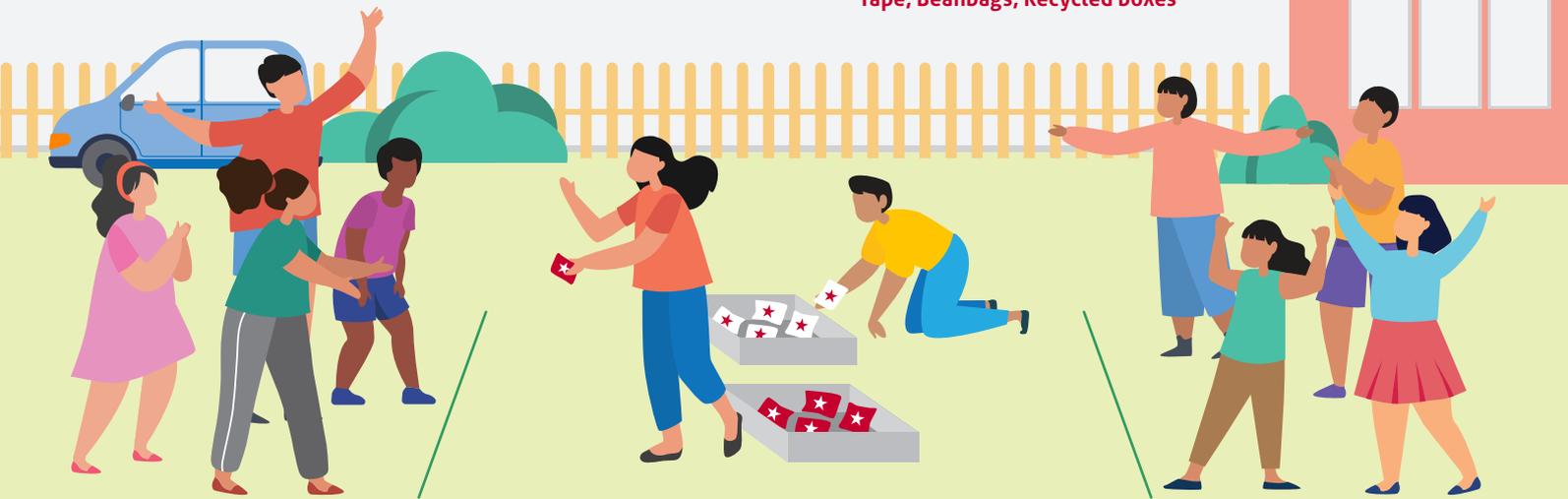
FIVE STARS ARISING



NUMBER OF PLAYERS
10 or more



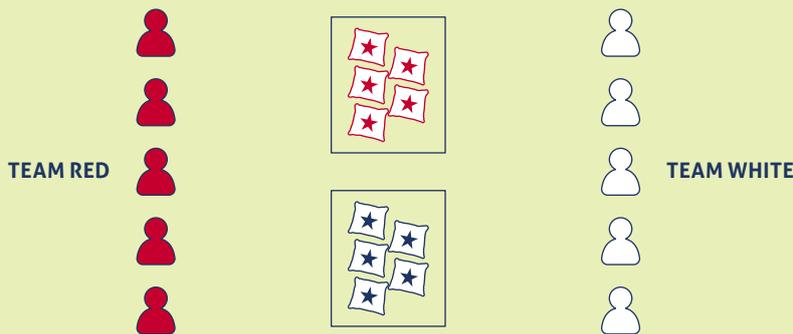
ITEMS NEEDED
Red and white coloured paper,
Tape, Beanbags, Recycled boxes



OBJECTIVE

Players must catch all the stars thrown by their teammates to win the game.

GAME LAYOUT



DESCRIPTION

Five Stars Arising is an interesting take on the traditional game, *Five Stones*. Before the game begins, players will be required to work together to create their personalised star-marked beanbags by drawing and cutting out star shapes on coloured paper and sticking them to the beanbags. The process of making their own game tokens helps children to relive the *Kampung* spirit, which brings about a sense of community and solidarity. This game also facilitates children's development of locomotor (running) and object control (overarm and underarm throwing) skills.



Main Modification(s): Unlike the traditional *Five Stones* whereby players are mainly seated, this modern interpretation ensures players are actively engaged through running and throwing objects over a distance. *Five Stars Arising* also encourages teamwork instead of playing the game individually against a single opponent.

HOW TO PLAY

- Players will be split into two teams comprising five players (or more) each.
- One team will be Team Red and the other, Team White. The stars that they collect will correspond to their team's assigned colour.
- Upon a whistle blow, the first player from both teams must run to their box, pick up a star-marked beanbag, and throw it to one of the teammates.
- The player that catches the star will then run towards the box, pick up another star, and throw it to another teammate who has not yet caught a star.
- If players from either team drop any of their stars, they will not be allowed to pick them up again and must try catching another one.
- This process continues until all players from the same team has caught a star and the first team to do so wins the game.

