

Module No. 2

Propagate Philippine Indigenous Games

WHAT IS THIS MODULE ALL ABOUT?

Have you heard of the traditional games your grandfathers and grandmothers played when they were young? These games are part of your cultural heritage so they should be handed down to you by your elders.

This module speaks of the fun and enjoyment Filipinos get from their traditional games commonly known as “LARO”. These indigenous games are usually played during wakes, festivals and town fiestas. Awareness and knowledge of these “Mga Laro ng Lahi” helps every Filipino develop a sense of nationalism and the recognition of national identity as a Philippine culture.

You will have time to play the games and enjoy them even by yourself. You need to follow the directions carefully.

WHAT DO YOU EXPECT TO LEARN?

After reading this module and following the instructions carefully, you shall have;

1. discussed the origin of the different traditional Philippine /indigenous games
2. participated actively in Philippine or indigenous games
3. followed the basic rules of the game
4. explained the cultural value of Philippine/indigenous games
5. appreciated traditional/indigenous games showed desirable attitudes toward good human relationship experienced good fun and lessen emotional stress.

HOW DO YOU LEARN FORM THIS MODULE?

This module is easy to understand. It makes use of some native words which are defined simply for all readers to understand. Go over the module and follow these instructions:

1. Read carefully the text of each page.
2. Perform the activities as instructed.
3. Study the indigenous games described.
4. Complete all necessary materials, equipment and preparations including marked areas before starting to introduce the game.
5. Know the games thoroughly before conducting a trial game.

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6. Show sportsmanship at all times. You may either win or lose in the different games. Congratulate the winner(s) and try your best, next time.
7. Keep the playground free of stones, broken bottles and other dangerous obstacles.
8. Practice safety precautions at all times to avoid accidents.
9. Have fun!

Before starting any activity, take the Pre-test to find out how familiar you are with the different indigenous games.

Pretest

I. Multiple Choice: Choose the letter of the correct answer. Use your notepads as your answer sheet.

1. Playing traditional games help Filipinos develop a sense of _____.
a. cheerfulness b. national cooperation c. nationalism d. Preservation of life
2. _____ is a group game played with a can and slippers.
a. Patintero b. Sangkayaw c. Tiyakad d. Tumbang Preso
3. _____ is a procedure of knowing who starts first.
a. bahayan b. labanan c. manuhan d. pamato
4. The throwing piece used in piko and tatsing is called _____.
a. bahay b. holen c. pamato d. tansan
5. A group game played by five players from each team aiming to pass throughout the four lines without being tagged is called _____.
a. patintero b. piko c. tatsing d. tumbang preso
6. The game _____ aims to put bottle caps “tansans” out of the square using a “pamato” thrown from the toe line.
a. patintero b. piko c. tatsing d. tubing preso
7. The game that makes use of a pair of bamboo stilts.
a. cadang b. culliot c. piko d. tiyakad
8. The game that uses a pair of coconut stilts.
a. cadang b. culliot c. piko d. tiyakad
9. _____ is the Pilipino generic term for all forms of recreational play
a. laban b. lahi c. laro d. taya

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10. Traditional games are considered _____ in nature because of the satisfaction and joyous feeling players experience during the game.
- a. physical b. mental c. recreational d. spiritual

Lesson 1

“LARO” is the Pilipino generic term for all forms of recreational play. Filipinos say “Laro tayo” meaning “Let’s play whether they wish to play for fun without concern for consequence or engage in a highly competitive contest.

Indigenous games widely known as “Laro ng Lahi” are Hispanic in origin. It is not only played by youngsters but also by anybody who love childish humor. While these games are recreational in nature, they are also used to test an individual or group’s strength, endurance and dexterity.



Do you know that these indigenous games are classified into individual, dual and team games?

Individual and Dual Games

Individual games are those played by a single player while dual games are games played by two players.

All games are started by a procedure undertaken by the players themselves. The procedures may differ but all of them are called “manuhan”.

