

The Ancient Egyptian Games of Childhood, Archaeological and Artistic Study

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Abstract: *The ancient Egyptian guaranteed the child's right to entertainment, play, dance and music for all children in all classes of society, in addition to his knowledge of the role of sports in developing mental, physical and physical skills. The Egyptians were also keen on physical education because of its repercussions on the future of children, violent and hard games besides games of thought and entertainment. Sports included different ages of children of sexes, young men and adults. Common games were also found between boys and girls, such as grape juice, ball games and some acrobatic activities. The ancient Egyptian games can be divided into simple games, violent games, and games of thought and luck, and entertainment and games for acrobats and games and sports for the nobles. The games of young children also included puppets and dolls, some of them moving and others fixed, and games with animal shapes as they were made of different materials, including wood, ivory, faience, clay, leather, limestone.*

Keywords: Sports, games of Childhood, ancient Egypt, physical education, the ancient Egyptian games, mental skill, physical skill, physical skill.

Firstly: Kids Games

Within the rights of the child to entertainment in the childhood period, in which all classes are equal in games, dance and music, bearing in mind the role of sports in developing mental skills and physical structure, as was the manifestation of entertainment among the ancient Egyptians, music and dances such as: the mirror dance, Hathor dance, the double dance, Funeral dances, salute dance, high jump¹.

It is worth mentioning that the contemporary Egyptian law (Child Law No. 12 of 1996 AD) and its executive regulations included the rights of the child in social care, which guarantees the child the right to practice his hobbies and spend his spare time playing². The Egyptians were keen on physical education because of its repercussions on the future of the children. A healthy mind resides in a healthy body. Violent sports and hard games came along with games of thought and entertainment, as they were used during the Middle Kingdom, which paid much attention to sports and included different ages of children of both sexes, young and adults, and found common games between Boys and girls like the game of grape juice, as well as ball games for girls and some acrobatic activities. Sports games can be divided into the ancient Egyptian as follows³.

1. Easy games, modes and performance:

Such as twisting the torso, keeping balance, running, long jumping, swimming, rowing, hoop and stick, and for girls: throwing the ball, handball, girls wrestling pivot.

2. Violent games:

Wrestling, boxing, weightlifting, freestyle wrestling with swords, daggers, weightlifting, equestrian.

3. Games of thought, luck and entertainment:

Cent (checkers), snakes, moving toys, tug of war, dolls and puppets.

4. Acrobatics:

Acrobatics, ballet, long jump, high jump, gymnastics, woodworking.

5. Nobles' sports and games:

Land and sea fishing, hockey, rowing, javelin throwing, archery, chariot racing⁴.

The ancient Egyptian society knew playing as a means of developing the child's perceptions and refining his personality. Popular games for children have a role in social development, and play represents the development of humanity from instinct to civilization,

¹ Abu Bakr, Jalal Ahmed (2020). Historical Origins of Expressive Arts, Cairo: International Book Foundation, p. 37 and beyond.

² Arrow, Robert (2006). Children's Rights in Play, translated by Al-Amri, Khaled, Cairo: Dar Al-Farouq Al-Hadithah for Printing and Publishing, p. 14.

³ Abu Bakr, Jalal Ahmed (2020). The historical origins of the expressive arts, p. 100 and beyond.

⁴ Wolfgang, Decker(1992). Sports & Games Of Ancient Egypt (Sports & History S
, United States: Yale University Press, P.55.

as well as using it as a means of entertainment. Some of them even prepare the child for adulthood¹.

Therefore, the ancient Egyptians were interested in children's games to bring them well-being and happiness appropriate for their ages².

Secondly: Included games for young children

Puppets and dolls, some of which are movable, toys in non-human forms, as well as children's toys made of different materials (wood - ivory - faience - clay - leather - limestone) and animals such as cats, dogs, mouse, monkey, hippopotamus and crocodile - as well as sports and acrobatics, some of which are real sports, from games Keeping the balance Jumping, long jumping, wrestling, tug of war, betting (inverted trophies hidden under a certain thing), chasing games, touching and hiding, the hut game, and the famous game Askar and Thief - there are games that are still played in the current era such as the bird, the stick, the hoop, walking over the shoulder, swimming, wrestling and foot snatching.

There were also individual skills games such as keeping balance, bending and twisting the trunk, agility exercises, weightlifting, jumping and sprinting, rowing, and archery³.

