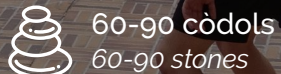
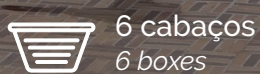


Mate o cementiri

Murder or cemetery



Com hi juguem?

How do we play?

Formem dos equips d'igual nombre de jugadors.

Tracem un camp de 6 m d'amplada per 10 d'allargada, aproximadament. Aquest terreny de joc el dividim per la meitat (A i B) de tal manera que a l'interior de cada espai marcat s'hi col·loquen tots els jugadors de cada equip menys un de cada que es situarà al final i exterior del camp contrari (A' i B').

Inicia el joc un dels jugadors d'un equip que es troba en aquesta zona exterior (per exemple A').

A' en el primer sac –que no elimina- ha de passar la pilota als seus companys de l'altra costat de camp (A) els quals, un cop feta la recepció, ja poden intentar tocar amb la pilota a algun membre de l'equip contrari (B). Si ho aconseguen i la pilota cau a terra eliminen el jugador que, sols en aquest primer cas, canviarà la posició amb el seu company que es trobava a l'exterior (B'). Ara sacará ell –recordem que el primer sac no elimina- i el joc continuarà d'aquesta manera fins que un dels equips quedi totalment eliminat.

We make two teams with equal number of players.

We draw a field of 6 m width and 10m long, approximately. This field is divided in two halves (A and B) in such a way that inside each marked space all the players of each team will stand, except one player of each team who will be standing outside the field of the opposite team (A' and B').

One of the players of the team who is in this outer zone (for example A') starts the game.

In the first service - which does not eliminate this time - the player has to pass the ball to his own team on the other side of the field (A) which, once the reception has been made, has to try to hit a member of the opposite team with the ball (B). If they reach the goal and the ball falls on the ground they eliminate the player who, only in this first case, will change the position with his teammate who was outside (B'). Now he will remove - remember that the first sack does not eliminate - and the game will continue this way until one of the teams is totally eliminated.

En cas que la pilota toqui algú però no arribi a caure a terra o bé perquè s'ha agafat enlaira o bé perquè ha rebotat al camp contrari, aleshores el jugador no queda eliminat. Tampoc queda eliminat si la pilota, abans de tocar-lo a ell, ha tocat a terra.

En cas que una pilota toqui dos jugadors o més abans de caure a terra, sols quedarà eliminat el darrer a qui li hagi tocat la pilota. En cas que l'equip A, per exemple, llenci la pilota i surti directament per un lateral, la pilota la recupera l'equip B.

En cas que l'equip A, per exemple, llenci la pilota i algú de l'equip B la faci sortir pel lateral, recupera la pilota l'equip A.

No està permès xutar la pilota.

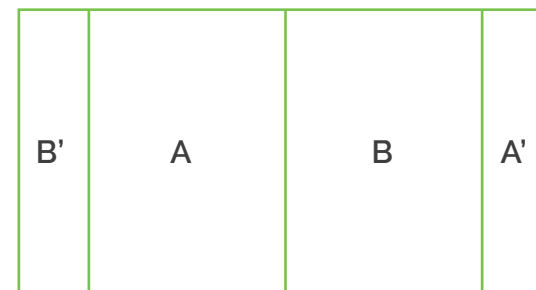
Tot i que podríem jugar a salvar, per fer àgil el joc no ho farem.

In case that the ball hits someone but the ball does not fall on the ground or because it has bounced to the other side, then the player is not eliminated. Nor is it eliminated if the ball, before hitting him, has hit the ground.

In the case a ball hits two or more players before falling to the ground, only the last one who was hit by the ball will be eliminated. In the case the A team, for example, throws the ball and it goes straight to one side, the ball is recovered by team B.

In the case the A team, for example, throws the ball and someone from team B makes the ball get out by a side, the ball is recovered by team A.

It is not allowed to kick the ball.



Jocs amb boles

Marbles



6 birles
6 bitlles

3 birlots
3 birlots

Què en sabem del joc?

What do we know about the game?

A l'època de l'antiga Roma existia l'expressió *s'ha acabat el temps de les nous*. Aquesta s'utilitzava per a indicar que un nen o nena havia deixat aquesta condició per a passar a ser jove. En certa mesura volia dir que s'acabava el temps dels jocs per a passar a tenir responsabilitats d'adult. En aquella època les nous eren utilitzades com a moneda d'aposta, en les juguesques, però també per a dur a terme molts jocs que es feien amb aquest fruit o bé amb pinyols d'arbres com ara el presseguer, i amb petits còdols o pedres arrodonides que farien la funció que fan les boles o caniques que nosaltres coneixem.

