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GA4GHANA

## DUTCH SPORTS & FUN FAIR



| Schedule Dutch Sports & Fun Fair |  
| Claudia Bitter | Ylaysa Harris |

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## GENERAL INFORMATION DSFF

In assignment of the organizations Ga4Ghana and NAREMA, the Dutch Sports & Fun Fair (DSFF) will be organized on December 16<sup>th</sup> 2011 in Wli, Ghana. Something similar has done before, by other students also in Ghana. We will organize a next edition, which we will change to our own thoughts and ideas. This will form a part of our internship. The target group of the event will be pupils of the two Primary Schools, which are about 200 children. We will work together with the schools and the teachers to organize and arrange everything.

The DSFF will include all kinds of sport and games, which the children will do together with pupils of all ages. They will form groups which children from all classes and both schools.

## ORGANISATION

The assignment of the DSFF is given by Ga4Ghana and association with NAREMA. The execution will be done by us, Ylaysa Harris and Claudia Bitter, Leisure management at the Hogeschool Rotterdam and are following the minor International Aid & Development.

Now we are in Ghana we will work together with the schools and the teachers. We will arrange everything with them and they will also help us with the games.

## PROGRAM

The DSFF consists of a morning of sports and fun for all children from the two Primary Schools in Wli. It takes place on the field in front of the R.C. Primary School, from 09.00-12.00 o'clock. During the event they get the chance to play with and against each other and learn from this cooperation in a playful way.

The program includes a wide variety of different sports and games. The games will be played in groups of about ten pupils, which will be formed after a speech of one of the headmasters of the Primary Schools. In this speech he will also explain the way the event will be executed.

The meaning of the DSFF will be that the groups have to play as much games as possible and collect points for each of them on their score card. The group with the most points in the end will receive a small price for their achievement.

### GAMES

The program consists of the following aspects:

#### 1. Duo football

Two groups compete against each other in a football match, where every two pupils are attached to each other by a band around their ankles. The teams receive the number of point they have scored during the match.

##### Time

10 minutes

##### Materials

1 football  
Ankle straps (made of garbage bags)  
2 goals

#### 2. Skipping ropes

All children of one group must jump over the rope for ten times. Per child who completes the task one point will be received.

##### Time

When every pupil had a chance, the game ends.

##### Materials

1 skipping-rope

#### 3. Estafette

Two groups of children compete once against each other during a race with several obstacles. Every child runs through the obstacles alone. The group where the last child finishes first, wins. The winning team receives 3 points.

##### Time

When the last child of the winning group finishes, the game ends.

##### Materials

Depends on route

#### **4. Stealing bottles**

During this game two groups compete against each other. There will be two matches. The groups stand at one side of the field. One group has the bottles and have the task to protect them. The other group has to steal the bottles from the other group. The group without the bottles tries to steal them by running to the other side of the field and take them. The other team tries to tick the children who try to steal the bottles. When someone is ticked, the child is out of the game and the bottle must be back to the place of the protectors. When a child steals a bottle and brings it to their side of the field, the bottle is stolen. When the bottle is stolen and the ticker didn't tick the stealer, the child is out of the game. At the end every bottle should be at the other side of the field to win the game. When every child is ticked before all bottles have reached the other side of the field, the team who protects the bottles wins. The winning team receives 2 points per winning.

##### Time

When both groups have been protectors (with the bottles) and stealers (who try to get the bottles), the game is done.

##### Materials

10 bottles  
Barrier tape

#### **5. Fishing candy**

In this game there will be a bowl with water in it and candies on the bottom. Each group has 20 candies, so they can score a maximum of 20 points. The children have to put the hands on their back and get the candies out of the bowl with their mouth. They can spew the fished candies on a plate and eat them after the game if they want. During the time they can change the pupil who is fishing. The team gets the same points as the number of candies they fished.

##### Time

2 minutes

##### Materials

At least 400 candies  
Big bowl with water  
Plate

#### **6. Paper beating**

The group have to sit in a circle, with their legs towards the middle. One child walks around the circle, with a rolled paper in his hand. He beats (soft) one of the children on his head and than throws the paper on the ground. He will run around the circle and has to sit on the space of the beaten pupil. The child who has been beat will stand up, take the paper and try to tick the running pupil with it. When he can do this before the pupil sit, the same pupil has to walk around again, otherwise it's the turn of the beaten child. When they do the game correctly, the team gets 2 points.

##### Time

5 minutes

##### Materials

Paper

### **7. Donkey tale**

First someone would draw a donkey on the board, without a tale. One of the pupils will be blinded and gets a tale. The teacher will turn him around and then he has to put the tale on the right place. The other children can help him, by giving directions. When he thinks he has the right place, he holds the tale on that spot and the teacher will say if it's correct. Three children of the group will do this. When a tale is on the right place the group get 1 point, so they can maximum get 3 points.

