

① Faint o'r Gloch yw hi, Mr Blaidd?

Requirements

- Empty space for running, with a line or wall at both ends.
- At least three players.



Vocabulary

- Being able to count the hours (*'un' one to 'un ar ddeg' eleven*)
- Faint o'r gloch yw hi? – *What's the time?*
- Mae hi'n ... o'r gloch – *It's ... o' clock*
- Mr Blaidd – *Mr Wolf*
- Amser cinio – *Lunch time.*



Rules

- Choose one player to be 'Mr Blaidd'.
- 'Mr Blaidd' stands at one end of the playing area (or next to one wall), with the other players in a line at the other end (or next to the other wall).
- The players start by asking 'Mr Blaidd' in unison, 'Faint o'r gloch yw hi, Mr Blaidd?'
- 'Mr Blaidd' answers with a time, e.g. 'Mae hi'n dri o'r gloch'.
- The players step forward according to the number of hours, e.g. they must take three steps forward if 'tri o'r gloch' is given as an answer.
- This continues with 'Mr Blaidd' giving a different time in answer to each question, e.g. 'un o'r gloch' (one step), 'deg o'r gloch' (ten steps), etc.
- When the players are quite close to 'Mr Blaidd', 'Mr Blaidd' can answer "Amser cinio".
- On hearing this, the players have to try and run back to the starting point, with 'Mr Blaidd' running to catch them.
- The player who is caught by 'Mr Blaidd' will play 'Mr Blaidd's role the next time.

Suggestions

- It is important to run through the language patterns before starting to play the game.

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Beth Fedrwch Chi Wneud?

Requirements

- Plenty of space for movement.
- At least three players.



Vocabulary

- Beth fedrwch chi wneud? – *What can you [plural] do?*
- A bank of vocabulary that is suitable to be mimed – eg.

Movement: Rhedeg – *Run*
Neidio – *Jump*

In the home: Golchi dillad – *To wash clothes*
Garddio – *Garden(ing)*

Jobs: Dysgu – *Teach*
Coginio – *To cook*



Rules

- Choose one player to be the 'Pennaeth' (leader, chief).
- The 'Pennaeth' stands on his own, with the other players coming up to him.
- The 'Pennaeth' asks 'Beth fedrwch chi wneud?', the other players to decide between them on a movement and then mime it.
- The 'Pennaeth' tries to guess what they're doing, without any help at all by the other players.
- If he succeeds in guessing correctly, the other players have to run and escape from the 'Pennaeth' as he runs after them.
- The player who is caught will be the 'Pennaeth' the next time.
- If the 'Pennaeth' doesn't succeed in guessing correctly, the miming has to continue, with the players choosing different activities until he succeeds.

Suggestions

- It is important to run through the vocabulary patterns before starting to play the game.
- The miming can involve whatever subject is being taught in class at the time.
- Different variations of this game can be played according to pupils' age and linguistic ability:

- 1- Omit 'Beth fedrwch chi wneud?' and use only the vocabulary to guess what is being mimed.
- 2- An adult to show flash cards with movements on them to the players.

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Arch Noa

Requirements

- Empty space with plenty of space for each player.
- At least three players.



Vocabulary

- Name different animals.
- Pa anifail wyt ti? – *Which animal are you?*



- Ai ... wyt ti? – *Are you a ... ?*
- Ie, ... ydw i – *Yes, I'm a ...*
- Nage, nid ... ydw i – *No, I'm not a ...*

Rules

- Choose one player to be 'Noa' (Noah)
- 'Noa' to wander amongst the other players.
- As 'Noa' stops and faces one of the players, he has to ask 'Pa anifail wyt ti?' and that player has to imitate an animal of his choice.
- 'Noa' guesses which animal it is, asking 'Ai ... wyt ti?' and the 'animal' confirms if he is correct or not (see the above vocabulary).
- If 'Noa' guesses correctly, he and the 'animal' exchange places, and the game starts again.