“Manuhan” may be done in different ways. Here are some of them:

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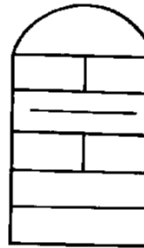
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1. Tihaya o Taob – (top or bottom side up) wherein a clam shell, wooden shoe, leaf or coin is used.
2. “Bunotan ng Patpat” – (Drawing Sticks) the one who draws the short one becomes the first to play. The one who draws the longest one is the last player or becomes the “It” (Taya).
3. Gansal o Pares – One player picks up in one hand as many tokens (seeds, shells, pebbles) he can hold. He then asks his opponent to guess whether the total number is odd or even. If the opponent guesses correctly, he wins and has the right to play first.
4. Toe-line – Each player throws his “pamato” from a certain point agreed upon at the beginning of the game towards the toe-line. Whoever is the nearest to the toe-line plays first.

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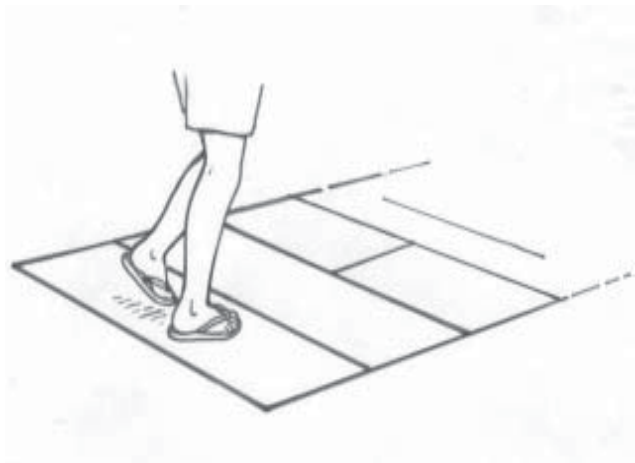
Here are examples of single or dual indigenous games. Study the instructions carefully before you attempt to play the game.



PIKO

Piko is a popular game played in yards or alleys. A geometric figure is drawn on the ground and provided with divisions or compartments. Piko is unbelievably old. When ancient Roman cities were dug up, drawings of hopscotch lines were found on the stone floors.

Everywhere, it is played for one aim to win a place to call one's own. In the Philippines the game is also known as “kipkip”, “pikuba”, “laban” and “segking”.



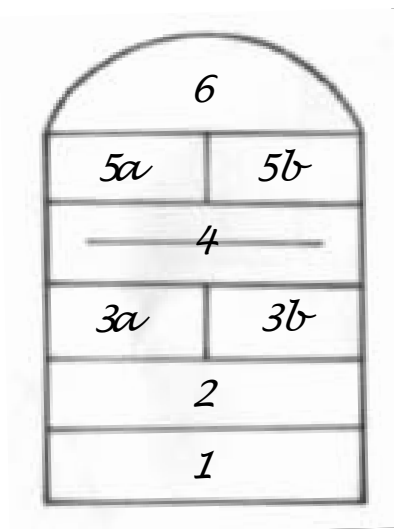
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Preparations

Draw the playing court on the ground with a sharp stick. (Five rectangles arranged vertically with rectangles 3 and 5 divided equally (3a and 3b) and (5a and 5b) and (a half moon for no. 6) A horizontal line is also drawn on the 4th rectangle to be used for manuhan purposes .

Note. A piece of chalk, charcoal or a roll of masking tape may be used if the court will be drawn on a stone or cemented floor.



Make available flat pieces of stones which may be used as “pamato” A brick chips, the bottom piece of a clay pot or a smooth chunk of window glass maybe used, too.



How to play the game?

1. Stand in front of rectangle no. 1.
2. Take turns in tossing your “pamato” to the dividing line in rectangle no. 4. The player who tosses his pamato closest to this line, plays first. This is called “manohan”.
3. If you are the first player, toss your pamato to rectangle no. 1. Neither the player nor the pamato must touch the line otherwise you lose your turn.
4. Start hopping or skipping through the compartments. Avoid stepping on the part where your “pamato” is.

