

1A Class Presentation 2017-18

Teachers-in-charge: MS CCK & MS CTL

E:Kathy, F:Amy, G:Yuki, H:Yumi, I:Steven, J:Nick, K:Kelly, L:Ashley, M:Tim, X: Ally

	(A, B, C, D are playing mobile games.)	calculators x 4
	(E, F and G get onto the stage.)	
E	Hey, guys. What are you doing there? Why not join us to play basketball?	
	(B, D are shaking their heads and keep playing mobile games.)	
F	(Sadly) High performance smartphones have widespread nowadays and people are getting addicted to their smartphones. In the era of Play Stations, video games and gadgets, we all have almost forgotten the traditional games.	
G	Nowadays we buy all sorts of toys for our children. But did kids have toys in ancient times?	
E	Apparently, ancient children loved playing with toys and games as much as kids do today.	
F	Many first toys played by ancient children were made from things found in nature: rocks, sticks, clay, acorns, pine cones, vines or husks made into primitive dolls.	acorns pine cones vines husks
G	So why not recall and replay all these traditional games this morning? Here are such games and sports.	
	(H, I, J go up onto the stage)	
H	In ancient China, as in other places, both board games and movement games probably came from war training. Board games trained generals in battlefield strategy, and martial arts trained men to fight.	kung fu spears knives
I	In China, people invented some of the world's earliest kites, which were made of bamboo and silk, around 800 BC. Many people flew kites as a game, but people also used kites to measure distances, send signals over long distances, and test the wind.	kites
H	People in China also invented a lot of board games. The most popular one today is Go. People started playing Go in China as early as 2000 BC.	Weiqi (Go)
I	Go, known as Weiqi in its country of origin China, is one of the oldest board games in the world that is still largely popular today. According to legend, Go was created by the ancient Chinese Emperor Yao to enlighten his son, Danzhu and teach him discipline, concentration, and balance.	
H	Wow, it seems that the Chinese invented a lot of toys and games!	

	How about the other countries?	
J	Look at this! (Wow! Yoyo!) Yes, it is said that yo-yo was an ancient toy that originated in Ancient Greece. Several images of children playing with the stringed toys are found in vases in museums throughout the world and actual ancient yo-yos exist at the National Historical Museum in Athens that's over two-thousand years old.	yo-yo
K	I know that the Romans learned a lot from the Greek culture. Did the Roman children also play interesting games?	
J	One of the most common ancient Roman games was tic-tac-toe—it's played just as we do today, with Xs and Os. Some were carved into walls while most games were just scratched into the ground for temporary fun.	tic-tac-toe
K	In ancient Egypt, children played with a wide variety of games and toys. These included dice, a form of street hockey, and a board game called Senet. Other toys included dolls, pull-toys, and carved toys with moving pieces.	dice, hockey, dolls
J	Egyptians were excellent wood carvers. They made pull-toy with a horse and rider. A string would have been attached. It's easy to imagine a child running through his or her home with this pull-toy trailing behind.	pull-toys
L	So how about Asian countries in ancient times?	
M	Let's talk about ancient India then. There was a game named "Satoliya". Any number of people can play it. It needs seven small flat stones; every stone size should be less than the other stone. Keep the stones on each other in decreasing size order. Hit the pile with a cloth ball from a fixed distance.	Satoliya (seven small flat stones)
L	(How about Japan?) Hanetsuki – (What's that?) Japanese badminton – is traditionally played at New Year and it became a popular women's game starting in the 14th century. Unlike badminton, you don't play with a net. You simply hit a shuttlecock back and forth using wooden paddles called hagoita. The longer all the players can keep the hane in the air, the more luck they will have in the coming year.	Hanetsuki
X	It's fun to learn about some most timeless and classic games. Even if you're not into playing too much, there's still a lot you can learn about history and culture through them, a lot better than merely playing electronic games.	