

Pilolo

In Ghana the children play a game called "Pilolo", which means "time to search". It is a game much like hide and seek. In this game at least four children are needed including the timekeeper and the leader. This game normally takes place in the late afternoon when work for the family is completed. Before the game starts, the timekeeper stands at the "finishing place". The timekeeper stays with the other children to make sure that no one moves from where he or she is supposed to be and makes sure they do not watch while the leader hides the sticks, stones and other objects in palm trees, in the sand and other places. Then the leader announces "Pilolo", while the timekeeper starts his watch. The children search and find the hidden objects. When they are found they place the objects at the finishing place. The timekeeper writes down how long it took them to find the object. Once they have found an object they may continue to search for other objects. The game is repeated several times until they wish to stop. The final winner is the one who has collected the most objects in the shortest total time.

Items needed to play Pilolo in your program

- Stopwatch or watch with second hand
- Paper & Pencil
- List of children's names
- Several objects (approx. 1 for every 2 children playing the game) such as stones, plastic toys, building blocks, etc. Keep in mind that some children will find no objects since there are fewer objects than players.
- Area where things can be hidden and large enough for children to run

In preparation for the game, select objects and let children see what you will be hiding. Have a list of the children's names to record their times. This makes it easier for the time keeper. For younger children the timekeeper should be an adult. With older children, make sure the timekeeper knows how to record the time in seconds and figure the totals and divide to find the total time/object found. For your area and age group, make some house rules about boundaries and difficulty of placement of items. Make sure they know that there will be some who do not find objects.

Additional Suggestions

Use items to hide that relate to the country of Ghana such as toy elephants, monkeys, lions, fish and birds. Stones, small pottery pieces or sticks may also be used to illustrate the types of items used in the authentic game in Ghana. A point for discussion would be to compare the items we use for play in the US as opposed to the children in Ghana.

Scoring- Add objects and time then divide to find the average time.

*Harry won because he had the shortest total time.

Name	Game 1		Game 2		Totals		
	Objects	Time	Objects	Time	Objects	Time	Total
Susie	1	.45	0	0	1	.45	.45
Harry	3	1.50	1	.55	4	1.45	.35*
Ben	1	.55	3	2.20	4	3.15	.79