The upper class youth were receiving physical training such as swimming, shooting or running, and naked boys appear on the walls of the tombs of the Old and Middle Kingdom, who are thrown high, wrestle or rotate around each other and balance or throw sticks. They are also trained in dance and music, with the exception of a few pictures. Separately, the girls always appear in clothes, they learn how to dance, play music and sing, but they also participate in acrobatic games and playing balls⁴. Boys (as in the countryside at present), as well as games of thought and entertainment that aim to develop mental abilities and develop thought⁵, such as the game of dama and others, as mentioned from the cemetery of Marruka in Saqqara⁶.

The parents took good care of their children by making sure to clean their bodies and protect them from diseases, by practicing some acrobatic games. Many dolls, which are compared with popular circles, such as a wooden doll and its hair made of Nile mud in the form of beads from the Middle Kingdom (in the Egyptian Museum, Hall 34) and other toys represented in human and animal forms⁷.

As well as games of thought and entertainment that help develop mental and intellectual skills, and children's games varied between individual and group⁸. The Taharqa painting on running shows, which is unique in its subject matter and gives the history of sports, as it is mentioned in it⁹.

Among the girls' toys were the ball, either from straw, wood, or clay in various colors. Sometimes the dolls were made by children themselves from wood or clay for humans and animals such as dogs, and the toys of the child were buried with him upon his death¹⁰. The child's games in early childhood were simple, such as tug of war, shorbrushbrien, hoop and stick, nut and laver, grape juice, and the dungeon. The children's games included: reverse balance exercises (stars game), arm-twisting (playfire), betting, chasing games, touching, hiding, hutch and woodworking as a game. Collective as well as the famous game Askar and Thief, which teaches children to respect the law and maintain order in society¹¹.

One of the children's games depicted on the walls of the tombs represents the child and has become able to make friends and play group games governed by rules that are summarized in the following:

Donkey game or salt mountains, fun spinning or wind spinning, foot kidnapping game, a military and thief game or bringing a

¹ Mokhtar, Jamal Al-Din (2013). Means of entertainment and entertainment for the ancient Egyptians, Cairo: The Egyptian Renaissance Library, p. 163.

² Abdel-Al, Ibrahim Abdel-Rahman. Means of entertainment and entertainment in ancient Egypt until the end of the modern state, MA, Faculty of Arts - Tanta University, 2011, p. 20.

³ Abu Bakr, Jalal Ahmed (2020). Childhood and Civilization, Cairo: International Book Foundation, p. 71 and beyond.

⁴ Donald.B. REDFORD (2001). The oxford Encyclopedia of ancient Egypt, volume,3, British:Oxford Universty press,p264.

⁵ Noblecourt, Christian Deroches (2016). The Pharaonic Woman, translated by Mahmoud, Fatima Abdullah, presented by Taha, Mahmoud Maher, Cairo: Family Library, p. 244.

⁶ Wolfgang, Decker(1992). Sports & Games of Ancient Egypt, pp.116 ff.

⁷ Arrow, Robert (2006). Children's Rights at Play, p. 29.

⁸ KAMIL, Jill (1996). The Ancient Egyptians, AUC Press, pp 180-181.

⁹ Wolfgang, Decker(1992). Sports & Games Of Ancient Egypt, PP61-62.

¹⁰ El-Sayed, Ramadan Abda (2008). The Ancient Civilization of Egypt, Part 1, Cairo: Nour Library, p. 524 and beyond.

¹¹ Jensen, Jack, Rollins (1997). The Old Egyptian Child, Cairo: The Egyptian General Book Authority, p. 57 and beyond.

prisoner, hand pulling game and there are sports games such as yoga, hoop, stick, torso wrap, jumping game (an inch and two), keeping balance, ball games Stick throwing, uprooting, wrestling, weightlifting, hutch game, as well as mental games such as hiding the face or inverted cups¹, nuts and laved and roses in the Coptic Museum, which represents the well-known popular game (Saleh) and the game Hady Badi².

There were also common games between boys and girls:

Including (merry rotation - foot snatching - keeping balance - bringing the prisoner - throwing the stick - the hut).

And from the old state: (donkey - pulling hands - jumping game or goose footsteps)

And from the Middle Kingdom: (inverted cups - a pair and no one - hiding the face - the collar and the stick - winding the onyx - carrying weights - the ball game), which are still practiced by rural children until now.

We found many types of dolls and toys that parents used to offer their children, including those that moved with strings like statues of pygmies that dance, or what represented a small frog made of ivory, a moving jaw, or what represented a small wooden crocodile with a moving jaw that the child moved with a thread attached to it, and some of them are on The body of puppets and small dolls, made of clay, pottery and wood, often had a moving arm or foot.

