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Abstract

TRADITIONAL GAMES PART 2
Use of Internet in Collecting and Publicizing Games

The new national curriculum plan (L97) in Norway focuses on aspects of culture, play and daily physical education. Traditional games are relevant in innovative teaching methods such as theme-based instruction and project work. These games help define the culture, and represent a treasure of culture. The main aim of the present project is to collect traditional games, and to present them on Internet with text and pictures/video snaps. The purpose is to enable coming generations to easily use traditional games – and hopefully to bring more play and physical activities into daily life. We have used students in the project in order to train them in research methods and in information technology communication.

The students have made textbooks of games from their childhood, and collected games from elderly people in the Western part of Norway. Some of the games have been tried out on students, and pupils in primary school, grade 5-7. Pupils in grade 6 have been actors in video-films. These we are going to use in our presentation on Internet. We are now, after three years, operating with a database where the games are sorted in categories, and one communication base for collecting games. Students have had progress in using Internet. This year nearly all students could send their games as an attachment to mail. Next year the students will use the communications base in their work. The project has been met with very good response – also in media – it seems to be important to save traditional games. - Other connected projects at the College are: local legends, folkdance and folksong.

Project: <http://www.hsh.no/home/lig/tradisjonsleik/>