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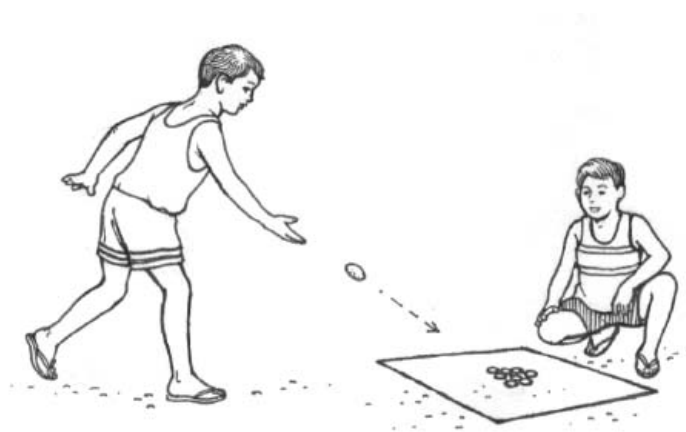
5. Land on both feet when you reach compartment no. 6. Landing in both feet is only allowed in this compartment and in other areas which you may earn after successfully finishing the game. These areas will be called your home or “bahay”. No other player can step on this area.
6. Pick your “pamato” on your way home starting from rectangle no. 5.
7. After you have played in the entire rectangle, toss your pamato strong enough from compartment no. 6 to pass over rectangle no. 1. Hop again passing no. 5 to no. 1 then jump over your “pamato”.
8. Pick up your pamato and with your back turned against the rectangle play area, toss your pamato towards the direction of the play area. The compartment where the pamato lands becomes your home or “bahay”. You may write your name on your “bahay”.
9. Start the game all over again without passing through the homes won by players. The owner of the home or “bahay” is the only privileged player to land on his home or “bahay”.
10. Play the game all over again until all compartments have been won as homes. The player with the most number of homes, wins.

TATSING

“Tatsing” is a game enjoyed by youngsters in the backyard. “Tatsing” comes from the English word touching.

The objective of the game is to hit the bottle caps out of the square with one’s stone or “pamato” from the tow line. The player, who hits the most number of bottle caps out of the square, wins.

The bottle caps may be substituted with marbles, rubber bands and coins.



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Activity 1

- The two games presented may be played alone or with another player. Try to play the two games by yourself.
- Describe yourself while playing alone.
- What did you get in playing alone? Why?

Activity 2

- Seek a partner or a playmate to play with. Who won?
- Did you play the games well? Why? Why not?
- How did you and your playmate show your sportsmanship after the game?

Lesson 2

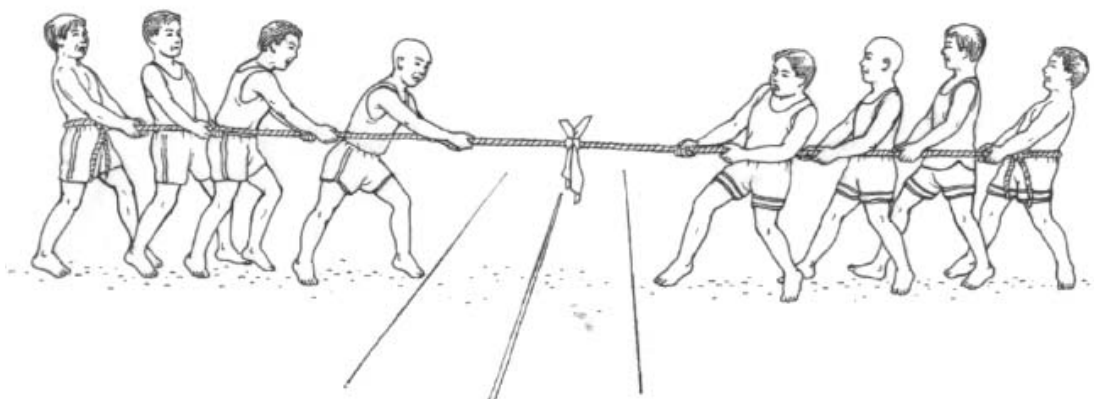
TEAM GAMES

Filipinos are festive people. They love doing things with friends, relatives and neighbors in a joyful mood. This is the reason why Philippine traditional games are enjoyed not only by young people but also by adults.