1. Dwarves game: (pl. 1)



pl. 1. Dwarves game

Three dwarves on a pedestal doing a dance - Ivory - (12th Dynasty, Middle Kingdom) Lisht.

It is a unique toy located in the Metropolitan Museum in the cemetery of a child named Habi. The game was discovered by Lansing³, some considered that the game was made for the entertainment of adults because it is made of ivory and is breakable⁴, but Marwa Ismail sees its presence in the cemetery of a child as evidence that it is intended for children⁵, it seems that this game Its goal was to entertain children and bring pleasure to them, especially that dwarves were famous for their ability to bring joy and laughter to adults and children to this day. The game consists of 4 dolls of naked dwarves installed on a wooden base. The positions of their hands, legs and faces differed to give funny shapes⁶.

2. The mobile mill game (pl. 2)

¹ Elmessiri, Munira Ibrahim. Statues of children and their toys from the era of the beginning of families until the end of the modern state, MA, Faculty of Arts - Kafr El-Sheikh University, 2019, pp. 126-146

² Abu Bakr, Jalal Ahmed (2015). Coptic Arts, Cairo: Anglo-Egyptian Library, p. 22.

³ LANSING, A. The Egyptian Expedition, in Bulletin of the Metropolitan Museum of Art November (1933-1934), section2 ,pp32-33.

⁴ Jensen, Jack, Rolinda (1997). The ancient Egyptian child, pp. 50-51.

⁵ El-Khouly, Marwa Ismail. Childhood in Ancient Egypt during the Old and Middle Kingdoms, MA, Faculty of Arts - Tanta University, 2016, p. 140.

⁶ Al-Ajazy, Ola Muhammad. Dwarves in Ancient Egypt, Master Thesis, Faculty of Archeology - Cairo University, 1978, pp. 34,50.



pl. 2. The mobile mill game

A moving wooden toy located in the Egyptian Museum, representing the shape of a man with moving arms, a man standing on a slope and holding in his hand an oval stone used to crush grains like a millstone, but he relied on the strength of the man and his pressure on the stone while moving it forward and backward to grind the grain¹.

These dolls are considered as training the child in the spirit of work, developing his intellect and intelligence, and contributing to helping his father in work when he grows up and helping to know the crafts and craftsmen who perform them².

3. The game of small and animated dolls (pl. 3-4)



pl. 3. The game of small and animated dolls

These puppets are famous for playing with children, the most important of which is the paddle-shaped one³. It is called the paddle bride due to its shape in the lower part of it, a semi-circular shape without feet, and then its width decreases as we go to the top and the neck appears in a rectangular shape and the face is a ball of cloth topped with thick hair. The arm, there are dolls with short arms, dolls with long arms and dolls without arms as shown in the figure, and all the dolls are similar in the form of checkerboard-like squares to adorn the dress, and the bottom of these squares is a triangular shape with many points and sometimes in the middle of a longitudinal line to represent the pubic area of the female member⁴.

¹ Elmessiri, Munira Ibrahim. Statues of children and their toys from the era of the beginning of the dynasties until the end of the modern state, p. 106.

² El-Khouly, Marwa Ismail. Childhood in Ancient Egypt during the Old and Middle Kingdoms, p. 142.

³ El-Khouly, Marwa Ismail. Childhood in Ancient Egypt during the Old and Middle Kingdoms, pp. 144-143.

⁴ Elmessiri, Munira Ibrahim. Statues of children and their toys from the era of the beginning of the dynasties until the end of the modern state, pp. 99-100.



pl. 4. The game of small and animated dolls

A picture of a moving woman's doll with wooden arms that depends on the child in an advanced stage of life and the goal is to interact with the child in the awareness and awareness of it. Legs But there are holes under the dolls that express the presence of legs, but they are missing¹.

Also, the shape of the wooden woman with the moving arm is preserved in the Metropolitan Museum. The wig appears in a good way, similar to the shape of Hathor, who lost the left arm, but the right one is in good condition and appears to be attached to an internal wooden piece so that the child can move the hand².

4. Al-Shakhaleel game (pl. 5)



pl. 5. Al-Shakhaleel game

The Shakhaleel are considered one of the first games that were made to attract the attention of the infant and calm him when crying, as they do today. Their use may be due to the legend that mentions that the seven Hathores come with each child, where birth is on his journey from the spirit world to the earth, and they play tambourines and tambourines for him. The seven Hathors³ remain with the child⁴ for a period of time. Seven days, so the child gets used to hearing the waterfalls and gets irritated just to hear them because it reminds him of his journey from the spirit world with the seven Hathors. About the child, including two models in the Egyptian Museum under No. 29711, 54573.

