

NEXT STATION



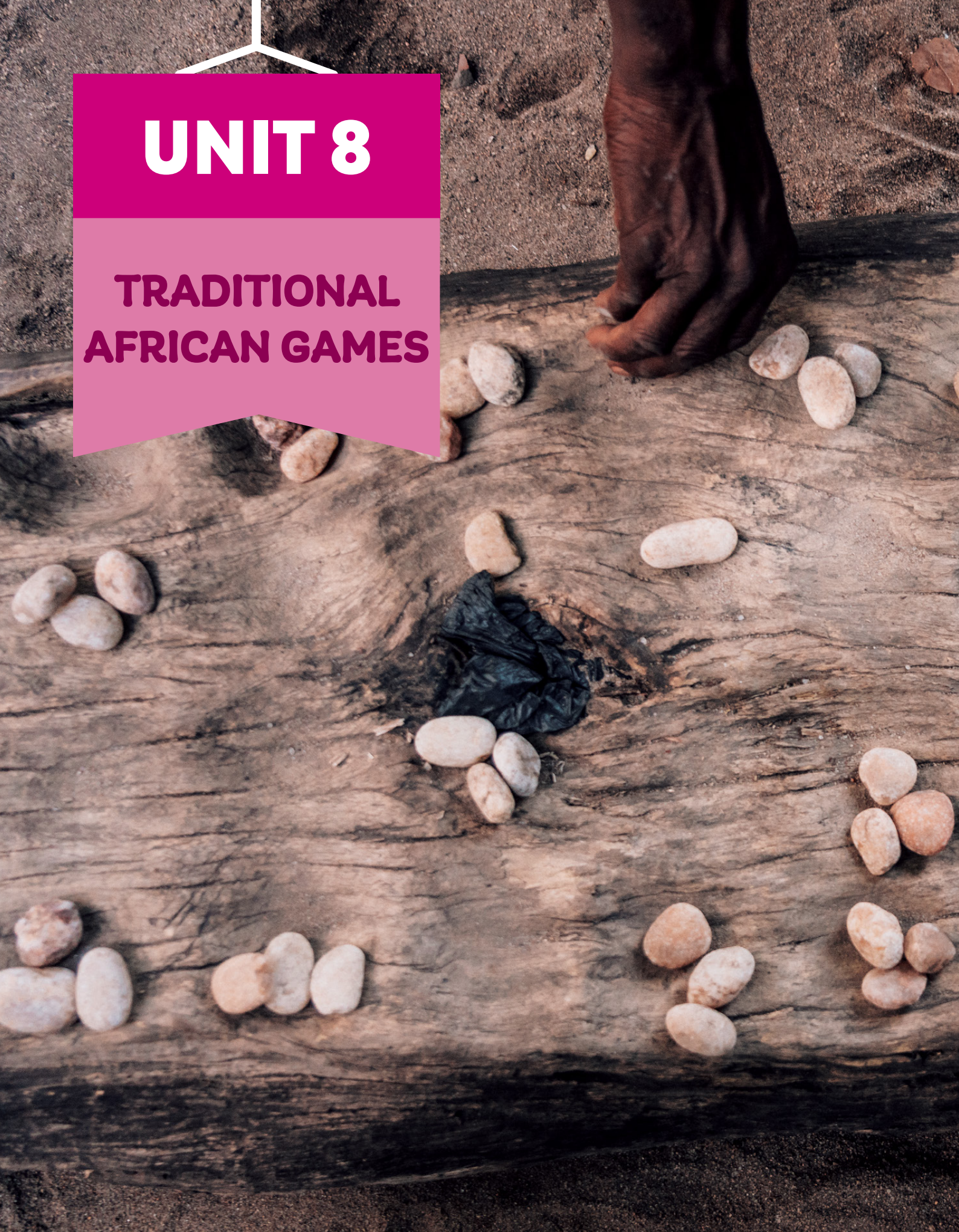
CLIL BOOK
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2nd Edition



UNIT 8

TRADITIONAL AFRICAN GAMES





QUIZ

The people in the picture are **using a machine / playing a game** called mancala.

Mancala games are popular in **one African country / many African countries**.

STOP & THINK

Do you think mancala games have the same rules in every country? Justify your opinion.



22

1 Complete. Then listen and check.

creative physical social generations dance

Traditional games are a form of entertainment with cultural and _____ importance. They are passed down through _____ and help community members build connections with each other. These games usually involve a combination of _____ activity, strategy, and storytelling.

Traditional African games often involve collaboration, with groups of players working together, and make _____ use of easily found items as equipment (e.g. balls, stones, and seeds). Some physical games require players to move their bodies or _____ to a rhythm and may also have their own special chant or choreography.

2


Read and write *True* or *False*.


African Games

www.africangames.com

Mbube, Mbube


(pronounced Mboo-bay, Mboo-bay)





Aim
Help the lion catch the impala

Equipment
2 blindfolds



Ages
All

Participants
6 or more

Origin
Zulu culture

How to play

- Two players stand inside a circle (the lion and the impala). The other players stand outside the circle.
- Place a blindfold on the impala and on the lion. Spin them around.
- The lion moves around the circle chasing the impala. The impala moves too.
- The players outside the circle chant "Mbube, mbube," chanting louder and faster when the lion gets closer to the impala.
- When the lion catches the impala, a new player becomes the impala.

1 Mbube, Mbube is a game for children over 6 years old.

2 Some participants use their voice in the game.

3 When the "lion" is near the "impala," the children chant quietly.

4 There are rules for all participants in the game.

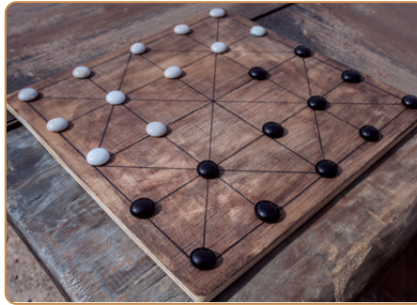
5 We know the culture that Mbube, Mbube is from.

