

Traditional game – Who's seen my handkerchief?

Who has seen my handkerchief? - A traditional chase game.

Age Range

Any Age

What you need

- Space, free from obstructions or obstacles, suitable for the size of the group
- A handkerchief or small piece of cloth/material.

How to play – game basics

- Players get into groups of 6-8; all the players but one form a circle and sit on the ground facing inwards.
- The remaining player hides a handkerchief or piece of cloth somewhere on their person
- This person walks around the circle behind the group and all sing and clap "Who can see my handkerchief?"
- The person with the handkerchief carefully places it behind one of the players and starts to run (they try to do this without making a sound).
- The person who has been given the handkerchief gets up and chases to try to catch the other person.
- If the runner is caught they get the handkerchief again.
- If the runner can get back to the vacant place without being caught they take that place; the chaser keeps the handkerchief and starts the next round.



Something to think about

Matching the players in each group according to ability.

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BESO can be applied to adapt or modify the activity as in these examples.

tegeBar (Task)

- The person with the handkerchief must walk – not run – to give a slower chaser the opportunity to catch up.
- The players can all stand for a much faster version of the game.

hEzebe (People)

- Vision impaired players can have guide.
- Players who have mobility impairments, for example, wheelchair users, can have a start (say 3 seconds) before the chaser can move.

quSaquse (Equipment)

- A ball can be used instead of a handkerchief. When chasing a slower runner, the chaser must toss and catch the ball, or bounce it on the ground as they go.

bOta (Space)

- The size of the circle can be increased – encourages movement and mobility and gives chaser more time to catch the runner.
- A small circle makes it easier for the runner to get back to the vacant space.

Safety

- Make sure that the chaser only touches (tags) the runner; no pushing or grabbing.
- Seated players must keep their feet to the inside of the circle so that the runners don't trip.

How to improve

- Players need to be aware of the movements of the person holding the handkerchief; concentrate!



Extension game – Chase the ball

- The players in the circle all have a number (say 1-8)
- They pass a ball from hand-to-hand around the circle.
- The leader calls a number (for example, 3) just as they pass the ball. That person has to stand up and run around the circle to get back to their space before the ball gets there first.
- For those chasers who are moving more slowly, the ball has to travel around the circle twice.