They are made of a group of braided bamboo, so that its handle is long to fit the grip of the mother or father, and the palm itself is

¹ Petrie, f(1912). the labyrinth Grezeh and mazguneh ,London, School of Archaeology in Egypt, p35

² Elmessiri, Munira Ibrahim. Statues of children and their toys from the era of the beginning of the dynasties until the end of the modern state, p. 101.

³ Ali, Mona Gharib Youssef. Views of Musicians and Instruments in Egypt and Mesopotamia from the Third Millennium to the Tenth Century B.C., MA, Faculty of Archeology - Cairo University, 2013, p. 28.

⁴ El-Khouly, Marwa Ismail. Childhood in Ancient Egypt during the Old and Middle Kingdoms, p. 139.

above the handle in a semi-spherical shape. A group of shells or yellow glass is locked inside it to make a sound to calm the baby¹, as there were waterfalls made of other materials of pottery and wood².

5. Spinning bee game (pl. 6)



pl. 6. Spinning bee game

It has taken many shapes of various colors with beautiful decorations that attract children, and it is a game that depends on an advanced age of children who is able to understand how this game works in a way that develops in the child the motor and cognitive ability*

This game appeared since the first family, including the pear shape and the shape of the disc as shown in the picture³.

It appeared for the first time in the first family, as Waltrumri was found in the cemetery of "Hamaka".

On an open box containing several colored ivory, copper and stone discs, and on a number of wooden sticks, each disc contains a hole in which the wooden stick is placed⁴.

6. Animal-shaped toys (pl. 7)



pl. 7. Animal-shaped toys

There were many children's games that took the form of animals or birds, including a game in the form of a cat or a mouse, a dog game, a hippo game⁵, a falcon game, and a monkey game as in the pictures. The aim of it is for the child to get acquainted with the nature of each animal and distinguish its sound through the father and mother playing with it, which increases the child's cognition and learning process at an early age and realizes the nature around him. The quality of these dolls (ivory - turquoise - wood)⁶.

¹ Elmessiri, Munira Ibrahim. Statues of children and their toys from the era of the beginning of the dynasties until the end of the modern state, p. 114.

² Glanville, s.R.k (1930).Daily life in Ancient Egypt, London, P18.

³ Elmessiri, Munira Ibrahim. Statues of children and their toys from the era of the beginning of the dynasties until the end of the modern state, pp. 115-116.

⁴ Elmessiri, Munira Ibrahim. Statues of children and their toys from the era of the beginning of the dynasties until the end of the modern state, pp. 115-116.

⁵ El-Khouly, Marwa Ismail. Childhood in Ancient Egypt during the Old and Middle Kingdoms, p. 157.

⁶ Elmessiri, Munira Ibrahim. Statues of children and their toys from the era of the beginning of the dynasties until the end of the modern state, pp. 107-113.

A game for children was found in one of the Amarna houses, which was carried out in a caricature way: a small wheel pulled by monkeys in the foreground. Another monkey pointed to another monkey beside him. His forehead was strikingly similar to the king's. Other monkeys hit the back of the four horses that refused to move despite the miserable attempts of the driver monkey¹. After he grows up a little, the child participates with his peers in all kinds of group play that are subject to certain rules, and are of great educational value that helps raise both bodies and minds.

7. Ring Stick Game (pl. 8)



pl. 8. Ring Stick Game

This game appeared for the first time in the era of the Middle Kingdom, and one of the games that we see pictures of on the walls of tombs and is still played by children until now is the game (the ring and the stick)². Floating for himself³.

8. wrestling game (pl. 9)



pl. 9. wrestling game

Wrestling scenes from Khiti cemetery No. 17, Beni Hassan - Minia

The game of wrestling is one of the favorite games of children since childhood, and wrestling as a sport was associated with the elderly and puberty due to its hardship and dependence on physical strength. Several models of this game were found from the Chicago Museum under No. 10639, a sandstone statue that combines a boy and his sister. The ground rests on the hands, knees and toes, while her head is slightly raised from the ground, and the boy appears sitting on the top of the girl's back in an opposite direction to her, and he puts his left hand on her back looking forward, and his hand appears strong, hitting his sister⁴.