En jaciments arqueològics d'aquella època i encara anteriors s'han localitzat boles de ceràmica i també de vidre.

At the time of the ancient Rome there was the expression "time of the nuts has just finished". This was used to indicate that a child was becoming a teenager. In fact, it was said that the time for games was over and the time for adult responsibilities started. At that time, nuts were used as a bet currency in some games, but also to carry out many games they were used peach pits or rounded stones that would do the function of the balls or marbles we know nowadays.

In those archaeological sites ceramic balls and glass were also found.



Com hi juguem?

How do we play?

Hi ha infinitat de jocs amb boles, us proposem els següents:

- **La ratlleta:** A veure qui s'acosta més a una línia sense passar-la.
- **La rampa:** Des del capdamunt d'un tauló de fusta o d'una teula deixem anar, cada cop i per torn, una bola. Les boles les deixem allí on facin cap. En el moment que una de les boles impacta amb qualsevol altra que estigui a terra el qui l'ha deixada anar es queda totes les boles o bé l'aposta pactada.
- **Al guà o al forat:** Fem un forat al terra i des d'una distància d'un parell de metres anem tirant, per ordre, una bola. Qui aconsegueix posar-la, primer, dins del forat guanya.
- **Pam i toc:** Cada jugador posa la seua bola a terra, on vulgui. Per ordre, s'ha d'intentar tocar la bola d'un contrari. Per fer-ho ens podem ajudar fent un pam.
- **El triangle o cercle:** Es dibuixa un triangle o cercle a terra. Cada jugador posa, dins, un nombre acordat de boles. Des d'una distància d'un parell de metres les hem d'intentar fer fora sense que la nostra es quedi dins. Si s'aconsegueix es guanya la bola i es torna a tirar. El joc continua així fins que no queden boles a l'interior.
- **Circuit:** Es traça un recorregut a terra, posant-hi obstacles, pedres, túnels, forats... per torn, cal conduir la bola al llarg de tot el circuit sense que surti. Cas que surti del circuit o bé es torna al lloc de llançament o se salta un cop sense tirar.

There are a lot of ball games, we suggest some of them:

- **The slip:** To see who gets closer to one line without passing it.
- **The ramp:** From the top of a wooden board or a tile we let go a ball in turns. We leave the balls roll down and at the moment that one of the balls hits any other that is on the ground, the player who has thrown the ball gets all the balls or the bet agreed.
- **To the guà or to the hole:** we make a hole in the ground and from a distance of a couple of meters players try to throw a ball in turns. The player, who gets to put the ball first inside the hole, wins.
- **Pam i toc:** Each player puts his ball on the floor, wherever he wants. Then the player must try to touch the ball on the opposite. The player may help himself by measuring one span.
- **The triangle or circle:** Draw a triangle or circle on the ground. Each player places an agreed number of balls in. From a distance of a couple of meters players have to try to take away balls without the players' ball remains inside. If the player achieves it, he wins the ball and he throws it again. The game continues until there are no balls inside the circle.
- **Circuit:** A route is drawn on the ground, putting obstacles, stones, tunnels, holes in turns, and the player must move the ball along the entire route without leaving the way. If the ball leaves the route, the player has to start again or miss a turn.

Les tres canyes

The three sticks games (reed plants)



6 cabaços
6 boxes



60-90 còdols
60-90 stones

Què en sabem del joc?

What do we know about the game?

És un joc senzill que neix de la competició que fan els nens i les nenes per veure qui salta més lluny. També podríem trobar els orígens en els típics jocs que feien els pastors posant en pràctica jocs amb elements de l'entorn i demostrant les seves qualitats davant els altres.

It's a simple game born from the competition that boys and girls play to see who jumps further. We could also find the origin in the typical games that shepherds played using elements from the environment in order to demonstrate their skills in front of others.

Com hi juguem?

How do we play?

Necessitem tres canyes. Les col·loquem a terra, horitzontalment, distanciades un parell de pams entre elles. Tots els jugadors fan una filera i van seguint al primer de la filera saltant entre canya i canya sense trepitjar-les.

