



Memory Boxes in Bulgaria

Programme

(23 - 27 October 2013)

- 23.10. /Wednesday/** - arrival of participants in Shumen ; accommodation at Shumen hotel - www.hotel-shumen.com/
21.00 - Dinner at Contessa Restaurant - www.contessa-bg.com
- 24.10. /Thursday/** - 8.00 - breakfast at the hotel;
9.00 - 9.30 - meeting with the mayor of the town (provisional)
9.30 - 10.15 - visit to Shumen University
10.30 - 11.30 - trip to the monument Founders of the Bulgarian State
12.00 - 13.30 - trip to Veliki Preslav - the 2nd capital of the First Bulgarian Kingdom - the ruins and the archeological museum
14.00 - 15.30 - lunch in a traditional Bulgarian guest-house in the village of Kyulevcha
16.00 - 17.00 - trip to Madara - a walk to the picturesque rocks, caves and the famous *Madara Horseman* Rock Relief
17.00 - trip to Varna
18.30 - accommodation at Impala hotel - www.impalahotel-bg.com
19.30 - dinner at dinner at Wine and Dine Restaurant, opposite Impala hotel - www.restauranthome.eu
- 25.10. /Friday/** - 8.00 - breakfast at the hotel
9.00 - 12.00 - project presentations of games at the Department for Teacher Training and Lifelong Learning
12.00 - 13.00 - lunch at the Department canteen
13.00 - 16.30 - project presentations
16.30 - 18.00 - workshops - presentations of songs (continuation)
19.00 - dinner at Kamelia Restaurant kamelia-company.com/mestopolojenie.php
- 26.10. /Saturday/** - 8.00 - breakfast at the hotel
9.00 - 12.00 - evaluation and planning for the next visit
13.00 - lunch
14.00 - 19.30 - free time in Varna
20.00 - dinner at Chezzarino Restaurant, near Impala hotel - www.chezzarino.com
- 27.10. /Sunday/** - 8.00 - breakfast at the hotel
9.00 - free time and departure



MEMORY BOXES



MEETING IN BULGARIA:

GAMES AND SONGS IN CHILDHOOD MEMORIES

OCTOBER 23-27 2013

SHUMEN - VARNA



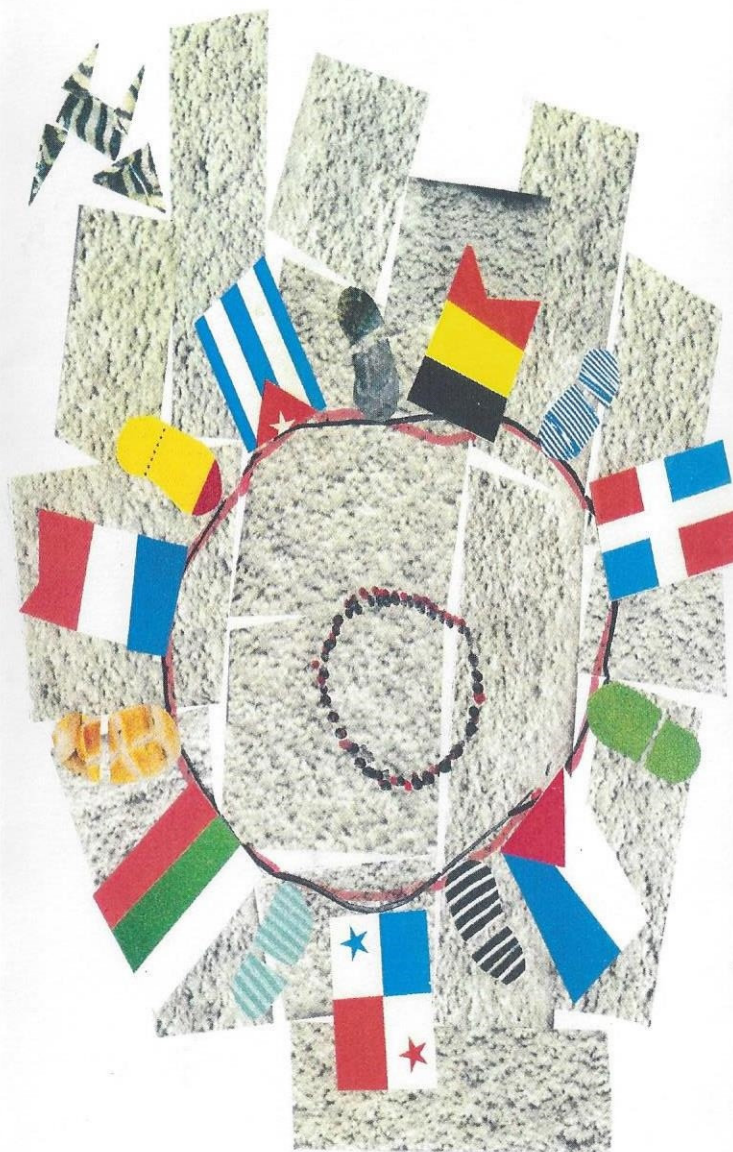
Shumen University
Shumen, Bulgaria
2013

Education &
Training

Countries

(Da bij, Da bij...)

In this game the children who play the game draw two circles. The outer circle (with a diameter of about 1.50 -2.00 m.) is divided into equal parts like a pie-chart. The number of the parts corresponds to the number of the participants. Each child then chooses a country and writes its name in his or her part. Then the children step in their parts with one leg on the inside and the other leg on the outside. The caller, a child who was appointed in advance (usually by means of a counting chant) says: Da bij, da bij... (Then he or she pauses to create a dramatic effect) and says: Frantsija da bij!, which means "France attacks!", and the child who has chosen France as his or her country has to attack the other countries and conquer their territories. When they hear the country chosen all the children try to run as far as possible from the centre of the circle. The child whose country is France, on the other hand, jumps into the small inner circle (with a diameter of 0.30 m.) and quickly counts: "One, two, three, stop!" At that point all the children "freeze" where they were. Then the child who plays France chooses one of the countries (for example Italy) and tries to reach it with a certain number of steps (The number and the size of the steps is either negotiated in advance or determined on the spot; they can vary from tiny, mouse-like, to gigantic steps, and even jumps). If France manages to reach Italy, it means that this country has been conquered and the conqueror can 'cut off', using a piece of chalk, some part of Italy's territory. If France fails to reach Italy with the announced number of steps, France has to lose some part of its territory, which is taken or annexed by the caller. If all of Italy's territory is annexed by other players, Italy is out of the game. In a more radical version of the same game Italy may be conquered in one go by the first participant who reaches its territory. The rules of the game provide the option of 'liberation' as well. In this version the one who is conquered gives away the previously annexed territories which the winner returns to their original owner.



Open the gates

(Kralyo, portalyo)

The game is played by both girls and boys. Two of the participants face each other and hold their hands up over their heads thus making a kind of gate for the other participants to pass through. The rest of the children sing a song and pass through the gate one by one. In the song they ask the sentries to open the gates of the castle because the king is going to fight in a war. They say: Open the gates, close the gates, let all pass, keep one in. The one that is kept in has to choose between two options given to him by the sentries, and depending on this choice, he or she joins one of the sentries. In this way each child joins one or the other sentry and the two lines make a tunnel through which the children go. This goes on until every child joins one of the two teams, and the winner is determined by the two teams making rows and trying to pull the other row into their field.