This lesson discusses the most common team games played by Filipinos from among the regions in the Philippines. The title of the game may differ from one region to another but the same mechanics are used.

CULLIOT

This game is similar to tug of war in principle. It is sometimes called “Hatakang Lubid”. The purpose of a team is to pull the other team over the borderline.



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Preparation

- Look for safe place where the players can play
- Draw a centerline and two borderlines which should be one meter away from the centerline.
- Make available a 15 meter long rope with a diameter of 3.81 centimeters.

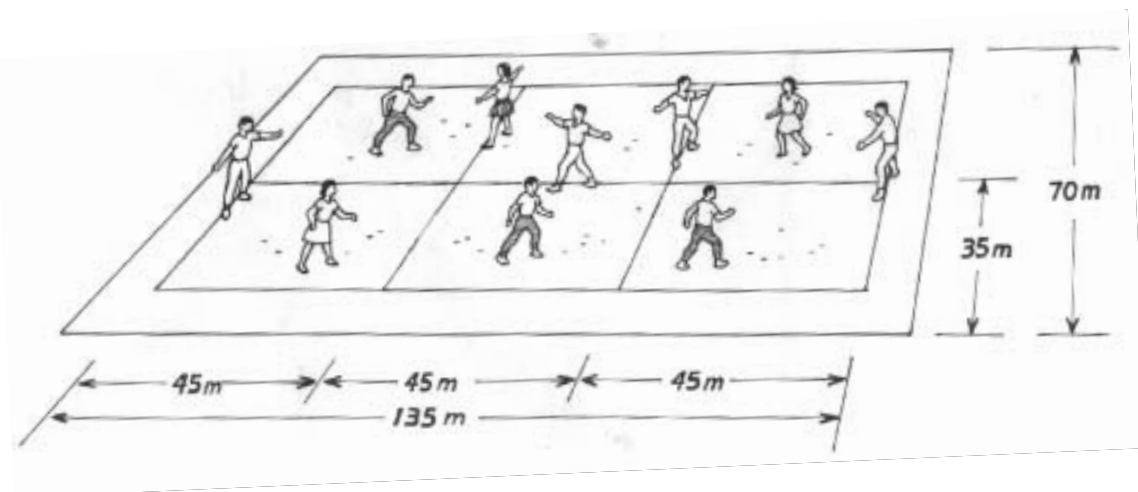
How to Play the Game

- Have equal number of players for each team. The head player is the team's captain.
- Separate the two teams who should be facing each other about five meters apart with the centerline in the middle of both teams.
- Let each member of each team hold on the rope. The end of the rope should be tied on the waist of the last player.
- Tie a piece of ribbon or handkerchiefs on the center of the rope which should fall on the centerline.
- On signal, each team pulls each other until one's team captain crosses the middle line.
- The team that pulls the other over the borderline is declared as the winner.

PATINTERO

Patintero or "Harang Taga" is the most popular among the Philippine games. It is played everywhere, anytime of the day most especially at night during full moon.

A team is composed of five (5) players and a coach. The officials of the game are the referee, scorer, timekeeper and five (5) linesmen. Two teams compete (the offensive and the defensive teams) to accumulate as many points by passing the lines without being tagged. The defensive team is called the line guards while the offensive team is called the "passers". The objective of a team is to accumulate as many points by passing the lines without being tagged.



