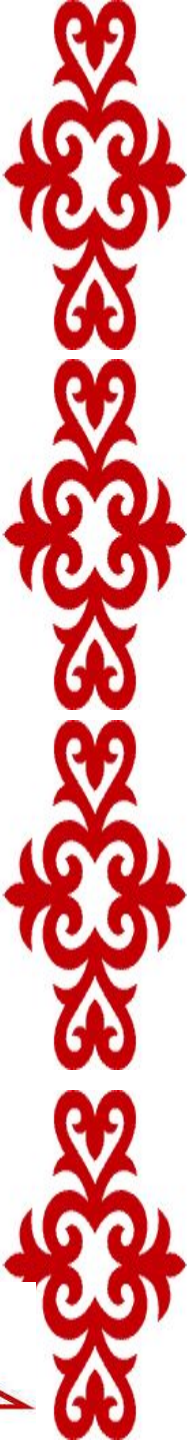


KAZAKH NATIONAL GAMES



The aim: To advocate national customs during classes the conduct of national games will ameliorate quick thinking and good memory abilities of elementary school pupils and will contribute to the creation of solidarity milieu in the class.

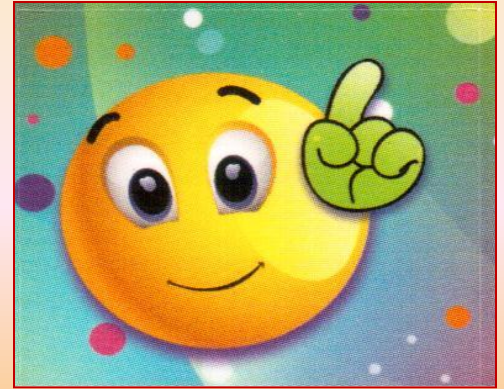


Who is quick-witted?

Pupils are divided in two small groups. In order to play this game we need to have a ball and an item which indicates time (I will be using sandglass). The facilitator can be appointed as a result of counting-out rhymes or draw. The two small groups stand opposite to each other. The distance should be approximately two meters.



Note!



The game improves observing and memory skills and exercises the ability to write the words without mistakes.



Do not be mistaken!

**The game accustoms children to
creative solidarity and acumen.**





Magic stick

The game helps children think and act quickly, and memorize vocabulary.





Blind goat

It is good if the game is played in the school's yard, sport gymnasium, or school's corridor during the break.





Assyk game

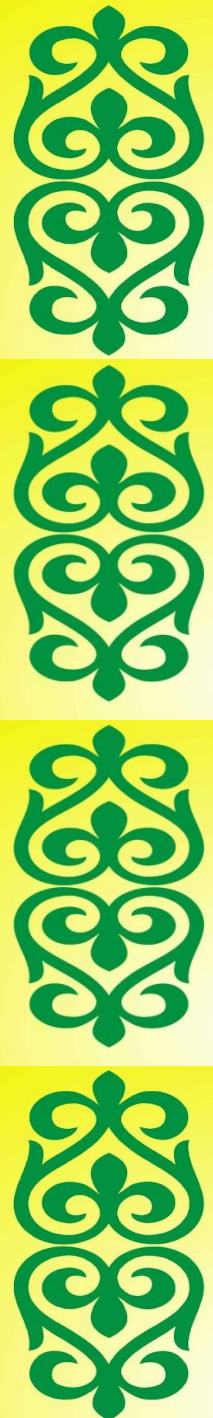


Buk- 1-task

Shik- 2-task

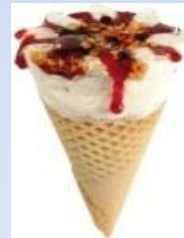
Taiki- 3-task

Alshy- 4-task (surprise)



I like ...

I don't like



Make sentences



white, lion, the, is



fishes, the, orange, are



likes, parrot, he