According to William Smith, this game represents the frog jumping game and the so-called "English jump" in which one of the children is bent and the other tries to jump over it⁵.

As for the scene, it is from the tomb of Ptahhotep, through these scenes we know that this game was subject to certain and fixed laws where the wrestler is allowed to hold any part of the body and use the legs significantly when performing movements and kidnappings, which is somewhat similar to modern free wrestling⁶.

9. Askar and thief game (bringing the prisoner) (pl. 10)

¹ Noman, Aida Mohamed Hassan. A historical study of the concept of artistic expression in the Amarna era, Master's thesis, Faculty of Arts - Alexandria University, 1985, p. 190.

² Abu Bakr, Jalal Ahmed (2020). Childhood and Civilization, p. 22.

³ El-Khouly, Marwa Ismail. Childhood in Ancient Egypt during the Old and Middle Kingdoms, p. 181.

⁴ Elmessiri, Munira Ibrahim. Statues of children and their toys from the era of the beginning of the dynasties until the end of the modern state, p. 103, 138.

⁵ Smith, William (1946). A History of Egyptian Sculpture and painting in the old kingdom, British: Oxford University press, p101.

⁶ Decker, Wolfgang (1993). sports and games of Ancient Egyptian, American university in Cairo press, p113

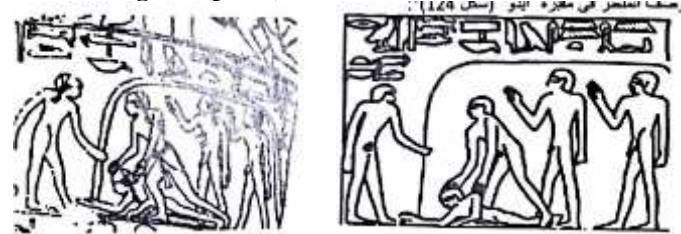


pl. 10. Askar and thief game (bringing the prisoner)

This game appeared in the ancient state in the tomb of Ptahhotep

The game depends on a number of players holding some of them tied to their hands with a rope from the back, depicting four people, three holding the fourth tied with a rope and a collar around his neck¹.

10. The hut game (pl. 11)



pl. 11. The hut game

This game appeared three times, twice in the Old Kingdom, one of them depicted on a block of limestone in a tomb dating back to the era of the Fifth Dynasty.

The scene from the right is represented by two standing people, each looking to the left, raising his right hand up, pointing towards the third boy standing in front of it, while the left hand of each next to him is depicted completely naked. The four were lying on the ground, and the four were pictured inside a hut, while the fifth player was depicted in a direction opposite to the previous four, and he stood outside the hut and tried to extend his left hand to catch the barrier².

11. Foot snatch game (pl 12)



pl 12. Foot snatch game

This game appeared from the ancient state in the tomb of Ptahhotep

The scene represents a child resting on his left knee, the game depends on attempts to catch any of the feet of his four colleagues who are trying to confuse him and poke him with their feet from all sides³. He caught one of his teammates trying to hit him with their feet, so Decker called the game "foot grab"⁴.

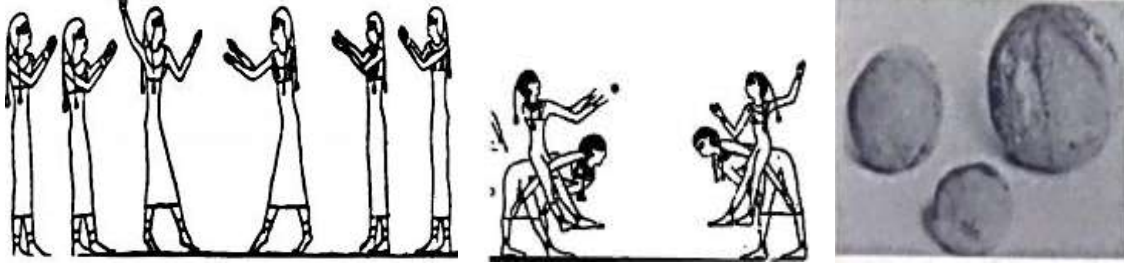
12. Ball games (pl. 13)

¹ GUNN,Battiscobe(1924). studies in Egyptian syntax,paris: Librarium of The Hague , pp13-14.

² Elmessiri, Munira Ibrahim. Statues of children and their toys from the era of the beginning of the dynasties until the end of the modern state, pp. 141-140.

³ Jensen, Jack, Rolinda (1997). The ancient Egyptian child, p. 59.

