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**„LOG IN BACK THE REAL LIFE”**

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### **Makaó- Hungarian card game**

Makaó is a card game played with Hungarian cards. The goal of the game is to get rid of the cards in your hand as quickly as possible and be the first to reach the zero card.

The player who runs out of cards the fastest wins. Everyone gets 5 cards to start with. We turn over one card from the top of the deck, it will be the starting card. The next player after the dealer always starts the game. You can only put colour on top of colour and number/figure on top of number/figure. The players take turns playing and the next card must be placed with the colour or value of the card in the row. For example, if the card on the bottom row is a red 9, you must either place a red card or a 9. If you cannot lay down a card, you must draw from the deck. The game continues until someone reaches the zero card.

You can request a colour with a top, which can be countered if the other party also has a top.

You can request a number/figure with a bottom, which can be countered in the same way with another bottom.

With an ace, the next player is eliminated and the player after him comes.

If someone rolls a 7, then the next player must draw 2 cards from the deck, unless he also has a seven, because that way he can counter and so the next player must now draw 4 cards, and so on until he has a seven.

If the player does not have a suitable colour or number, he must draw a card from the deck. Instead of placing cards, the player can draw a card from the deck at any time. If the deck runs out, the cards that have already been placed must be reshuffled, except for the top card.

When laying down the penultimate card (if one card remains in the hand), the player must say "Makao" to get the attention of the others.

### **Musical chair**

Place one chair less than the number of players, so that they have their backs to each other and form a circle. While the music is playing, you must walk or dance around the chairs, when the music stops, you must sit on one. Those who did not get a place are eliminated. When the music restarts, the game continues. Each round we must remove one chair so that there is one less than the number of players. The last person sitting on the chair is the winner.

### **Black, white, yes, no**

Black, white, yes, no is a folk game that develops communication skills. No equipment is needed to play the game, so it can be a fun pastime wherever you are.

Game description:

The idea of the game is that you can't say the words "black", "white", "yes", "no", but you must answer the questions quickly, you can't think for a long time. If there are two players, the players talk to each other according to the rules and switch roles. If more than one player is playing, choose a questioner who goes up to one of the players and starts talking to them.

The questioner starts the conversation with the following text: black, white, yes, no. What did you buy with my money?

The interviewee answers something, for example: books, bag.

The interviewer tries to guide the conversation so that the interviewee says one of the forbidden words but must be careful to avoid saying it as the interviewer.

An example:

Did you buy a bag? Of course. Do you like to wear it? Sure. What colour is it? Red. Will your books fit? Hardly...

The questioner can ask 5 questions. If the interviewee says one of the forbidden words, he or she is eliminated. If there are a lot of people playing, everyone must be asked in turn. Whoever messes up is out of the game.

When a round is completed, the game can continue with a role reversal.

### **Country, City**

Write the following headings next to each other at the top of the sheet: country, city, boy, girl, plant, animal, object, hero.

At the beginning of each round, a different child starts to say the letter Abc, but only says the first letter aloud, the others continue on their own without sound. The child sitting next to you stops by saying "STOP".

You can say this at any time at your discretion. The child who says Abc then tells which letter he or she was at when he or she was stopped. For example, "M".

The children have to write something for each category using the letter given: for example, Marocco, Miskolc, Matthew, Monica, ,Mouse, Mobile phone

The fastest child announces when they are finished, at which point everyone finishes filling in and the results are compared. If someone has written something that is the same as one (or more) of his/her peers, that solution must be crossed out, it does not count as a point. This is how you add up who has how many points in the round.

What it takes: pen or pencil, paper

Country	City	Girl	Boy	Animal	Object	Famous person	Points
Marocco	Miskolc	Monica	Matthew	Mouse	Mobile phone	Marilyn Monroe	

### **Barkochba**

Barkochba is usually played by two people: one "thinks" of something, the other invents it, i.e. creates this something. You can think about anything: living, once lived or fictional persons and other living beings, concrete objects or types of objects, and concrete or abstract concepts. When the "thinking" party has decided what the puzzle will be, he announces: "I thought." Then the game begins.

The guessing party can ask an unlimited number of questions to be decided - that is, they can ask anything to which the other party can answer with either "Yes" or "No". According to the strict rules of the barkochba, only these two answers are allowed - see below for the easier versions. It is the thinking party's duty to answer to the best of his knowledge and honestly. The only limitation of the guessing party is that the so-called can only live once during the game. with the possibility of asking: at the end of the game. Asking means that you say the word or phrase that you think the other person was thinking based on the answers to the questions so far. Then two cases are possible:

If the question was correct, the guesser wins.

If you asked the wrong question, i.e. what you said does not match the puzzle, the thinking party wins.

In either case, the game ends.

It happens that the guesser has no more ideas: he doesn't know enough to ask, but he has no idea for another relevant question. At this point, you can give up the game.