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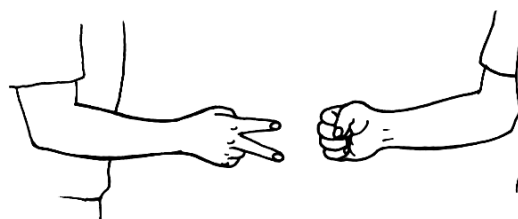
Preparation

Draw a patintero court with a length of 13.5 and a width of 7 meters. Divide the court into six courts by dividing the length into three and the width into two.

How to play the game

- Start the game by tossing a coin. Whoever wins becomes the passer.
- A time limit of two minutes is given to each team to score.

Originally, the game was started thru “jack en poy” Each team was represented by a leader and the winner in the “jack en poy” becomes the offensive team.



There was no time limit. At the whistle of the referee, all offensive players enter the court and advance to the next line of the court until they reach home without being tagged. On the other hand, the defensive players guard their lines so that nobody can cross their lines going to the next box. Tagging was legal then even if one foot only had contact with the line on the ground. Any player of the offensive team who reaches home without being tagged, scored a point.

If the offensive team continues to earn a score for sometime, the defensive team is shouted at “bagoong” by the offensive players. The game continues until a turnover is called.

How to play the game (NOW)

- The game is started with a toss of a coin. Whoever wins, becomes the offensive team.
- A time limit of two minutes is given to each team to score. A turnover is called if the time lapses.
- At the whistle of the referee, players enter the court with a risk of being tagged.
- Passers cross the lines from the starting point and back.
- Line guards who are positioned on the vertical lines keep their feet on the line while trying to tag the passers. The guard on the horizontal line (patotot) does the same.
- If any of the passers is tagged, a turnover is called even if the 2 minute limit has not elapsed. The line guards assume the position of passers while the passers become line guards.
- Tagging is legal only when both feet of the line guards have contact with the ground. No tag is allowed when the players have already passed a preceding box. The horizontal line guard (patotot guard) is the only guard privileged to tag anywhere.
- A run is scored every time a player enters a new box. The equivalent point for each run is shown below. Any player who reaches home scores 20 points for his team.

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- The game is played in three innings
- The team with the highest score after the third inning wins the game.

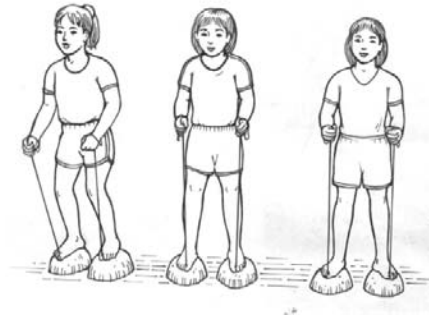
C. Scoring

1. Each width line will have corresponding points as follows:

Going up	Back to home ground
1st - 1 pt.	4th - 2 pts.
2nd- 2 pts.	3rd - 3 pts.
3rd- 2 pts.	2nd - 3 pts.
4th- 2 pts.	Home ground - 5 pts.

SANGKAYAW

Sangkayaw is popularly known as coconut shell race. It is commonly played in the Tagalog and Central Luzon provinces. This game makes use of a coconut shell tied to a string under each foot. The string is placed between the toe and the next one. The loose end of the string is being held by the hands.

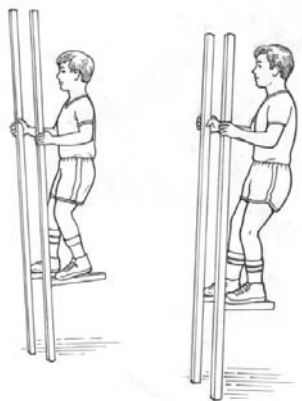


Preparation

- Draw a starting line and finish line with a distance of twenty (20) meters.
- Make available a pair of cadang in front of each team. A team may be composed of ten (10) to twelve (12) players.
- On signal, the first player of each team walks with his coconut shell (hush) towards his goal line.
- Upon reaching the goal line, he turns around with his stilt and returns to the starting line.
- The next player gets the pair of cadang and does the same.
- The third, fourth, up to the last player repeat the procedure.
- The first team to finish the race, wins.
- A team whose player walks for more than two (2) steps after a fall will be disqualified.