⁴ Decker ,wolfgang (1993). sports and games of Ancient Egyptian P121.



pl. 13. Ball games

It appeared in the era of the Middle Kingdom, and various types of balls were found from the tombs of Kahun of the Twelfth Dynasty and from the tombs of Thebes, and they were made of wood or leather. Playing with the ball was associated with a game for girls only. The scenes show their playing with the ball in an exchange where a girl appears playing with three small balls and quickly one after the other¹. In turn, so that none of them falls to the ground². This game is still played among rural girls, and instead of the ball, they hold small glass balls (wear).

There were many shapes of balls, some of them were in the form of a semi-circle or in the form of four pieces or longitudinal strips sewn together, and the leather may be tanned or not, it was sufficient to have a bright piece of it, as there were balls.

Made of palm fronds and another type made of pottery that can be broken and covered with leather slices, but this type is difficult to use, as it is likely that it was for a funeral purpose³. This development in making the game entertaining through the characteristics of each ball can be learned how to use it in play⁴.

And if the child grew old and became a boy, he would have his toys that suit his age, such as a toy that resembles (the fence), which is an ebony board divided into thirty squares (10 x 3) and playing pieces in the form of animals such as a dog and a lion.

One of the most popular games today, which was played by children at that time, is the game of ladder and snake⁵.

13. Live game (or snake) (pl. 14)



pl. 14. Live game (or snake)

It was used in the ancient state only. It was played by several people at the same time on a circular surface. The Egyptian name for it (ring snake) is derived from the surface of the board, which is represented by a snake. The body of the snake was divided into several parts that can be understood as the game field. There was an equipment box Besides the playing board with six lions and six balls, the game may have had a religious purpose, which was that the deceased would protect himself from the venomous bites of snakes⁶.

¹ Elmessiri, Munira Ibrahim. Statues of children and their toys from the beginning of the dynasties to the end of the modern state, 133-134.

² Jensen, Jack, Rolinda (1997). The ancient Egyptian child, p. 61.

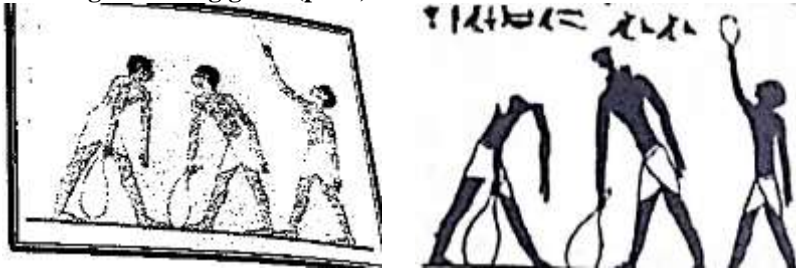
³ El-Khouly, Marwa Ismail. Childhood in Ancient Egypt during the Old and Middle Kingdoms, p. 198.

⁴ Decker, wolfgang (1993). sports and games of Ancient Egyptian pp111-113.

⁵ Nouredine, Abdel Halim (2008). Child and Childhood in the Ancient Egyptian Civilization, Alexandria: Bibliotheca Alexandrina, pp. 8-12.

⁶ Decker, wolfgang (1993). sports and games of Ancient Egyptian,P131-133.

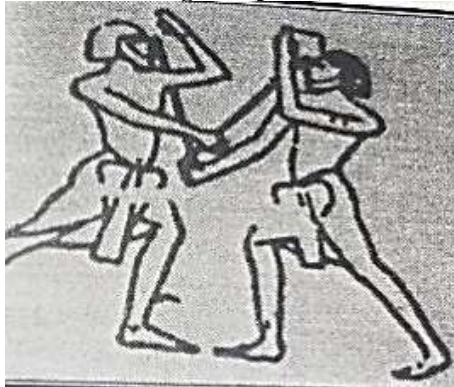
14. Weight-bearing game (pl.15)



pl. 15. Weight-bearing game

This game appeared in the middle country in the tomb of Bucket, the player lifts a bag filled with sand¹ with one hand in the shape of a pear².

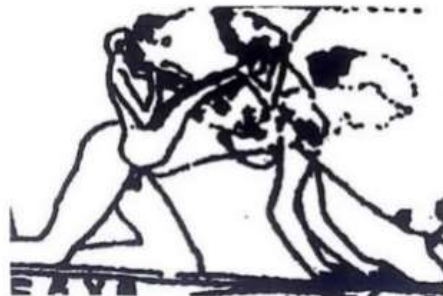
15. Al-Tahteeb game (pl. 16)



pl. 16. Al-Tahteeb game

Al-Tahtib or fencing with a stick imitates the young adults³.