3 Read and match (1-3).

- 1 Players sit around a circle with small stones in it. They take turns throwing a big stone up in the air, trying to pick up as many stones as they can from the circle, and catching the big stone before it hits the ground.
- 2 One player is the leader and the other players face him / her. The leader and another player jump, clap, and put a foot forward at the same time. The leader scores a point if they put the same foot forward; otherwise, the other player scores a point.
- 3 This strategy game is also called Qirkat. It appears in literature from the 10th century. The goal is to eliminate the opponent's pieces. It is similar to modern-day checkers.



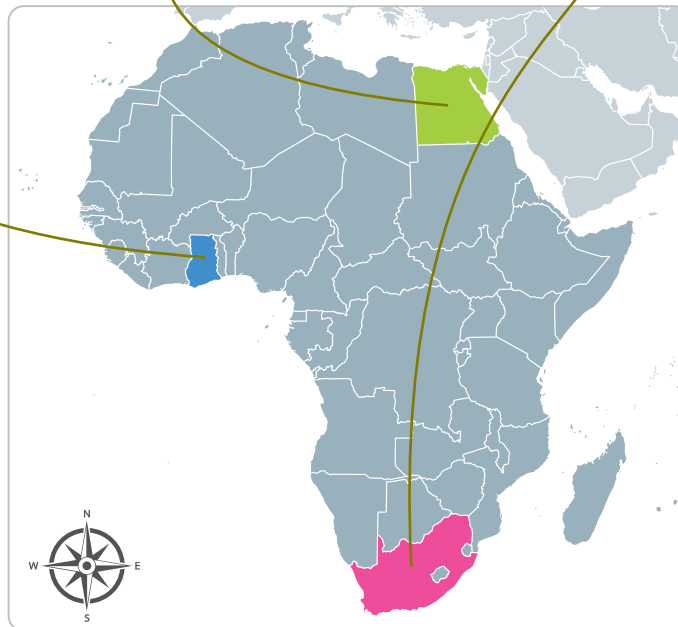
☐ Ampe (Ghana)



☐ Alquerque (Egypt)



☐ Upuca (South Africa)



4 Discuss.



- 1 Would you like to play these games? Why / Why not?
- 2 Are there similar games in your country? Give details.

In (game name), the players have to ... They can't ...

I love / don't like strategy / physical games.

UNIT 8

PE



5 Listen and read. Then check (✓).



Nyama! Nyama! Nyama! is a popular children's game in Kenya. In the game, one player is the leader. The leader chants "Nyama! Nyama! Nyama!" and the others repeat. The leader then calls out different animal names, one by one. The other players jump if they can eat the meat of the animal mentioned.

IT'S A FACT!

Nyama is the Swahili word for *meat*. **Swahili** (also called Kiswahili) is the official language of Kenya and Tanzania and is also used in other African countries. More than 140 million people use Swahili as a first or second language.

type of game	<input type="checkbox"/> physical activity	<input type="checkbox"/> strategy	<input type="checkbox"/> storytelling
equipment	<input type="checkbox"/> none	<input type="checkbox"/> stones	<input type="checkbox"/> board
participants	<input type="checkbox"/> one	<input type="checkbox"/> more than one	
singing / chanting	<input type="checkbox"/> yes <input type="checkbox"/> no	dancing	<input type="checkbox"/> yes <input type="checkbox"/> no

6 Read and complete.

**Makena, 9
from Kenya**

My grandfather taught me how to play Nyama! Nyama! Nyama! I want to teach it to my grandchildren too.



What do you think about Nyama! Nyama! Nyama!?

**Keith, 22
from New Zealand**

I teach English to Kenyan children. And they teach me Swahili when we play. I learned animal names playing Nyama! Nyama! Nyama!



**Ji-Yeon, 19
from South Korea**

I moved to Kenya when I was 6 years old. Nyama! Nyama! Nyama! helped me make new friends.



**Omondi, 25
from Kenya**

I don't eat meat, so I don't like this game. I think we should change the rules.



For this person, Nyama! Nyama! Nyama! ...

- 1 has some problems. _____
- 2 helps build connections between people. _____
- 3 teaches people new words. _____
- 4 connects old and new generations. _____

THINK TWICE

- 1 What do you think about Nyama! Nyama! Nyama!? Explain your ideas.
- 2 Is it important to think carefully about the words we use when playing games? Why / Why not?



7 Make a short video about a traditional game from Africa.



1 Decide the topic of your video.

☐

Alquerque

☐

Ampe

☐

Kudoda

☐

Mancala



Oware

☐

Mbube, Mbube

☐

Nyama! Nyama! Nyama!

☐

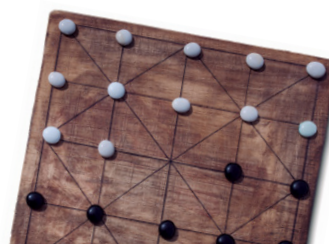
Upuca

☐

Other: _____

2 Find classmates with the same topic and form a group.

3 Research about the traditional game and take notes.



Alquerque

origin	
objective	
equipment	
number of participants	
rules	

4 Make a plan for your video: what to show, how to start, how to finish. Ask other groups for feedback and make changes to the plan if needed.

5 Make your recordings and edit them. Add stickers / labels and captions if you wish.

6 Share your video. Consider creating a vlog with regular posts to publish the videos.