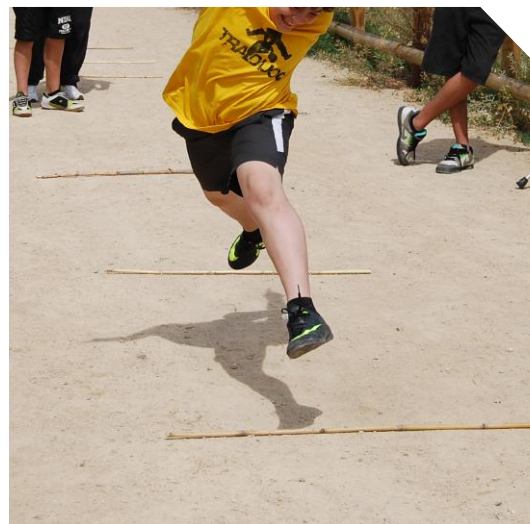
Un cop tots han saltat el primer separa una mica una de les canyes. Es torna a saltar com abans i es segueix aquesta dinàmica. Lògicament cada cop les canyes dels dos extrems s'aniran separant de la del mig, amb la qual cosa arribarà un moment que els participants no podran saltar pel mig de les canyes, amb un sol salt, i aleshores quedaran eliminats.

El joc continua fins que sols queda un jugador saltant.

We need three reed plants. We place them on the ground, horizontally, separated by 40 cm approx. All the players make a row and follow the first player of the row jumping between stick and stick without stepping on them.

When all of them have jumped, the first player separates the reeds a little more. They jump again and players repeat this dynamic several times. Logically each time reeds will be separated from the middle one, so that there is a moment that the participants will not be able to jump through the reeds with a single jump, and then these players will be eliminated.

The game continues until there is only one player jumping.



Rodanxes, rutlles o cercols

Ring and circle games



6 birles
6 bitlles



3 birlots
3 birlots

Què en sabem del joc?

What do we know about the game?

L'origen d'aquest joc tradicional és molt antic. El trobem representat en nombrosos vasos de ceràmica de l'antiga Grècia (s.V aC) i en textos d'aquella època en els quals ens expliquen que la pràctica amb el cercol era habitual entre els nois i les noies, com a exercicis gimnàstics per treballar l'agilitat, l'habilitat i l'estètica.

Els vostres iaïos segur que hi jugaven amb els cercols de fusta que treien dels cascots de sardines, amb rodanxes de bótes, amb llantes de bicicleta...

Els vostres pares, si hi han jugat, possiblement ja ho han fet amb pneumàtics o amb rutlles de ferro o plàstic.

The origin of this traditional game is very old. We find it represented in numerous pottery vessels of ancient Greece (5th century BC) and in texts from that time in which they explain that the practice with the hoop was common among boys and girls, as gymnastic exercises to work on agility, skill and aesthetics.

Your grandparents certainly played with the wooden rings that they took out from sardine "bótes" (a traditional circular wooden box), with metal hoops from wine barrels, with bicycle rims...

If your parents have ever played this game, they have probably done it with tires or with iron or plastic hoops.



Com hi juguem?

How do we play?

Amb una mà aguantem verticalment el cercol i amb l'altra la guia. Donem una mica d'impuls al cercol i col·locant sempre la guia arran de terra no ens serà difícil conduir la nostra rutlla per on vulguem.



We hold the hoop vertically with one hand while holding the guide with the other. We get a head start to the hoop. If we always place and keep the guide at ground level it will not be difficult for us to lead our hoop wherever we want.

El rellotge

The clock



6 cabaços
6 boxes



60-90 còdols
60-90 stones

Què en sabem del joc?

What do we know about the game?

Es un joc del qual pràcticament no es tenen referències iconogràfiques ni tampoc textuals fins a principis de segle passat. Això és degut a què possiblement ha estat un esbarjo espontani sorgit a partir de grups de nois i noies que jugaven prèviament a algun altre joc com ara saltar o estirar corda, i que després de fer aquesta pràctica s'han distret fent el rellotge.

Val a dir que sí que sabem que en algunes zones en comptes d'utilitzar una corda es feia el joc substituint-la per una canya ben llarga.

It is a game of which there are practically no iconographic or textual references until the beginning of the 20th century. This is due to the fact that it was possibly a spontaneous entertainment arising from groups of boys and girls who had previously played some other rope games such as rope jumping or rope stretching. Tired of playing these two games, the one carrying the rope must have started to spin (rope in hand) and make the clock.

However, it is known that in some areas instead of using a rope the game was played using a very long rod.

Com hi juguem?

How do we play?