#### Time

When three pupils put the tale on the donkey, the game ends.

#### Materials

Tale (self made)

Whiteboard and chalk

Blindfold (making by garbage bags)

### **8. Nail pooping**

All the pupils of the group get a small rope around their waste with a nail at the end. They have to try to get the nail through the opening of the bottle. They have to do this by holding a pose like they have to go to the toilet. Every child who can do this in time gets 1 point.

#### Time

1 minute per child

#### Materials

3 bottles (or more)

3 nails

Small rope

### **9. Rope pulling**

Two teams will compete against each other. Each team hold one side of a big, long rope. In the middle will be a line, where the middle of the rope will start. After the start signal both teams will pull as hard as they can at the rope. When all the pupils of one team cross the middle line, the other team wins the game. The team that wins two times is the final winner and get 5 points. So they will play it maximum three times.

#### Time

When one of the teams wins two teams, the game ends.

#### Materials

1 big, long rope

### **10. Handball**

All the children of the group stand in a circle with their legs open and their feet against the foot of the neighbour. They have to fold their hands and have to use them to get the ball through the legs of the other children and to defend their own. When the ball is going through the legs of one of the children, he is out of the game. At the end just two kids are left and they will decide who the winner is. When they play the game in the right way, the group will get 2 points.

#### Time

5 minutes

#### Materials

1 Ball

### **11. Surprise catching**

There will be a rope between two trees (or something else). We will put a sail over the rope. One of the teachers will stand at one side of the sail and the group at the other side. The teacher will have different things, which he will throw over the sail, this can be things like sponge (wet), bottles etc. The children have to catch the things, before they hit the ground. Another teacher will count the things that they catch, which will be the number of points they get.

#### Time

When the teacher has thrown all the things, the game ends.

#### Materials

Rope

Sail

Things to throw (can be anything)

### **12. Stone throwing**

The meaning of the game is to throw a bigger stone as far as possible. All the pupils of the group get one chance. They get points for the largest distance they throw. Per meter of the distance they get 1 point. So if they throw 5 meters, they get 5 points.

#### Time

When all the children have thrown the stone, the game ends.

#### Materials

Bigger stone

Measure material

### **13. Taste experience**

For this game we will use 10 things they can taste. Each child will be blindfolded after each other and the teacher will give them something to drink or eat. The pupil has to guess what it is. Per correct answer they get a point. The things they have to taste can be for example: mayonnaise, fruit, vinegar etc. These things will stand in a closed box, so the pupils can't see it and the teacher can decide which pupil gets what.

#### Time

When all the children tasted something, the game ends.

#### Materials

Blindfold (made by garbage bags)

At least 10 things to taste

Closed box

Spoons

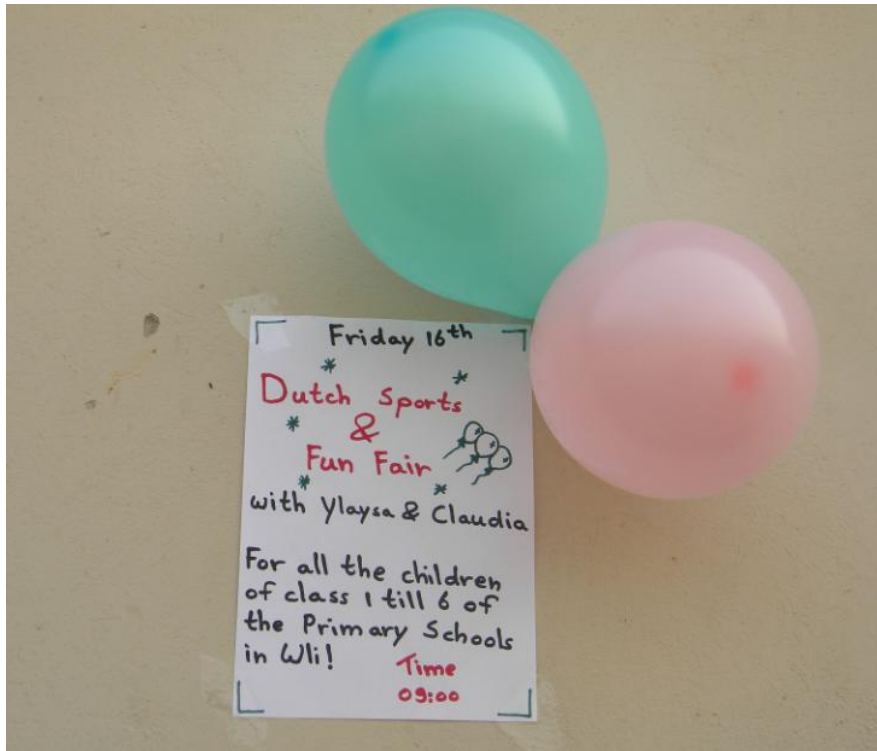
### **14. Yell/dance**

Each team can make their own yell/dance. One of the teachers will judge these yells/dances, by giving them points. The points can be from 0 till 10. 0 will be the lowest score and 10 the highest.



