

# SPELETJIES VIR PAASFEES / EASTER GAMES



## Rol die paaseier:

Elke speler ontvang 'n hard gekookte eier. Dui aan waar die wegspringpunt en wenstreep is. Die eerste speler wat sy/haar eier oor die wenstreep rol wen. Besluit hoe spelers hulle eiers oor die wenstreep kry: hulle kan staan en die eier met hulle voete stoot, of hulle kan hande-viervoet staan en die eiers met hulle neuse stoot.

## Paaseier rolbal:

- Jy gaan 'n hele paar hardgekookte eiers nodig hê. Al die eiers behalwe een moet gekleur word. Sit die wit eier op die gras/mat neer. Elke speler kry 'n kans om te kyk wie hulle eier die naaste aan die wit eier kan rol. Alternatiewelik kan 'n sjokolade hasie as teiken gebruik word. Die wenner van die speletjie kan die sjokolade hasie kry.

## Paashasie jagertjie:

Hierdie is 'n variasie van die tradisionele "jagertjie" waar spelers moet hop in plaas van hardloop.

## Die wolf en die eiers:

- Een speler is die wolf en die ander is die paaseiers. Voor die speletjie begin kies die eiers watter kleur hulle gaan wees. Die eiers staan teenoor die wolf wat begin om kleure te raai. As die wolf 'n speler se kleur raai, moet die speler vorentoe tree, sy/haar kleur uitspel (ouer kinders) en 'n voorafbepaalde roete hardloop tot by die ander eiers (die "mandjie"). As die speler veilig by die mandjie uitkom kies hy/sy 'n ander kleur en die spel gaan voort. As die wolf die speler vang, is die speler nou die wolf.

## Steel die eier:

- Spelers word in twee spanne ingedeel met 'n skeidsregter. Elke lid van die span kry 'n nommer, sodat elke span 'n nommer een, nommer twee ens het. Die spanne staan teenoor mekaar en 'n plastiek paaseier word in die middel geplaas. Die skeidsregter roep 'n nommer uit en die spelers met die nommers beweeg na die middel. Die doel is om die paaseier op te tel en terug te hardloop tot by hulle span sonder dat die ander spanlid hulle vang. As 'n speler dit regkry kry sy/haar span 'n punt. As die ander span hom/haar vang kry die span 'n punt. Tien punte wen die speletjie.

## Eier gooi:

Deel al die spelers in twee spanne in. Laat spelers teenoor mekaar staan in twee rye. Gee elke speler in die eerste ry 'n rou eier. Hy/sy moet die eier vir sy/haar maat gooi sonder dat die eier breek. Wanneer hy/sy klaar gegooi het moet hy/sy 'n tree terug gee. Die tweede speler gooi nou die eier en gee dan 'n tree terug. Herhaal totdat daar net een span oor is.

## Loop eier:

## Egg rolling:

Each player receives a hard-boiled egg. Indicate the starting line and the finish line. The first player to roll their egg over the finish line wins. You decide how players get their egg across the line: they can either stand and push the egg with their feet, or get down on their hands and knees and push the eggs with their noses.

## Easter egg bowling:

- You will need several hard-boiled eggs. All of the eggs should be coloured except for one. Set the white egg up on the lawn or carpet. Every player gets a chance to see who can roll their coloured egg closest to the white egg. Alternatively, use a chocolate Easter bunny as the target. The winner of the game gets the chocolate bunny.

## Easter bunny tag:

This is a game of tag where players must hop instead of run.

## The wolf and the eggs:

- One player is the wolf and the others are Easter eggs. Before the game begins, the eggs decide what colour they are going to be. The eggs then face the wolf, who begins to guess colours. If the wolf guesses a player's colour, the player must step forward one step, spell the colour (older children only!) and then run a predetermined route before running back to the other players, called the "basket". If the egg makes it back to the basket, he chooses a new colour and play continues. If the wolf tags the egg before s/he gets back to the basket, that player becomes the wolf.

## Steal the egg:

- The game requires two teams and a referee. Team members are numbered, so that each team has a number one, number two etc. The teams line up opposite each other and a plastic Easter egg is placed in the middle. The referee calls out a number and the two players with that number approach the middle of the field. The object is to pick up the egg and get back to your line without being tagged by the other player. If a player succeeds in doing so, his or her team gets a point. If the player is tagged, the other team gets a point. Ten points wins the game.