Suggestions

- It is important to run through the language patterns before starting to play the game.
- Different variations of this game can be played according to pupils' age and linguistic ability:

- 1- Complete sentences aren't used at all – 'Noa' calls the name of an animal, and all the players have to imitate that animal. The best imitation wins the game.
- 2- The game can be played following the original pattern, but with 'Noa' leaving out the question 'Ai ... wyt ti?' and the 'animal' answering 'Ie' or 'Na' only.
- 3- Rather than playing as a whole group with 'Noa' as their leader, the game can be played in pairs, distributing cards with animal names on them among pupils (e.g. two cows, two cats, two dogs, two horses and two pigs between ten players). The players have to find their partner by asking the appropriate questions (see vocabulary) and by imitating the animals or not according to the teacher's choice.
- 4- Elements can be added to the original game – e.g. everyone has to freeze when 'Noa' shouts 'Dŵr!' (water!), everyone has to fall to the ground when 'Noa' shouts 'Craig!' (rock!).

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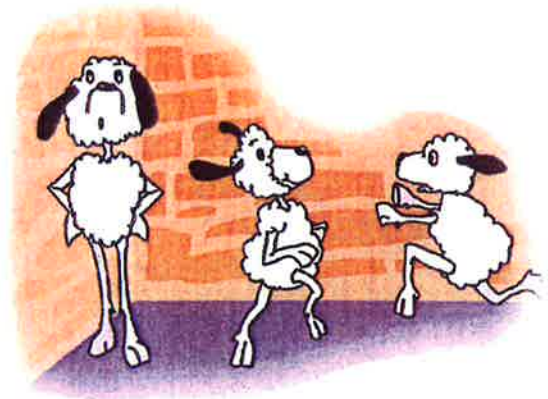
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Polo

Requirements

- Empty space for running with a line or wall at both ends.
- At least three players.



Vocabulary

Animals e.g. ci (*dog*), cath (*cat*), llygoden (*mouse*), ceffyl (*horse*),
dafad (*sheep*), buwch (*cow*), mochyn (*pig*), neidr (*snake*)



Rules

- Choose one player to be the 'Pennaeth' (leader, chief).
- The 'Pennaeth' goes to one end of the playing area.
- The other players stand at the other end, and choose one **animal** each without the 'Pennaeth' hearing them.
- One of the players presents the options to the 'Pennaeth', without saying who chose which animal.
- The 'Pennaeth' calls out one of the options.
- The individual who chose that option and the 'Pennaeth' have to race to exchange places.
- The first to reach the other end of the playing area and shout 'Polo' wins the game, and will be the 'Pennaeth' the next time.

Suggestions

- The game can be played in the form of a circle rather than in a line, as well, with the 'Pennaeth' standing in the middle. The 'Pennaeth' and the one who was chosen have to race around the circle this time, with the winner being the first person who goes back to the empty space in the circle. The other player will be the 'Pennaeth' the next time.
- There is no need to stick to animals, categories that are currently being taught in the classroom can be used for this game. e.g. the weather, days of the week, months, foods.

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Mynd i Siopa

Requirements

- Empty space, where all the players can sit.
- At least two players.



Vocabulary

- Name a number of different items bought in a shop – food items are ideal.

Dw i eisiau prynu ... a ... – *I want to buy ... and ...*



Rules

- Everyone sits in a circle.
- One player starts saying 'Dw i eisiau prynu ...', naming one item bought in a shop, e.g. bara (bread).
- The next player continues saying 'Dw i eisiau prynu bara a ...' adding another item to the list, e.g. menyyn (butter)
- This is continued from one player to the next, with the list getting longer each time.
- The first player who fails to remember the list correctly starts off the next round.

Suggestions

- It is important to run through the language pattern before starting to play the game.
- The game can be simplified by one player saying "Dw i'n hoffi..." ("I like...") and naming one item, then the next player to name one different item.
- 'Prynais i' (I bought) can also be used in order to introduce the past.

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Mae Seimon yn Dweud



Requirements

- Empty space where the players can move freely.
- At least three players.