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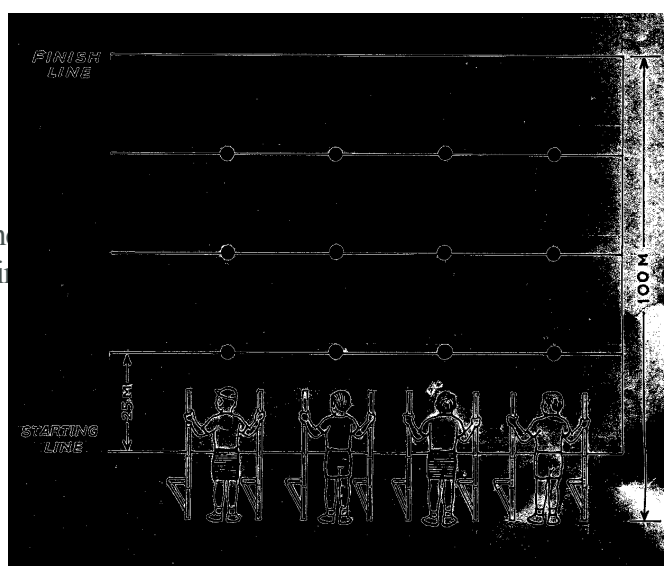


TIYAKAD

This is a Philippine game with the use of bamboo stilts. Two bamboo poles of equal length are used with a foot size tongue in each pole to serve as platform for the player's feet. The principle of the game is to walk on stilt from a starting line to the finish line. The length to be traveled is 100 meters.

Preparation

- Draw two (2) parallel lines with a distance of 100 meters apart to serve as starting line and finish line.
- Mark every 25th meter



Rules of the Game

- Have four players in each team.
- Arrange the players in such a way that the first player stands behind the starting line, the second player behind the 25th mark, the third player behind the 50th mark and the fourth and last player behind the 75th mark.
- On the signal "GO" the first player mounts on his stilts and starts walking to the 25th mark. He gets off from the stilts, hand then down to the second player who does the same while going to the 50th mark.
- The third and fourth players repeat the pattern until all players have experienced the bamboo stilt race.
- The first team that reaches the finish line without getting off the stilts, wins.
- A team will be disqualified if:
 - a. a player falls twice from the bamboo stilts.
 - b. a player walks for more than two steps after a fall

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Variation

- Each player walk on stilt from the starting line to the finish line. The length to be traveled is one hundred (100) meters. The first player that reaches the finish line without getting off the stilts, wins.

TUMBANG PRESO (Knock the Can Down)

This is a very common game played in the backyard or even in streets with less vehicular traffic. It started during the Spanish regime in the Tagalog region. It was handed down in the different parts of the country and was given different names. The equipment needed are empty milk can, slipper or a piece of flat stone used as “pamato”.



Any number of players may participate although it is recommended that players should not be more than nine (9).

The object of the game is to hit and knock down the milk can with the pamato and for the “It” to put back the can inside a small circle, a few meters away from the toe-line. When a player is tag while recovering his pamato, he becomes the new “It”.

Preparations

- Make available an empty milk can, some slippers or pieces of flat stones which may be used as “pamato”.
- Draw a starting line or a toe-line about five (5) meters away from a small circle where the empty milk can will be placed to be guarded by the “It”.

How to play the game

- Select an “It”. From the small circle where the empty milk can is standing, throw your “pamato” to the starting line. Whoever has the farthest pamato from the toe-line becomes the “It”.
- Let the “It” guard the empty milk can in the small circle
- Line up at the back of the starting line. When the “It” shouts “Game”, each of you should hit the can trying to topple it down.
- The toe-line serves as your home base. You are safe once you stay in the home base with your slippers or stones with you.

