



Years 0 – 3 One World
Theme: Similarities and Differences

Lesson 3: Beijing China

2C2 Students will describe how individuals share characteristics and are also unique

LO: Students will explore the similarities and differences of Chinese games in comparison to games they know and play in New Zealand

Students will describe how these traditional Chinese games are unique to Chinese culture

Activity 1:

Olympa-groove

Begin with Olympa-Groove performed to We Are Ready

<http://en.beijing2008.cn/video/promotional/weareready/>

Activity 2:

Chinese games

Explore some traditional Chinese games <http://www.travelchinaguide.com/intro/focus/sport-land.htm>

Students will work in groups of 8 to complete the same task. Spend 5 – 7 minutes exploring each game then move on the next.

1. Tug of War (Bahe)
2. Lion Dance (Wushi) – tag game based on the lion dance. 4 members per team, 3 hold hands whilst 4th member tries to tag 1 lion from the team.
3. Dancing among bamboo pole (tiao zhugan) – similar to elastics. IN Chinese culture the poles are horizontal and parallel. They are moved up and down and in and out. We suggest these are kept static but are kept higher on each successful turn.
4. Stepping on high (Gaojiao) – stilts are traditionally used. We suggest for this age group that tin cans are used – tin cans upside down, ropes are threaded through to be held at elbow level.

Teacher note:

Ensure website links are investigated to gain an understanding of the history of each game. This is necessary to meet learning outcomes.

Traditionally many activities are accompanied by singing, dancing and instrumental performance. Use symbols and other musical instruments to provide a rhythm in the background as activities proceed.

Choose some children to do this.



<http://en.beijing2008.cn/education/schools/guangdong/n214074356.shtml>

Key questions:

Can you think of New Zealand games that are similar to these Chinese ones?

How are these games unique to Chinese culture?

Why do you think they play these games?

How do you think playing games affects the wellbeing of groups of people?

These were some traditional Chinese games that are not commonly played in playgrounds today. What sorts of games do you think they play now (could research for homework)? Why do games change?