NOTES

Elements from Singapore's National Flag are reflected throughout the game; each team's assigned colour is represented on the National Flag and stars are used as game tokens. This game can be enhanced with additional National Day elements by letting players decide what other Singapore-related icons/symbols they would like to affix to the beanbags.



56

COUNT ME IN, SING-A-PORE, 1-2-3



NUMBER OF PLAYERS
2 – 16



ITEMS NEEDED
Masking tape/chalk



OBJECTIVE

Players must attempt to eliminate their opponents by tagging them while dodging their opponents who seek to do the same.

GAME LAYOUT



DESCRIPTION

Count me in, Sing-a-pore, 1-2-3 is a reinvented combination of three Kampung games – *Pepsi Cola 1-2-3*, *Dog & Bone*, and *Tag*. Players will learn about Singapore's ideals such as Democracy, Peace, Progress, Justice, Equality, Brotherhood, Purity, and Virtue as they are each assigned an ideal during the game. This game facilitates children's development of locomotor (hopping, jumping, leaping) as well as stability (twisting, turning) skills.

Main Modification(s): Instead of stepping on players' foot like in *Pepsi Cola 1-2-3*, this game requires players to gently tap on one another to avoid injuries among young children. Players will also shout "COUNT ME IN, SING-A-PORE, 1-2-3" instead of "PEPSI COLA 1-2-3".



HOW TO PLAY

- Players will be divided into two teams and each player is randomly assigned a Singapore ideal.
- Both teams will gather in the centre of the circle and players from both teams will be positioned in alternating fashion (i.e. members from the same team cannot stand beside each other).
- When the game begins, players must shout "COUNT ME IN, SING-A-PORE, 1-2-3" and jump backwards three times progressively as "1-2-3" is chanted.
- The game master will then flip a coin to decide which team will go first and call out one or more Singapore ideal(s).
- Players from the starting team with the assigned Singapore ideal(s) will then take three jumps to try and tap on their opponent(s), who may dodge their advances to avoid being eliminated.
- Players who have been tapped will be eliminated from the playing area.
- The game master will then call out the next set of Singapore ideals and the player(s) from the other team will make their move(s).
- The game continues and the team with the last player standing wins the game.

NOTES

Apart from incorporating the Singapore ideals in the game, the game master can also choose to use iconic landmarks or popular food items in Singapore to further expand players' local knowledge.

Credits: Team Nila Volunteer – Hameiza Binte Abdul Hamid



57

BASKETBOWL



NUMBER OF PLAYERS
6 or more



ITEMS NEEDED
Plastic bottles, DIY paper balls,
Hula hoops, Cut-outs of Nila



OBJECTIVE

Players must knock down as many bottles as possible within three minutes to score the maximum number of points for their team.

GAME LAYOUT



Start line



LABELS AND BONUS POINT SYSTEM

Circle 1 (National Stadium)	1 point
Circle 2 (Marina Bay Sands)	2 points
Circle 3 (Parliament House)	3 points
Circle 4 (Botanic Gardens)	4 points
Circle 5 (Singapore Zoo)	5 points

DESCRIPTION

Basketbowl is a contemporary take on the classic games of *Pepsi Cola 1-2-3* and *Goli Goli (Marbles)*. This game allows players to work in a team, and also promotes children's development of locomotor (jumping, leaping) and object control (underarm throwing, overarm throwing) skills.

Players are required to hit the bottles and score points with DIY balls from different areas – From the start line and from the circles that are marked out with bonus points. As players move through the circles, they must shout "STAND UP FOR SINGAPORE 1, 2, 3" as they leap or jump. The team that scores the most points within the time limit of three minutes wins.



Main Modification(s): This game introduces the unique actions of two sports – Basketball and Bowling – as means of hitting the bottles. The circles are also labelled with Singapore's places of interests to encourage players to learn more about our local attractions.

HOW TO PLAY

- Players will be divided into two teams comprising minimally three members each.
- Each circle in the course is marked out with different points depending on the level of difficulty.
- The first player of each team will stand at the start line and attempt to knock down the plastic bottles with DIY paper balls using an underarm or overarm throw.
- Players will score points corresponding to the number of bottles they can knock down (i.e. knocking down two bottles will give the player two points).
- Subsequently, players will then advance to the bonus stage, where they will have a chance to score bonus points.
- Players must shout "STAND UP FOR SINGAPORE 1, 2, 3" as they leap three steps backwards to the circle of their choice.
- Upon reaching the circle, they will attempt to knock down the bottles again to score bonus points. Players will score the corresponding number of bonus points if they manage to hit at least one bottle.
- Once the first player has completed the bonus stage, the next player in line will begin the process again until the time runs out.
- The team which scores the most points within the time limit of three minutes wins.

NOTES

To enhance this game with additional National Day elements, the bottles can also include images of other popular mascots of Singapore. The difficulty of the game can also be raised by imposing a time limit of 57 seconds in celebration of Singapore's 57th birthday.

Credits: Team Singapore Athletes – Navin Crump (Basketball) and Jazreel Tan (Bowling)



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