16. Donkey game (or mountains of salt) (pl. 17)



pl. 17. Donkey game (or mountains of salt)

This game appeared once in the era of the Old Kingdom in the tomb of Ptahhotep

He represents a boy with a curve on his knees and palms and sitting on the back of two children opposite each other, each holding the other's leg on his shoulder to create balance⁴. Some researchers called it the donkey game because it is similar to the scene of the donkey carrying the shrine⁵, but the rise of children above the back of adults is one of the favorite games for children so far. The

¹ Elmessiri, Munira Ibrahim. Statues of children and their toys from the era of the beginning of the dynasties until the end of the modern state, pg. 139.

² Decker ,wolfgang (1993). sports and games of Ancient Egyptian,P119.

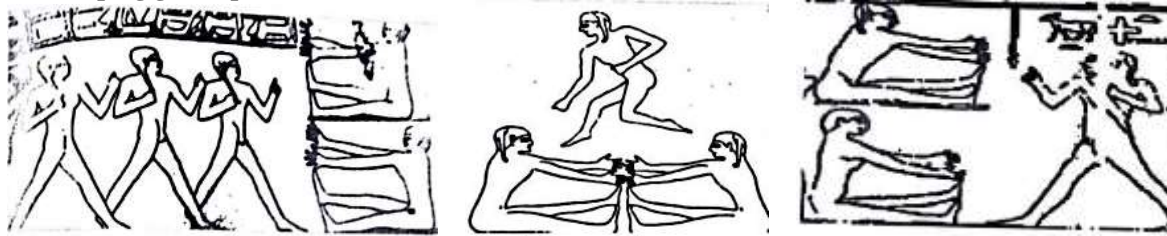
³ Abu Bakr, Jalal Ahmed (2020). Childhood and Civilization, pp. 71-85.

⁴ Elmessiri, Munira Ibrahim. Statues of children and their toys from the era of the beginning of the dynasties until the end of the modern state, p. 117.

⁵ Decker ,wolfgang (1993). sports and games of Ancient Egyptian.p68.

donkey game so far in the countryside¹ until today, or the so-called salt mountains.

17. Jumping game (pl. 18)



pl. 18. Jumping game

This game appeared in the era of the old state and did not appear in the middle nor the modern state after that and was known as the footsteps of the goose², the game depends on two children sitting on the ground facing each other and the legs are above the other from the tips of the fingers, then the palms of the hands are placed above them extending to reach the highest height, then the third child comes from a distance It is suitable and runs until it jumps from above their hands to win, which is still known to this day in the countryside as the game of Shubra and Shubrin³.

Rosalid likened it to the Swedish games known at the present time and considered the game a kind of jumping because it combines long and high jumping, so some researchers called it a jumping game⁴.

18. Mind games (pl.19)

They are games that develop the child's mental ability and concentration. They are games that depend on the child's senses and quick mental awareness to answer the opponent's questions, such as the game of hiding the face, the inverted cups, the nut and the individual.



pl. 19. Mind games

19. Face masking game (pl. 20)

This game appeared from the era of the Middle Kingdom, the game represents three players, each of them wears a short kilt, and pictures of the middle of them are hidden in the ground, and he rests with his elbow and knees on the ground, and a player sits in front of him and behind another player, and his two colleagues alternately hit his back and he knows who hit him, so if the one who knew sits the hitter Its place⁵ is similar to the guessing game that is still practiced to this day⁶.

¹ El-Khouly, Marwa Ismail. Childhood in Ancient Egypt during the Old and Middle Kingdoms, p. 165.

² El-Khouly, Marwa Ismail. Childhood in Ancient Egypt during the Old and Middle Kingdoms, p. 180.

³ Elmessiri, Munira Ibrahim. Statues of children and their toys from the era of the beginning of the dynasties until the end of the modern state, p. 129.

⁴ Jensen, Jack, Rolinda (1997). The Ancient Egyptian Child, pp. 59-60.

⁵ Similar to the guessing game or what is called (reconciliation), which is practiced up to the present time and is known in Britain as the beating of the child.

⁶ Badawy, Ahmed, Mokhtar, Mohamed Gamal El-Din (1974). History of Education in Egypt, Part One, Cairo: The Egyptian General Book Organization, p. 136.



pl. 20. Face masking game

20. Inverted cups game (pl. 21)

This game appeared in the middle country, and it consisted of two players with four upturned cups in front of them, and a ball was placed under one of the cups¹, and one of them had to guess under which of them the ball².