Tots els jugadors i jugadores es posen en cercle, al mig del qual hi haurà qui mena el joc i sosté amb una mà l'extrem d'una corda llarga (4/5 m). Aquest comença a giravoltar la corda sobre el seu eix i en poques voltes agafa una certa alçada i velocitat. Els nens que estan al cercle han d'anar saltant per damunt la corda cada cop que passa pel seu costat, evitant lògicament que els toqui.

Cal tenir en compte que el joc mareja una mica i que s'ha d'anar canviant sovint al jugador que mena la corda.

Una manera de jugar és, també, que cada jugador tingui fins a 3 vides i que cada cop que s'atura el joc degut a que para la corda perd una vida.

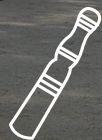
All the players are placed in a circle. In the middle of this circle there will be the person who directs the game and holds the end of a long rope (about 4 or 5 metres) with one hand. He/She starts to spin around and in a few turns the rope will reach a certain height and speed. The children in the circle have to jump over the rope every time the rope passes by in order to avoid being hit by it thus stopping the game.

We must bear in mind that the game makes the person holding the rope feel dizzy. Therefore, he/she should often be replaced by another player. Another way to play the clock is giving each player three shots (sort of lives) at jumping and avoiding it. Each time the player stops the game because the rope has hit him/her, they "lose a life".



Petanca

Boules



6 birles
6 bitlles



3 birlots
3 birlots

Què en sabem del joc?

What do we know about the game?

És un joc en el qual es necessita una bona punteria i precisió en els llançaments. Com tants d'altres d'aquestes característiques els seus orígens són remots i no podem concretar el moment de la seva aparició -d'aquest tipus de joc serien els que es llancen petits objectes, entre ells el del flèndit, el de les monedes o el dels palets tan coneguts al nord-oest de França, en particular a la Bretanya-

It is a game which requires having good aim and accuracy in the throws. Like many other similar games which consist in throwing small objects (marbles, coins, or "palets" so popular among the French in Brittany), its origin is remote and we cannot set the exact moment it appeared.



Com hi juguem?

How do we play?

Podem jugar individualment, amb parelles o fins i tot amb tríos. L'objectiu del joc és llançar unes boles de ferro intentant apropar-les el màxim possible a una bola més petita, de fusta, anomenada bolig. Dependent de la quantitat de boles que tinguem cada jugador en tindrà dos o tres.

S'inicia el joc tirant el bolig a una distància entre 3 i 7 m. Seguint l'ordre establert, cada jugador llançarà una bola intentant apropar-se el màxim possible al bolig. Acabada aquesta primera ronda llançarà la segona bola aquell que tingui la bola més allunyada del bolig. Finalment qui té la bola més a prop guanya.

Podem jugar amb la puntuació, de manera que qui s'acosti més tingui 3 punts, la següent bola més propera en tingui 2 i la tercera 1 punt.



We can play individually, in pairs or even in tríos. The aim of the game is to throw some iron balls, trying to get them as close as possible to a smaller wooden ball called "bolig". Depending on the number of players and balls we have, each player will have two or three balls.

The game starts by throwing the "bolig" at a distance, usually between 3 and 7 m. Following the established order, each player will throw a ball trying to get as close as possible to the "bolig". Once the first round is finished, the second ball will be thrown starting by the player having the first ball the furthest from the "bolig". Finally, the player who gets his/her ball the closest to the "bolig" wins the game.

We can also play having a score, so whoever gets the closest to the "bolig" gets 3 points, the next closest gets 2 points and the third one gets 1 point.



Recull de jocs d'Itàlia

Collection of Italian games

'U Sgobbiu - Doodle track (for metal caps)

Players: 3 or more

This game takes its name from the doodle track drawn on the ground with a chalk. Players must push forward metal caps with strokes of fingers to the finish line without touching the sides. If the cap touches the line, the player hands off to another child. When a player gets to the finish line, he wins the prize: few coins or hazelnuts.



Pallaprigioniera - Prisoner ball

Players: 5 to 10 in each team

It is a game in which players of two teams try to throw balls at each other while avoiding being hit themselves.

The main objective of each team is to eliminate all members of the opposing team by hitting them with thrown balls, catching a ball thrown by a member of the opposing team, or forcing them to move outside the court boundaries when a ball is thrown at them.



Battuni - (I puspiri)

Cards or Figurines

Puspiri were coloured matchboxes which children used for their games after cutting out them.

This name was later used for all the types of cards, such as soccer players, animals, comics, etc.

The typical game of "puspiri" was called "a ppa" and consisted in blowing on a card, which was overturn to flip it over again.