## Egg toss:

Divide all players into teams of two. Line the players up into two rows so that the partners are facing each other. Give every player in the first row a raw egg. They will toss it to their partner in the second row. After tossing the egg the players take a step back so that the distance between them and their partner is larger. The second player will then toss their egg and take a step back. Repeat this until there is only one team left.

## Walk the egg:

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Vir hierdie speletjie gaan julle twee hardgekookte eiers nodig hê en 'n lepel vir elke speler. Deel die spelers in twee spanne in en laat hulle sy teen sy staan in twee rye. Die eerste kind in elke ry sit 'n eier op sy/haar lepel en gee dit aan vir die volgende speler in die ry. Die eier mag slegs met die lepel aangegee word en niemand mag met hulle hande aan 'n eier raak nie. Die eier moet al die pad tot aan die einde van die ry en weer terug aangegee word. Die span wie se eier wat eerste terug is by die begin wen.

Eier en lepel resies:

- Vir hierdie speletjie gaan julle genoeg rou of hardgekookte eiers asook 'n lepel nodig hê vir elke speler. Spelers moet hulle eiers op hulle lepels hou en van die wegspringpunt tot by die wenstreep beweeg sonder dat hulle eier val.

Eier en lepel aflos:

- Spelers word in twee spanne ingedeel. Elke span word in twee groepe ingedeel, een groep by Punt A en die ander groep by Punt B. Die eerste speler word 'n eier en lepel gegee wat hy/sy van Punt A na Punt B moet dra. As die eier val moet die speler weer by die begin begin. By Punt B word die eier en lepel aan die volgende speler oorgegee. Die eerste span wat die aflos voltooi wen.

Paaseier aangee:

- Deel spelers in twee spanne in. Laat elke span in 'n ry staan en gee vir elke span 'n plastiek of hardgekookte eier. Die eerste speler in elke span sit die eier onder hulle ken. Hy/sy moet die eier aangee na die volgende speler. Spelers mag slegs hulle nek en ken gebruik om eiers aan te gee en aan te vat. As 'n speler 'n eier laat val begin die span weer voor. Die eerste span wat hulle eier al die pad tot aan die einde van die ry kry wen.

Eendresies:

Dui 'n wegspringpunt en 'n wenstreep aan. Al die spelers staan by die wegspringpunt, hurk en hou hulle enkels met hulle hande vas (hak hand tussen bene deur agter om enkels). Wanneer almal gereed is moet spelers soos eendjies waggel tot by die wenstreep. Die speler wat eerste oor die wenstreep waggel wen.

Hasië hop resies:

- Dui die wegspringpunt en die wenstreep aan. In plaas daarvan om te hardloop, hop kinders na die wenstreep. Die eerste kind oor die wenstreep wen.

Hoeveel eiers?

Maak 'n groot glashouer vol sjokolade paaseiers. Gee vir elke speler 'n stukkie papier en 'n potlood en laat hulle raai hoeveel eiers in die houër is. Spelers skryf hulle raaiskoot op die papier en sit dit in 'n mandjie. Die speler wat naaste aan die regte getal is wen die houër met paaseiers.

Steek die stert aan die paashaas:

Teken 'n paashaas op 'n stuk karton asook 'n aantal sterte vir die paashaas. Plak die prentjie op die muur en gee vir elke speler 'n stert met prestik op die punt. Blinddoek die kinders, draai hulle in die rondte en laat hulle probeer om die stertjie op die haas se boud te plak.

Paaseier gooi:

- Pak drie hoola-hoops in 'n driehoek patroon. As hulle ses hoepels het kan julle hulle in 'n piramide pak. Vertel vir die spelers hoeveel punte elke hoepel werd is. Elke speler kry vyf paaseiers om vanaf 'n lyn in die hoepels te gooi. Elke keer wat 'n speler sy/haar eier in 'n hoepel gooi kry hulle die aantal punte wat die hoepel verteenwoordig.

For this game you will need two hard boiled eggs and one spoon for each player. Divide the players into two teams and have them form a line so that each player on one team is standing side by side. The first child in line puts an egg on their spoon and passes it to the next person in line. The egg can only be passed from spoon to spoon. No one can touch it with their hands. The egg must go all the way to the end of the line and then back to the person at the front of the line. The team to get their egg at the front of the line first wins.

