

connect2: Bangladesh

Phul Tokka

Divide into two teams. Each team decides on a leader. The leader gives each member a code name-a flower name. The leader of a team goes up to the opposition and covers someone's eyes and calls out to a teammate by her flower name. The person called- walks up and taps the forehead of the blindfolded person. It is up to the blindfolded person to guess the identity of the tapper. Also known as Golap-Tagar.

Here are some of the games that children play in Bangladesh.....



Ayanga-ayanga (the tiger and the goats)

A large circle is drawn on the ground. One player plays the role of the tiger and remains outside the circle, while the other players play goats and stay inside it. The player outside recites set rhymes and goes round the circle, trying to catch the players inside off guard. One such rhyme used in the game is as follows: 'Tiger: Weep, weep! Goats (in chorus): What are you crying for? Tiger: Lost a cow. Goats: What sort of cow? Tiger: A red one. Goats: Does it have horns? Tiger: Yes. Goats: Sing a song. The tiger then starts dancing and singing: *Who took my cow? Who took my cow? Come here, you who took my cow.* Suddenly he stops short and jumps forward to drag one of the players outside the circle. The other players hold him back so that the tiger cannot take the goat away. The goats taken out of the circle by the tiger belong to the tiger's side. The last player in the circle becomes the tiger in the next round.

Chhi-chhattar (the kite and the cocks)

Ten to fifteen people form a circle, holding each other's hands. One player stands in the middle of the circle. They are called the 'kite.' The people in the circle are called the 'cocks.' The kite tries to break free from the ring formed by the cocks. He frets and struts and recites the rhyme: "*chhi chhai ghoda dabail ghoda na ghudi, chabuk chhudil chabuk diya marlam badil dhula uthe kari kari*" ("What a horse I ride! Is it a horse or a mare? When I smack it with a whip, it only raises row of dust"). The player then runs out, breaking the circle at a point where someone is off-guard. The cocks then run after him, and the one who catches him plays the kite in the next round. The cocks also recite a rhyme: "*Chhi chhattar kachur bail chyangda pyangdar nana hail taker upar aynal punti machh khay na/ taker upar gostal chhonya dile dosta*" ("What is this? I'm respected as grandpa by children. My bald head shines like a mirror. I don't eat tiny fish. If someone can touch my head, I become his friend").

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Bouchi.

2 circles are drawn in the field. The "bou" or the bride sits in 1 section and the whole purpose of the game is to rescue the bou. Her team members stay on the other circle and try to bring her back to their territory by warding off the opponent members. The opponents stand on guard and try to prevent them from getting close to the bride. The bou's team players 1 by 1 get out of their enclosure and utter 'chiburi' or 'kutkut' with the intention of capturing the players of the other party. If they manage to touch someone, he or she is out. Incidentally, the 'bou' does not sit idle. The bou looks for the perfect opportunity to run from her section to where her friends are keeping an eye on the opponents who will try to stop her from achieving her mission.



Satchada (seven tiles)

Satchada is a team game with an equal number of players on both sides, played with seven potsherds/flat stones. In England-we will use empty coke cans instead. The stones are placed one on another. A player of one team stands ten to twelve feet away and tries to dismantle the tower of stones by throwing a rubber/tennis ball towards it. In England, instead of balls, we will use beanbags. The players of the other team try to set it up again while the player who had thrown the ball now tries to hit them with the ball. If they succeed in hitting a player, that player is out.

Kabaddi

In Kabaddi, two teams compete with each other for higher scores, by touching or capturing the players of the opponent team. Each team consists of 12 players, of which seven are on court at a time, and five in reserve. The game consists of two 20 minute halves, with a break of five minutes for change of sides. The side winning the toss sends a 'raider', who enters the opponents' court chanting, 'kabaddi-kabaddi'. The raider's aim is to tag any or all players on the opposing side, and return to his court in one breath. The person, whom the raider touches, will then be out. The aim of the opposing team, will be to hold the raider, and stop him from returning to his own court, until he takes another breath. If the raider cannot return to his court in the same breath while chanting kabaddi, he will be declared out. Each team alternates in sending a player into the opponents' court. The team scores a *lona* (a bonus of two points), if the entire opposition is declared out. This game is very similar to the Bangladeshi game Ha-du-du. However instead of saying "Kabaddi", they say "Ha du-du" instead.