## PR/ COMMUNICATION

The week before the DSFF we will do some promotion activities for it and communicate everything with the headmasters and teachers. We arranged that both schools know on what day and time the event will be and they know what we expect from them. To let the children know that we organize the DSFF we will make posters and put them on the board in every class together with a balloon, so they will notice it. We will also put some posters in the village, so that also the parents will know it.



## STAFF

For the DSFF we will do the organization and will be the contact person during the event. We will make sure that all games are going well and that all the groups know what to do. Besides that we will help the teacher, whenever it's necessary.

The headmasters will talk to the children at the beginning. They will give a speech about the meaning of the event, that there will be made groups and what they can do during the morning.

The teachers of both schools will all guide one of the games. They will explain the games to the groups, help them with it and give the points.

## PRODUCTION

We will do the construction and clearing of the location by ourselves. After the DSFF we will give all the materials to the schools, so that they can use it again.

### Materials

- 1 football
- Ankle straps (made of garbage bags)
- 2 goals
- 1 skipping-rope
- 10 bottles
- Barrier tape
- At least 400 candies
- Big bowl with water
- Plate
- Paper
- Tale (self made)
- Whiteboard and chalk
- Blindfold (making by garbage bags)
- 3 bottles (or more)
- 3 nails
- Small rope
- 1 big, long rope
- 1 Ball
- Rope
- Sail
- Things to throw (can be anything)
- Bigger stone
- Measure material
- Blindfold (made by garbage bags)
- At least 10 things to taste
- Closed box
- Spoons
- Things for the estafette (optional)
- White sheet
- Thick markers
- White paper (minimum 100)

**APPENDIX 1: TIME TABLE**

Time	Activity	Who	Notes
05:30 hrs	Start construction attributes	Claudia, Ylaysa, Ilse	
08.15 hrs	Arrival teachers, headmasters (HM)	Teachers, HM	
	Start explanation games DSFF	Claudia, Ylaysa	
09.00 hrs	Start opening DSFF with speech HM	HM, kids	Explanation games to kids
09.10 hrs	Creating groups children	Teachers, HM	20 groups
09.20 hrs	Start games DSFF	Kids, teachers	
12.00 hrs	Hand in scorecards & define winners	Claudia, Ylaysa, kids	
12.10 hrs	End of DSFF	Claudia, Ylaysa, headmaster, teachers	Hand over attributes to school

## APPENDIX 2: EVALUATION

### PREPARATION

In the preparation phase for the DSFF in Ghana several things had to be done:

- accomplish an agreement about the DSFF with the teachers and NAREMA;
- brainstorm about the implementation of the event;
- creating a schedule for the program;
- buy attributes for the games;

We started completing these tasks in the first week of our stay in Wli, Ghana. During this week we attended the headmasters of the two Primary Schools on the execution of the event in the last week of our stay (19-23th December). Later on in the process we decided do the execution on Friday the 16<sup>th</sup> December, because of the ending of the exams and starting of the Christmas vacation after this Friday.

Brainstorming and creating a schedule followed by buying attributes was done in the fourth week of our stay (12-16<sup>th</sup> December). In this week we also went to both the Primary Schools to confirm the actual date, time and location for the event and make sure that the cooperation between us, NAREMA and the teachers and headmaster would be clear for all the parties.

Our planning for the preparation turned out very well. We had enough time to prepare for the event and the cooperation became clear for all of us.

### EXECUTION

The execution of the DSFF went very well in our opinion. The teachers showed up in time to get briefed about the games they had to escort. (Almost) Everyone was very enthusiastic and completed the given task with commitment and pleasure. Also the children were very pleased with the event and had fun with the games. The scorecard system went well in form of the children eager to collect points. The awarding of the points did not turn out very well by the teachers, but in the end we creatively chose a winning team.

The games were of a good level for the children of all ages and they were completed in the right way. Only the game with the tub and candy inside did not turn out very well. The children refused to listen to the person escorting this game and reacted very aggressive. The game has been stopped after 10 minutes because of this behavior.

### RECOMMENDATIONS

- Don't involve games with candy, because the children will probably go out of control;
- Don't decorate with balloons, for the same reason as described above;
- Make sure you regularly check the status on agreements you have made with every stakeholder, to make sure the plans has not changed;
- Keep your eye on the attributes you place, because they are gone before you notice it;
- Let the teachers make the small groups of children, because they can accomplish this a lot quicker;
- Let the event take place in the morning, otherwise the temperature is too high.