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- If the can topples down, you can retrieve your pamato and run immediately to your home base. The “It” will try to return the can to an upright position inside the circle. He then runs after the players who try to retrieve their stones. Any player tagged becomes the next “It”.
- If the can is hit and goes off the circle but remains standing, the “It” has the right to tag the hitter once the hitter leaves the toe-line. In this case, you may kick or knock down the can to save other players who have not retrieved their stones.

Activity 3

Match column A with column B by connecting a line between the title of the game and its description. Do this activity in your note pads.

A		B
Culliot	<input type="checkbox"/>	<input type="checkbox"/> A game fun using a can and slippers
Patintero	<input type="checkbox"/>	<input type="checkbox"/> A game using a “pamato” in a geometric figure
Sangkayaw	<input type="checkbox"/>	<input type="checkbox"/> A group game using a pair of coconut stilts
Tiyakad	<input type="checkbox"/>	<input type="checkbox"/> A group game using a pair of bamboo stilts
Tumbang Preso	<input type="checkbox"/>	<input type="checkbox"/> A traditional game which requires strength to be able to pull one’s opponent
		<input type="checkbox"/> A popular game aimed at accumulating as many points as possible by passing the lines without being tagged.

Activity 4

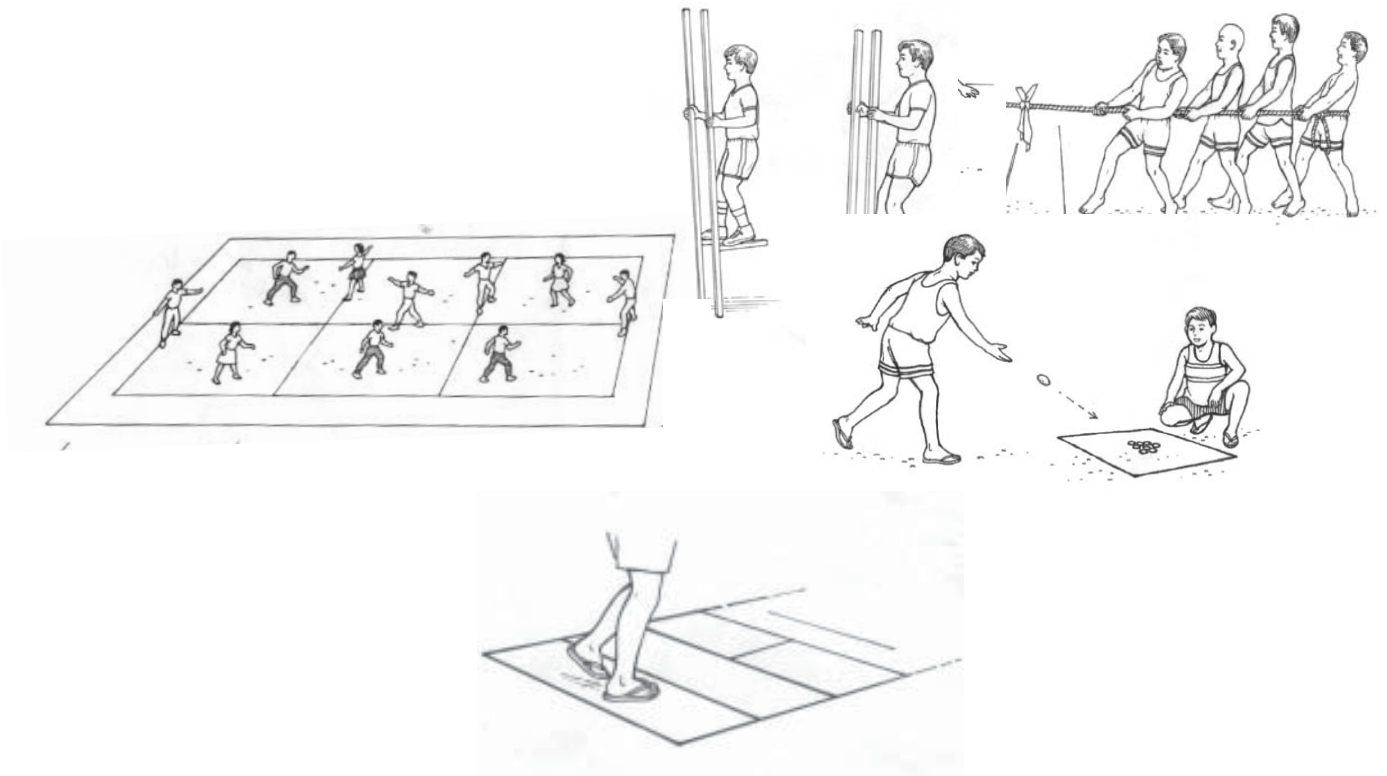
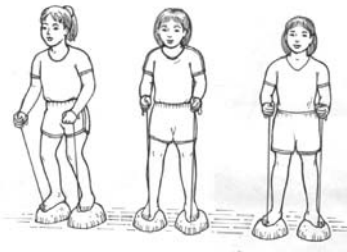
1. Form a group and play the different team games.
2. Were you able to play all of the team games presented in this lesson? If not, what games were you able to play?
3. Can you identify the desirable values derived from playing team indigenous games?