Vocabulary

- Mae Seimon yn dweud ...*Simon says...*
- Commands (plural) involving movements, e.g:
Neidiwch – *Jump* Rhedwch – *Run* Stopiwch – *Stop* Chwifwch – *Wave* Sefwch – *Stand*
- Descriptive words, e.g:
fyny – *Up* i lawr – *Down* ar un droed – *on one leg* yn gyflym – *quickly* yn araf – *slowly*
- Parts of the body, for example:
pen – *head* braich, breichiau – *arm, arms* coes, coesau – *leg, legs* llaw, dwylo – *hand, hands*

Rules

- Choose one player to be 'Seimon' (Simon), (an adult can take this role if needed).
- 'Seimon' to stand facing everyone else
- 'Seimon' has to give a series of movement commands e.g. 'Chwifwch eich breichiau', 'neidiwch' etc.
 - If 'Seimon' says 'Mae Seimon yn dweud ...' before his command (e.g. 'Mae Seimon yn dweud neidiwch'), the other players must all obey it,
 - If 'Mae Seimon yn dweud' isn't included in the command (e.g. 'Neidiwch'), they must ignore it.
- 'Seimon', through a series of commands, has to try and trick the other players and make them obey something that is not preceded by 'Mae Seimon yn dweud'.
- If a player obeys an 'incorrect' command, he must leave the game..
- The last player to make a mistake wins, and he will be 'Seimon' next time.

Suggestions

- It is important to run through the language patterns before starting to play the game.
- The game can be simplified depending on the pupils' ability:
 - 1- Using simple verbs such as 'Rhedwch'.
 - 2- The use of adjectives should be added such as 'Rhedwch yn gyflym' (Run quickly)
 - 3- Themes currently being explored in the classroom can be used e.g.colour:
'Pawb sy'n gwisgo dillad coch i sefyll' (Everyone wearing red clothes to stand).

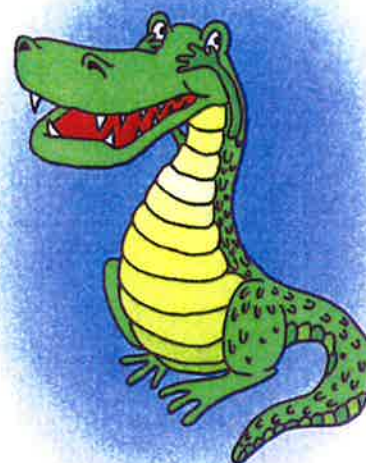
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**Plis Mr Crocodeil,
ga' i groesi'r afon?**



Requirements

- Empty space, with a line or wall at both ends
- At least three players.

Vocabulary

- The alphabet (**but** not necessarily in order).
- Plis/ Os gwelwch yn dda Mr Crocodeil – *Please Mr Crocodile*
- Ga' i groesi'r afon? – *May I cross the river?*
- Dim ond gyda'r /efo'r llythyren ... – *Only with the letter...*

Rules

- Choose one player to be 'Mr Crocodeil' (Mr Crocodile).
- Everyone to stand at **one end** of the playing area with 'Mr Crocodeil' in the middle of the area.
- All the players to ask, **in unison**, 'Plis Mr Crocodeil, ga' i groesi'r afon?'
- 'Mr Crocodeil' to answer 'Dim ond efo'r llythyren ...', choosing a letter (e.g. 'a').
- If that letter is **in the players'** name (e.g. Iwan), they can safely cross to the other side of the playing area, and 'Mr Crocodeil' can't chase them.
- After they've crossed **the other** players can cross, but this time "Mr Crocodeil" will try and catch them.
- If 'Mr Crocodeil' **succeeds in** catching one of the players, he will be 'Mr Crocodeil' the next time.

Suggestions

- It is important to run **through** the language patterns before starting to play the game.
- Words or parts of the sentences can be left out or added according to pupils' age or linguistic ability.
 - 1- Using 'Ga' i groesi'r afon?' only as a question, and 'Efo ...' only as an answer.
 - 2- Using 'Plis Mr Crocodeil, ga' i groesi'r afon?' as a question and 'Dim ond efo ...' as an answer.
 - 3- Using 'Os gwelwch yn dda Mr Crocodeil, ga' i groesi'r afon?' as a question and 'Dim ond efo'r llythyren ...' as an answer.
- Players first names **only**, or a combination of first names and surnames, can be used for the letters.
- This game can be adapted to be used in the classroom as a way of letting the children go out to the yard at **break time** or home at the end of the day.

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Rhifau Cerdd

Requirements

- Sufficient space for free running and movement.
- Music – if possible.
- An adult to turn the music on and off (or to call out 'dechreuwch' a 'stopiwch' if there isn't any music), and to call out the numbers.
- At least ten players.