Egg and spoon race:

- For this game you will need enough hard boiled or raw eggs and one spoon for each player. Players will hold their egg in their spoon. They must get from the starting line to the finish line without dropping the egg.

Egg in spoon relay race:

- Players are divided into two teams. Each team is divided into two groups, one at Point A, one at Point B. The first player is given an egg in a spoon to carry from Point A to Point B. At that point the egg and spoon is handed off to the next competitor, who carries it back to Point A to the next competitor. A dropped egg means the person carrying the egg must go back to where s/he started from. The first team to complete the relay wins.

Pass the Easter egg:

- For this game you will divide players into even teams. Line the teams up and give each team a plastic or a hard-boiled egg. The first person on each team will put the egg under their chin. They must pass the egg from their neck and chin to the neck and chin of the player next to them. They may not touch the egg with anything else. If a player drops the egg it must go back to the front of the line and start over. The first team to get their egg all the way to the end of the line wins.

Duck walk race:

You will need to create a starting line and a finish line for this game. Each player will stand at the starting line, squat down and grab their ankles with each hand from behind. When everyone is ready say "go" and the players must waddle like a duck to the finish line. The player who crosses the line first wins.

Bunny hop race:

- You will need to set up a starting line and a finish line. Instead of running, the children will hop to the finish line. The first person to cross the line is the winner.

How many eggs?

For this game you will need a large glass jar filled with chocolate eggs, scrap paper, an Easter basket and a few pencils. Place the jar of eggs in a place where everyone can see it. The children must guess how many eggs are in the jar, write their names and a guess on a piece of paper and place the paper in the Easter basket. The child who guesses closest wins the jar of chocolate eggs.

Pin the tail on the Easter Bunny:

This game is just like "pin the tail on the donkey". You will need to create a large picture of a bunny and several paper bunny tails. Hang the picture of the bunny on the wall and place a piece of prestik on each bunny tail. Blindfold your child, spin him/her around a few times and then have him/her attempt to get their tail onto the picture of the bunny.

Candy egg toss:

- Put three hula hoops on the ground in a triangle pattern. If you have six hoops, you can place them in a pyramid pattern. Tell the players the point value for each hoop. The one farthest away is worth the most points. Give each participant five candy eggs throw from behind a designated line. Each time a player throws a piece of candy which lands in a hoop s/he gets that point value.

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If players are old enough to keep a running total of their points, the game can go for several rounds. Younger players can be allowed to stand closer to the hoops to make their tosses.

## Wat is in die paasmandjie?

Vir hierdie speletjie het julle 'n groot boks nodig. Laat jou kinders die boks versier deur paasfeesprentjies op die boks te verf of te teken. Voor die speletjie begin, sit 'n klomp items in die boks (dit kan enige iets wees, paaseiers, borrels ens). Laat die spelers beurte maak om hulle handjies in die boks te steek sonder om te kyk en te raai wat hulle voel. As hulle regraai mag hulle die item hou wat hulle voel.

## What's in the Easter basket?

For this game you will need a large box. Let your child decorate it by drawing or painting easter pictures on it before the game starts. Put some items into the box (items can be whatever you like, e.g. bubbles, an easter egg, a yoyo etc.). Let all players take turns reaching into the box without looking and picking up one item. They have to feel the item and try to guess what it is using touch only. Let the children keep the item they pulled out if they guessed correctly.

## Paasfees geheue speletjie:

Maak twintig kaarte met paasprentjies daarop (maak seker dat jy twee kaartjies met dieselfde prentjie op het, maar moenie die prentjie op meer as twee kaartjies herhaal nie). Pak die kaartjies op 'n tafel of op die vloer met die prentjies na onder. Spelers maak beurte om twee kaartjies om te draai, as die prentjies dieselfde is mag hulle die kaartjies hou tot die speletjie klaar is. Die persoon met die meeste kaartjies aan die einde van die speletjie wen.

### Snap:

- Gebruik die paaskaartjies om SNAP te speel.

### Paaseier skattejag:

Steek paaseiers in die tuin weg. Laat die kinders die paaseiers soek en dit wat hulle kry onder mekaar verdeel.

## Easter memory game:

For this game you will need twenty cards with Easter themed pictures (make sure that you have two cards with the same picture on the back, but do not repeat the same picture on more than two cards). Lay the cards on a table or on the floor with the pictures face down. Players take turns flipping over two cards. They must try to remember where the pictures are. Once a child finds a match they pick up the cards and keep them until the game is over. The person with the most cards at the end of the game is the winner.