Nascondino Hide and Seek

Players: 3 or more

It is a game in which any number of players conceal themselves in the environment, to be found by one or more seekers.

One player is chosen as "it". He/ She closes his/her eyes counting to a predetermined number while the other players hide. Then the player attempts to locate all concealed players. The hiders can either remain hidden or they can come out of the hiding to race to home base; once they touch it they are "safe" and can't be tagged. But if the seeker tags another player before reaching home base, that player becomes "it".

Recull de jocs de Romania

Collection of Romanian games

Blind man's buff or blind old woman

Before the game begins all the participants decide on a play space they must not leave during the game. Whoever leaves the space becomes automatically the Blind Man.

The children stand in a circle. One of the children is elected to become the Blind Man. The Blind Man goes in the middle of the circle, is blindfolded and is spun around three times.

The rest of the children disperse in the play space, making as little noise as possible. The Blind Man can call "Blind!" and the other children may answer "Man!". If the Blind Man catches anyone, they must recognize the person they caught only by touch. If they succeed, the one who has been caught becomes in turn The Blind Man and the game continues.



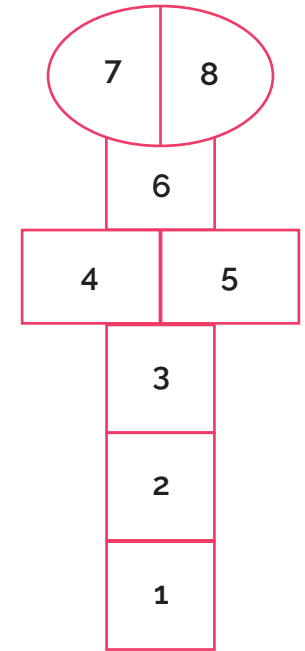
Mingled or raveled guts

Children stand in a circle, holding hands. Then they start to ravel/ get entangled (hand over leg, leg under the other's hand, hand on shoulder, hand under the other hands, and head under the other's hand) without letting go of each other's hands.

Then enters The Doctor, a character which had been chosen before the game started, and then sent away as not to see the acrobatics. He must unravel / disentangle the kids without separating their hands.

Hopscotch

The figure is drawn with chalk on asphalt:



The player must hop from number 1 to 8 and then back to 1. The player who manages to cover all the numbers first wins. The game continues until all the players have managed to complete the hopscotch.

When a player has their turn they must throw a pebble towards the square they are at. If the pebble falls outside or on the line of the square the player must recover their pebble and let another player take their turn.

If/When the pebble lands inside the square, the player must hop from square to square without touching any lines. If the player touches the line, or worse, hops outside the square or in another square than the one they were supposed to, they must let another player take their turn.

It is important to mention that where there are 2 squares on the same line the player must have each foot on one square at the same time.

When the player reaches a square before the square where their pebble is, they remain on one leg and try to pick up the pebble. If they succeed, they go back to the start and throw the pebble in the next square.

After the player finishes covering all the squares in ascending order, they must cover them in reverse.

Each time the player hops from one square to another they must complete the hopscotch by jumping over the square where their pebble is and then return and pick up the pebble.



The biscuit

Rules:

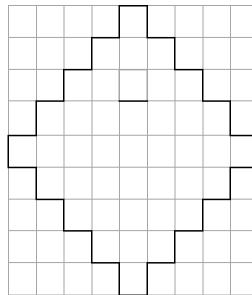
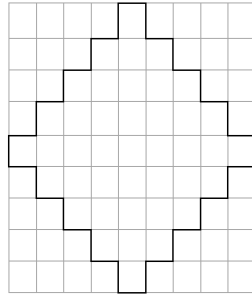
On a piece of Math paper the figure below is drawn.

Each player draws a line inside the figure.

The one who closes a square with their line will mark it with their own sign and has the right to draw another line. If the line closes two squares, the player earns both squares and has the right to draw another line.

The game is recommended for children aged 5 years old or above. For young children one may use colours or signs to mark the conquered squares.

When all the squares have been finished the player with most signs inscribed inside the squares is the winner.



Palms games

Players: 2 children

Pic, pic, pic .

Pic în sus, pic în jos .

Pic pe umăr, pic în dos .

Pic pe cap, pic sub crac,

Pic ok, vezi c-o iei.

Cioco,cioco La La

Cioco,cioco Te Te

Cioco La,

Cioco Te

Ciocolate!

Splinter or Step-on

Players age: 6 years old and/or above.