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Activity 5

- Find out if you can identify these indigenous games by the equipment/materials or playing field they use. Can you tell the title of the game of each picture



It is now time to evaluate what you learned from this module.
Take the post test.

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Post Test

Rearrange the letters of the word or words to identify the statement. Write the rearranged word on a separate sheet.

digineous semag
wingroth
loas
hamanun
Ismlnanatio
mapato
yawkasang
kadiya
nitteropa
toilluc

1. traditional games Filipino love to play
2. a skill used in “Tumbang Preso”
3. Pilipino generic term for games
4. a procedure used to determine who plays first
5. value expressed in the demonstration of traditional games
6. a piece of flat stone used in throwing in “Tumbang Preso” and “Tatsing”.
7. a game that uses coconut husks
8. A game that makes use of a pair of bamboo stilts.
9. A game played by five players whose objective is to make a clean pass to earn a score
10. A game that uses a long rope to be pulled by team members.

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Key to Correction

Pretest


1. c
2. d
3. c
4. c
5. a
6. c
7. d
8. a
9. c
- 10.c

Pretest

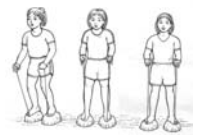
1. indigenous games
2. throwing
3. laro
4. manuhan
5. nationalism
6. pamato
7. sangkayaw
8. tiyakad
9. patintero
- 10.culliot

Activity 3


Culliot	<input type="checkbox"/>	<input type="checkbox"/>	A game played on a grid in and slippers
Patintero	<input type="checkbox"/>	<input type="checkbox"/>	A game where you jump over a "pamato" in a geometric figure
Sangkayaw	<input type="checkbox"/>	<input type="checkbox"/>	A game played on a pair of coconut stilts
Tiyakad	<input type="checkbox"/>	<input type="checkbox"/>	A game played on a pair of bamboo stilts
Tumbang Preso	<input type="checkbox"/>	<input type="checkbox"/>	A traditional game which requires strength to be able to pull one's opponent
		<input type="checkbox"/>	A popular game aimed at accumulating as many points as possible by passing the lines without being tagged.



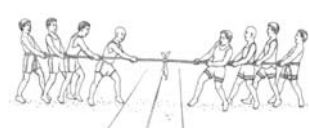
Activity 5



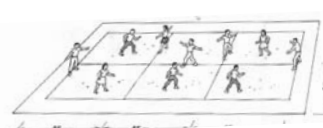
Sangkayaw




Tumbang Preso




Tiyakad



Culliot



Patintero



Piko