### Snap:

- Use your Easter cards to play SNAP.

### Easter egg hunt:

Hide the Easter eggs in the garden. Let the children search for the eggs and divide the winnings between the children.

## Warm eier:

Vul 'n plastiek paaseier met iets om dit bietjie gewig te gee en plak dit stewig toe. Spelers staan/sit in 'n kring. Wanneer die musiek begin, gee spelers die "warm eier" vinnig aan na die volgende speler. Wanneer die musiek stop is die persoon wat die eier het uit. Spel gaan voort tot daar net een persoon oor is.

## Hot Boiled Egg:

Fill a plastic egg with something to give it a little weight. Tape it closed. Players sit/stand in a circle. When the music starts, the players must pass the "hot boiled egg" around the circle. When the music stops, the person left holding the egg is out. Play continues until only one person is left.

## Versier paaseiers:

Jy gaan wit paaseiers, voedselkleursel en oorstokkies nodig hê. Laat jou kind sy/haar paaseier versier deur op die eier te teken of die eier in te kleur met die voedselkleursel.

### Versierde eiers:

- Jy gaan een/twee eiers per kind, uie in kwarte gesny en rooi kool, waskryte of koki-penne, gom, panne en water nodig hê.
- Kook die eiers vir vyf minute of tot hulle hard is. Alternatiewelik kan ouer kinders die eiers "blaas" deur 'n gaatjie bo en onder in die eier te maak met 'n naald en die inhoud in 'n bak in te blaas.
- Sit die uie met hulle skil in 'n pan en bedek met water. Laat die water kook en prut vir vyf minute om die kleur uit die uie te kry. Dit sal 'n geel kleurstof maak. Om 'n rooi kleurstof te maak kook rooi kool vir vyf minute. Laat beide kleurstowwe goed afkoel.
- Gebruik die waskryte om 'n patroon op die eiers te teken en dompel hulle dan in die kleurstof van jou keuse.
- Haal die eiers na 'n uur uit die kleurstof. Alles behalwe die dele wat met die waskryte bedek is sal gekleur wees.
- Alternatiewelik kan jy die eier met gom smeer en wol om draai om 'n patroon te vorm. Domel die eiers in die kleurstof en los hulle daar vir 'n uur. Verwyder die wol om die patroon te sien.
- Jou kinders kan ook gesiggies of patrone maak deur direk op die eiers te teken met die koki-penne en wol opplak of omdraai om hare of 'n hoed te maak.

## Decorating Easter eggs:

You will need candy coated Easter eggs, some food colouring and ear buds. Let your child decorate his/her own Easter egg by drawing/colouring on the Easter egg.

### Decorated Easter eggs:

- You will need one/two eggs per child, onions cut into quarters, red cabbage, wool, wax crayons or felt-tip pens, glue, saucepans and water.
- Boil the eggs for five minutes or until they are hard. Alternatively, older children can "blow" raw eggs by making a little hole at either end of the egg with a pin and blowing out the contents into a bowl.
- Place the onion plus skin in a saucepan and cover with water. Bring to the boil and simmer for five minutes to extract the colour from the onion. This will create a yellow dye. To make a red dye boil some chopped red cabbage for five minutes. Allow both dyes to cool.
- Use the wax crayons to make a pattern on the eggs and then immerse them in the dye of your choice.
- Remove the eggs after an hour. All the areas except those covered by the wax will have been coloured by the dye.
- Alternatively cover the egg with glue and wind some wool around it to make a pattern. Immerse it in the dye for an hour. Remove the wool, when it is completely dry and reveal the pattern.
- You can also make faces or patterns by drawing directly onto the egg using felt-tip pens or paint. Glue on pieces of wool to make the hair or wind it around the egg to make a hat.