Vocabulary

- Count from one to ten.
- Dechreuwch – Start [command, plural]
- Stopiwch – Stop [command, plural]

Rules

- The adult starts the music, or calls out 'Dechreuwch' (if there is no music available).
- Everyone starts dancing (if there is music) or running around the playing area (if there is no music).
- After a few seconds the adult switches the music off suddenly (or calls out 'Stopiwch'), and the players all freeze.
- The adult calls out a number between one and ten.
- Everyone splits up into groups of that number as quickly as possible.
- If there is a group left which is smaller than that number, the members of that group must leave the game.
- The two people remaining at the end are the winners.

Suggestions

- When the game is played by ten or fewer pupils, only the numbers one to five should be selected.
- The game can also be played in pairs rather than as a whole group: rather than running to form new groups, they have to ensure that the same number of feet/hands etc. touch the ground as the numbers are called. That is, if 'pedwar' is called, two individuals having two feet on the floor is correct, if 'dau' is called, one of the pair can lift up the other one (two feet x 1) or they both could stand on one foot (one foot x 2). The last pair to do this in each round has to leave the game, until there is only one pair remaining.

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9 Cath a Llygodyn

Requirements

- Empty space in the form of a square.

- Five players.



Vocabulary

- Ga' i ddod draw? – *May I come over?*
- Cei – *Yes you can*
- Dw i'n dod i dy ddal – *I'm coming to get you*



Rules

- Choose one player to be 'Y Gath' (the cat).
- 'Y Gath' stands in the middle of the square, with the other players ('y Llygod' – *the mice*) standing one in each corner.
- 'Y Llygod' try to swap corners by calling to each other 'Ga i ddod draw?', and answering 'Cei'.
- As 'y Llygod' try to run from one corner to the other, 'y Gath' tries to catch one of them, calling 'Dw i'n dod i dy ddal'.
- If 'y Gath' succeeds in catching one of 'y Llygod', then the one caught will be 'y Gath' the next time.
- 'Y Llygod' aren't allowed to stay in one corner for longer than 10 seconds each.
- 'Y Llygod' can't go from any corner to the other.

Suggestions

- It is important to run through the language patterns before starting to play the game.
- Parts of the sentences can be left out according to pupils' age or linguistic ability; e.g. 'Ga' i ddod?', 'lawn', 'Na' and 'Dwi'n dod' rather than the whole sentences.
- The time limit for staying in one corner could be reduced to five seconds if the pace of the game is too slow.

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Trysor

Requirements

- Empty space, with a line or wall at both ends.
- 'Trysor' (treasure): something quite small which will make a noise when picked up, e.g. a bunch of keys, bean bag.
- At least three players.



Vocabulary



- Oes rhywun yn dod? – *Is there soe ...*
- Oes rhywun fan'na? – *Is there someone there?*
- Oes – *Yes (there is)*
- Nac oes – *No (there isn't)*

Rules

- Choose one player to be the 'Môr-leidr' (Pirate).
- The 'Môr-leidr' sits at one end of the playing area, facing everyone else with his eyes closed or blindfolded, and the other players all in a line at the other end.
- The 'trysor' (treasure) must be placed a little in front of the 'Môr-leidr'.
- One of the players has to start walking slowly and quietly towards the 'Môr-leidr' in order to try and steal the 'trysor'.
- The 'Môr-leidr' asks 'Oes rhywun yn dod?'
 - If the first player hasn't started walking when the question 'Oes rhywun yn dod?' is asked, then the other players must answer together 'Nac oes', and the first player must start on his journey.
 - If the first player has already started walking, the other players must answer 'Oes', then remain quiet so that the 'Môr-leidr' can listen.
- When the 'Môr-leidr' believes that he can hear someone walking towards him, he has to point to that direction and ask 'Oes rhywun fan'na?'
- If the player isn't pointing in the right direction, the other players (but not the one walking towards him) must answer 'Nac oes', and the one walking can carry on; but if the 'Môr-leidr' points toward the walking player, the player must freeze, and another player can start walking to try and steal the 'trysor'.
- The player who succeeds in stealing the 'trysor' will be the 'Môr-leidr' the next time.
- The 'Môr-leidr' isn't allowed to open his eyes or remove his mask at any time.

Suggestions

- It is important to run through the language patterns before starting to play the game.
- A quiet object can be chosen to be picked up rather than an item that will make a noise which makes the game slightly more difficult.

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