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Lukochuri (hide and seek)

A team game, played by eight to ten players, with one of them playing the king. One player is chosen as the thief. The king covers the eyes of the thief with his hands while the other players hide themselves. After a while, the king frees the thief, who tries to find the players, while the players try to touch the king without being touched by the thief. A player who is touched by the thief becomes the thief in the next round.



Chhoa Chhui

This is a game where you run around and try to catch someone. The person who gets caught becomes the chor and the chor becomes the one running around trying to catch all the others. A variation of this game is Kanamachhi, where the chor is blindfolded and the rest of the children chant the chorus "Kanamachhi bho bho, jaake paash, take chho" ("Catch whoever you can"). The blindfolded chor, madly runs around chaotically throwing his hands around. Another variation of this game is Borof Pani. Here the chor plays the role of Mr. Freeze. He catches his victims and screams borof (ice) in order to freeze them. It is up to the other players to save the frozen ones by tapping them and shouting out pani. This unfreezes them and they are then free to run around again. However, it is quite tricky to unfreeze someone since Mr. Freeze will carefully guard his frozen victims so he can freeze anyone who tries to come to their rescue.

Kanamachhi (blind bee)

This game is very similar to blind man's buff. One player has a scarf tied round his or her eyes. The others move like 'bees' around the 'blind' player. The bees lightly strike the blind player, reciting the rhyme: *kanamachhi bhon bhon, yake pabi take chon* (Oh buzzing blind bee! Touch us if you can!). The blind player tries to catch or tag one of the bees, responding with the verse: *Andha gondha bhaj, amar dos nai* (I'm blind, don't blame me if I bump against you). The player tagged by the 'blind' player plays the blind bee in the next round. Another version of the game is *lyangcha* (the lame man), one player acts the 'lame man' and hops on one leg to catch others.

Tilo-express (hide and seek)

1 player is chosen to be on and starts counting from 1 to 50 giving others the time to hide. Once the counting is done they start hunting for those who are in hiding. While searching they have to be very careful to make sure that no one can touch them and say Tilo. Whenever they find someone, they will have to say "(name of the person), express". In this way, they will have to find everyone in hiding, but at the same time remain alert so that no one from the hiding can come out and touch them. After they successfully find everyone, it will be the turn of the player, who was found out first, to be on.

connect2: Bangladesh



Soljhapta (kissing the stick)

A toss decides the thief, who places a stick on the ground and stands touching one side of it. Other players station themselves in nearby trees. The thief then tries to touch one of them and rushes back to the stick to kiss it. If he succeeds, the player he has touched becomes the thief in the next round.

Rumalchuri (stealing the handkerchief)

One child plays the part of the thief. The others sit in a circle. The child playing the part of the thief goes round the players and quietly leaves a handkerchief at the back of someone. If the player behind whom the thief has left the handkerchief senses what is happening, he/she springs up and exchanges places with the thief. Otherwise the thief continues to go round till he/she reaches the player with the handkerchief. The thief then thumps the player on his/her back. The player then has to play the part of the thief.

Gollachut

Gollachut is played between two teams of equal number of players. Each team goes to opposite ends of the field. One team is chosen as the king's team. The players of the king's team run as fast as they can to cross over to the other side. The players of the other team try to prevent them from reaching the crossing line. If the king's team members can cross the team without being touched by the opponent they will win the game. This game is similar to the Bangladeshi game Dariabandha. This game is a bit like British bulldog.



Did you know that the Bangladeshi version of 'Oranges and Lemons' is called 'Opent ti Biscope'