Number of players: The game is played by minimum 3 players. It is suitable for groups of 3 to 8 children.

Objectives: Players develop their attention skill, dexterity of legs, learn how to obey rules and have fun.

Players stand around in a circle, close together, holding one foot in the middle of the circle, heel down and toes up.

One of the children shouts "Splinter!"

All the children jump backwards, trying to get away as far as possible from the one who shouted. The latter starts the game by jumping and trying to step on the closest team mate's foot. If he manages to do it, the one whose foot has been stepped on is eliminated, and the first player continues jumping until he cannot reach anyone else.

When this happens, the first player may name another team mate to jump and try to step on the closest child's foot.

The game continues until only one child remains. He is declared the winner.

Caution: During this game there may be accidents and it is advisable to maintain a certain level of safety.



The countries

Age: 6 - 14 years old

Players: more than 5

Materials: a piece of chalk, a ball

The children stand in a circle. Each of them chooses a country which he draws on the asphalt with the piece of chalk, each drawing in front of himself/herself. In the middle of the circle a smaller circle is drawn – the circle of the traveler.

The traveler holds the ball and says: "I would like to travel to..."

When he shouts the name of a country, he throws the ball as high up as he can.

The children run as far as they can until the child whose country had been called catches the ball and yells "STOP!"

The traveler is allowed to make 3 steps towards the children who have stopped and then he throws the ball, trying to touch one of the children. If he succeeds, the touched one is eliminated from the game. If he doesn't succeed, then he is eliminated from the game.

The game is played again until only one "traveler" remains.

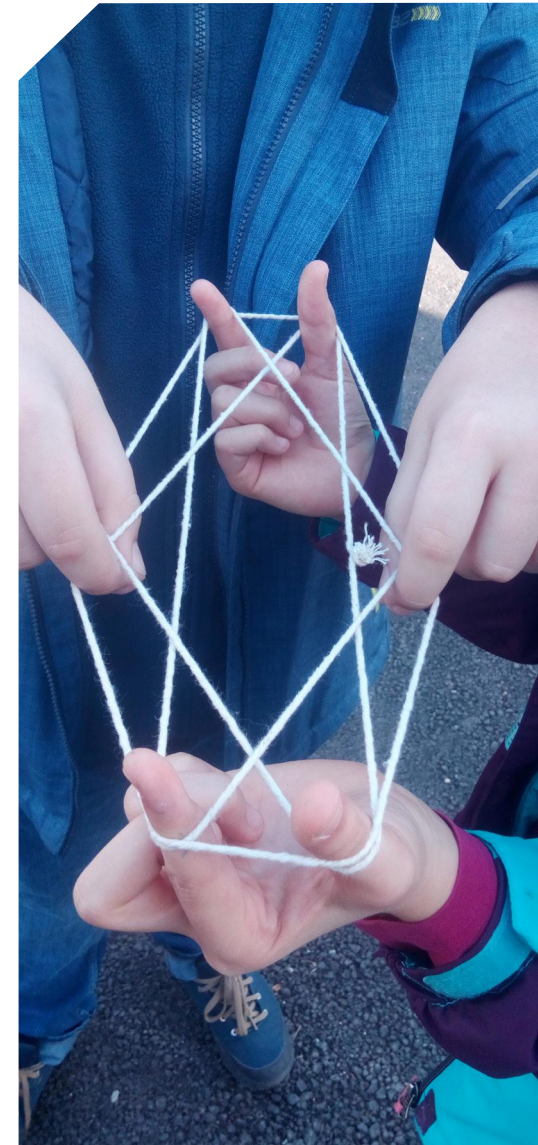
Threats or cat's cradle

Players: 2 children

Materials: a piece of thread, not very thick

A piece of rope of approximately 1 meter is cut. A knot is made at each end of the rope. The rope is tied round the hands of one of the players. It is wrapped again around each palm. The player pulls in turns with his middle fingers the part where the rope was wrapped last.

The second child catches the rope with his index and middle finger in the places where the rope crisscrosses and pulls it from under the straight threads. The second player now has the netting. The first child repeats the other one's actions and thus obtaining a different type of netting. The game lasts until one of the players tangles the rope or doesn't know how to take the netting.



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The logo consists of a white circular arrangement of stylized human figures holding hands, positioned above the text 'tradigame around Europe'. The word 'tradigame' is written in a cursive, lowercase font, with 'around' and 'Europe' written in a similar cursive font below it. The entire logo is set against a teal background that occupies the bottom right portion of the page.