There is the opinion of Claps that the thing hidden under the cups is a stone and not a ball, and the player must guess under which cup the stone is³.



pl. 21. Inverted cups game

21. Joz and Laverd game

It appeared in the Middle Kingdom and is based on guesswork, where the scene represented by two boys sitting on the ground face

to face and wearing a short kilt, each of them standing one leg and bending the other, and the inscription  sDd was recorded on it. Individually, the free player has to guess the number and in which hand⁴. Abdel Aziz Saleh considered this game to be one of the naive games that youngsters enjoyed, even if its players were portrayed in the form of adults⁵.

Some games also embodied the idea of good and evil (bringing the prisoner) and the victory of good over evil, as were non-material entertainment such as folk songs⁶.

It is worth mentioning that ancient Egypt preceded the world in the field of educational technology, where the use of children's games in determining the course of the child's study in the future by choosing the appropriate game with the level of his thinking and abilities, as well as knowing that a healthy mind is in a healthy body by paying attention to the physical and mental education of the child, which requires attention to him behaviorally and psychologically Caring⁷ for the child physically requires attention to

¹Decker ,wolfgang (1993). sports and games of Ancient Egyptian, P123-124.

² El-Khouly, Marwa Ismail. Childhood in Ancient Egypt during the Old and Middle Kingdoms, p. 176.

³ Kleps , L (1922). Die Reliefs und Malereien des Mittleren Reiches, Heidelberg.,p149 .

⁴ Elmessiri, Munira Ibrahim. Statues of children and their toys from the era of the beginning of the dynasties until the end of the modern state, pp. 144-145.

⁵ Saleh, Abdulaziz (1965). Education in Ancient Egypt, Cairo: National House for Publishing and Printing, p. 122.

⁶ Mahran, Iman (2012). Popular Games and Cosmic Identity, Cairo: Anglo Library, pg. 49 and beyond.

⁷ El-Khouly, Marwa Ismail. Childhood in Ancient Egypt during the Old and Middle Kingdoms, p. 209.

him behaviorally and psychologically, while observing the rules of morals and modesty and preserving customs, traditions and customs. Among the values that the child acquires through play are the values of respect, participation, cooperation, responsibility, patience, respect for the laws of the game and strengthening the bonds of friendship¹.

As well as observing taste and modesty in children's games, as they are naked when girls are with girls, while they wear their full clothes when children participate, as appears in the cemetery of Bakt III in Bani Hassan.

As well as providing children with moral and social values such as respect, participation and cooperation, while strengthening the bonds of friendship and social growth.

Finally, some games embodied the idea of conflict between good and evil, such as (the hut game and the game of bringing the prisoner)

May good triumph in the end with respect for the law².

In scenes of taking children with their mothers to participate in prayers with the father and mother sometimes, to pray for the recovery of a patient from the Ramesside era, as mentioned on a papyrus from the Leiden Museum (perhaps the artist meant that the children are innocent without sins, so they and their prayers are answered).

Conclusions

- The ancient Egyptian cared for the child and his rights, including the right to entertainment and play.
- The ancient Egyptian was interested in physical sports beside games and was keen to raise his children with a sound physical education.
- The games of the ancient Egyptian can be divided into simple games, violent games, games of luck, thought and entertainment, acrobatics, games and sports of the nobles, games for young children.
- Children's games included fixed and mobile games by installing their own procedures or by means of a rope that was drawn with them
- Both sexes got their share of play, and there were individual games, whether for boys or girls, and common games between the sexes
- There are many forms of games for children, including human forms such as dolls, brides, dwarves and animal forms such as cat, monkey, hippopotamus, sparrow and others.
- There were many games, including the dwarves game, the mobile miller game, the small and moving puppet game and the waterfall game, the rotating bee game, animal-shaped games, the hoop and stick game, the wrestling game, the military and thief game, the hut game, the foot-snatching game, the ball games, the live game, the weight-bearing game, the woodworking game, the donkey game, the jump game (an inch and two), and the face-hiding game. Inverted cups, walnuts or an individual game.

¹ Elmessiri, Munira Ibrahim. Statues of children and their toys from the era of the beginning of the dynasties until the end of the modern state, pg. 149.

² El-Khouly, Marwa Ismail. Childhood in Ancient Egypt during the Old and Middle Kingdoms, p. 213 and beyond.