



Activity for Afghanistan

Melon Game

Four or more players and one small carpet are needed for this game.

All players sit in a circle, and one of them begins to tell a story. The story can be either folktale that everyone knows or a made-up story, but it cannot be a story about something that really happened. When the first storyteller has told a short bit of the tale, he stops suddenly. The next player must continue the story, and so on around the circle. If a player says something that does not make sense, contradicts an earlier part of the story, or cannot think of what to say next, he is out of the game.

A player who is out of the game is wrapped in a small carpet and rolled back and forth several times!