

大風吹 DA-FONG-CHUI

👤 SUMMARY :

In this game, we need a ghost who stands (one of the children) to say an item another child has with them or is wearing. Children need to observe each other to see if they have that item or not.

👤 BACKGROUND :

The game is fun and educational. Children like this game and there is an opportunity to let children to observe others.

👤 AGE :

5-12 years old

👤 NUMBER OF CHILDREN :

4 or more

👤 VOCABULARY :

Da (大) : Big / Fong (風) : The wind / Chui (吹) : Blow / Shen-Mo (什麼) : What

👤 RULES:

Children sit on their chairs.

The ghost (or "it") says, "Da-Fong-Chui" (The wind flows)

The children answer back with "Chui-Shen-Mo" (What to flow?)

Then, the ghost can decide what to call out, such as, "people who wear glasses". After that, all children who wear glasses need to stand up and change their seats. As seats are exchanged, the ghost takes the opportunity to find a seat for themselves.

The one with specific item who does not get up, change seats, or is not sitting in a chair will be the next ghost.

It is similar in concept to musical chairs and Simon says.