### Paaskuiken:

### Easter chick:

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- Gebruik 'n passer om 'n sirkel met 'n deursnit van 30cm op twee stukke karton te trek. Laat jou kind die sirkels uitknip.
- Sny 'n kleiner sirkel met 'n deursnee van 7.5cm uit die middel van elke sirkel.
- Plaas die twee stukke karton teenmekaar en bind hulle saam deur geel wol om hulle te draai. Hou aan tot albei stukke karton heeltemal bedek is met 'n dik laag wol en die gat in die middel toe is.
- Sny versigtig deur die wol aan die buitekant van die sirkel. Hou die skêr se lem tussen die twee karton sirkels.
- Trek die twee sirkels versigtig weg van mekaar en bind 'n stuk wol styf om die middel van die bal.
- Verwyder die twee karton sirkels en vorm die wol in 'n bal.
- Maak nog 'n pom-pom met 'n karton sirkel wat 'n deurnit van 20cm het.
- Sny 'n diamant uit 'n stuk geel/oranje velt en vou it in die helfde. Plak dit op die regte plek op die kleiner pom-pom om die kuiken se bekkie te vorm.
- Maak twee bene van geel pypskoonmakers deur hulle om mekaar te draai en deur die middel van die groter pom-pom te druk ten einde hulle in plek te hou.
- Plak twee swart sequins of googly ogies op die kop.
- Maak die kop aan die lyf vas deur die toutjies om die middel van die pom-poms vas te maak.

## Kwaak kaartjies:

- Vou 'n A4 papier in die helfde om 'n kaartjie te maak. Teken 'n ovaal vorm op geel papier. Knip dit uit en plak binne in die vou van die kaartjie.
- Knip die hoek van 'n ou koevert af. Plak gekleurde papier binne en buite in die hoek van die koevert om die bekkie te vorm.
- Plak die bekkie in die middel van die ovaal. Teken twee ogies. Lig die bo-punt van die bekkie en maak die kaartjie toe.
- Die bekkie sal oop en toegaan wanneer jy die kaartjie oop en toe maak.

## Kuiken in sy dop:

- Laat jou kind die kuiken op 'n vel papier aftrek en dit dan uitknip. Knip ook die lyn op die eier (a) oop.
- Teken vir die kuiken aan weerskante van die papier 'n gesig.
- Kleur die kuieken en die eier aan weerskante in.
- Vou die papier op die stippellyn (b).
- Steek die kuiken se kop deur die gleuf en vou dit op die stippellyn (c).

## Paashasie:

- Laat jou kind die hasie afteken op papier.
- Smeer gom op die buitelyne van die prentjie en plak wol of tou daarop.
- Plak nou wol in spirale of in enige ander vorm binne-in die prentjie.
- Versier die res van die papier.

- Using a compass, draw a circle of 30cm in diameter on two pieces of cardboard. Let your child cut out both circles.
- Cut out another circle from the centre of both pieces of card approximately 7.5cm in diameter.
- Place the two pieces of card together and tie them together by winding yellow wool round and round through the hole in the middle. Continue this until all the card has been covered with a thick layer of wool and the hole in the middle has been filled.
- Carefully cut through the wool on the outer edge of the circle. Keep the blade of the pair of scissors between the pieces of cardboard.
- Pull the pieces of cardboard slightly apart and tie a piece of wool very tightly round the centre of the ball.
- Completely remove the card and fluff out the wool to form a ball.
- Make another pom-pom with a circle of cardboard which has a diameter of 20cm.
- Cut a diamond shape from yellow/orange felt and fold it in half. Glue this in place on the smaller pom-pom to make the chick's beak.
- Make two legs from yellow pipe cleaners by twisting them round each other and through the centre of the larger pom-pom to hold them in place.
- Glue two black sequins/googly eyes onto the head for eyes.
- Fix the head to the body by tying together the threads round the middle of each pom-pom.

## Quacking cards:

- Fold an A4 sheet in half to make a card. Draw an oval shape on yellow paper. Cut it out and paste it inside the fold of the card.
- Cut off one corner of an old envelope. Paste coloured paper onto the inside and outside of the envelope corner to form the beak.
- Paste the beak onto the middle of the oval shape. Draw two eyes. Lift the top part of the beak and close the card.
- The beak will open and close when you open and close the card.
- Let your child decorate his/her card with crayons, glitter and glue.

## Chick in his shell:

- Let your child trace the chicken on the template on a piece of paper and then have him/her cut it out. Cut out the line (a) on the egg.
- Draw a face for the chicken on both sides of the paper.
- Colour in the chicken and the egg on both sides.
- Fold the paper on the dotted line (b).
- Stick the chicken's head through the opening in the egg and fold it on the dotted line (c).

## Easter bunny:

- Let your child trace the bunny on a piece of paper.
- Put some glue on the outlines of the picture and let your child stick wool/string on it.
- Let your child glue spirals or other shapes with glue inside the picture.
- Decorate the rest of the paper.