

# 艾華中文學校

“El Paso” Ai-Hwa Chinese School

## 慶龍年迎元宵

Celebrate Year of the Dragon and Lantern Festival

- Feb. 05, 2012 , @ 3F Hallways, College of Business, UTEP



一 10 a.m. - 11:30 a.m. 園遊會 Classroom Carnival

二 11:45 a.m. @ room 318

甲 舞獅迎春 Lion Dance

By 戴Oswald Dai, 劉子緯 Javy Liu,  
李博思, 博思 Morris & Bryan Lee

乙 八角巾 Chinese Traditional Dances

by 梁凱琳, 黃歆雅, 堯淇安  
張恩慈, 恩瑄

丙 旗槍舞 Chinese Martial Arts

by 戴崇任

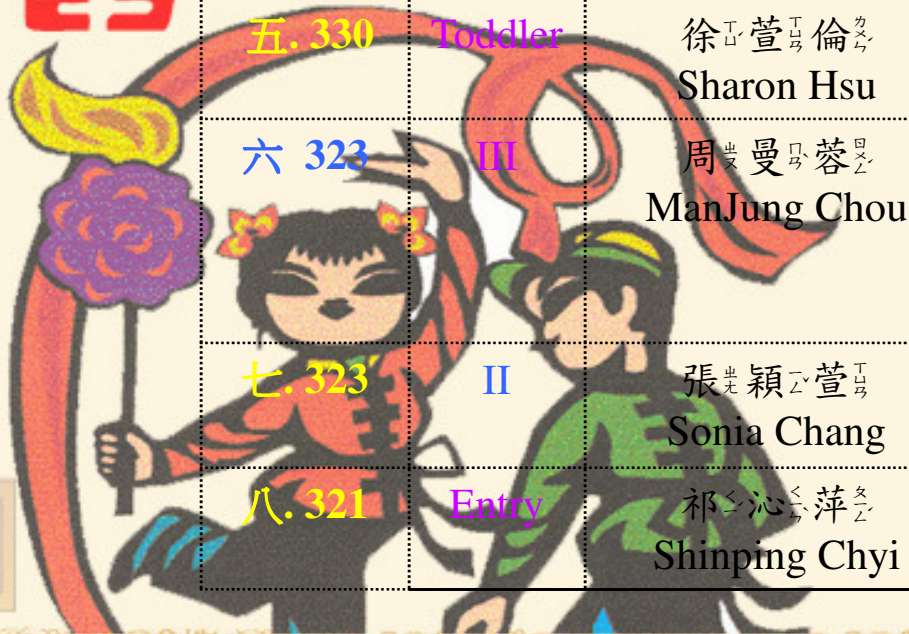
丁 龍餐 Dragon Luncheon

- Ticket holders



# 園遊次序 Carnival Map

Info  
Center:  
Room  
329



No	Level	Teacher	Snacks	Activity
一. 326	I-N	陳淑蓉 SJ Vivian Chen	爆米花 Puffed- Rice Cakes	跳房子 Hopscotch
二. 331	V	簡君儀 Chun-Yi Chieh	蘿蔔糕 Chinese Radish Cake	象棋 Chinese Chess 戳戳樂 Surprise
三. 332	VIII	張香滿 Amanda Chang	小香腸 Small Sausage	十八啦 Dice Eighteen
四. 332	I-NN	張碧娟 Pi-Chuan Chang	糯米糕 Sweet Rice Cake	點香遊戲 Incense
五. 330	Toddler	徐萱倫 Sharon Hsu	杏仁豆腐 Almond Tofu	套圈 Ring Toss
六. 323	III	周曼蓉 ManJung Chou	阿里山茶 Longa Tang-Yuan 桂圓湯	筷子功夫 Chopstick Kung Fu
七. 323	II	張穎萱 Sonia Chang	波霸奶茶 Bubble Tea	抽抽樂 Raffle
八. 321	Entry	祁沁萍 Shinping Chyi	茶葉蛋 Tea Egg	拜年 Happy New Year

# 套圈 Ring toss

這是一項夜市必玩的遊戲，  
有大大小小的小禮物，等著給你  
你拿回家！

This is the most popular game in the night market. There are many prizes. Hope you can win them.

## 玩法說明 How to Play

1. 選你想要的禮物  
Choose the PRIZE  
you want
2. 準備好圈圈  
Ready for the shoot
3. 套到你想要的禮物  
Win your PRIZE





# 玩法說明 How to Play

1. 學生向長輩

(校長或家長)

拜年 A Student  
Greets to Principal or  
Parent(s)



2. 說出三句吉祥

話 Say three  
Lucky Phrases



3. 拜年完年可向

校長領一個

紅包. Get a red  
envelope from the  
Principal.

# 點香闖關 Incense Game

如何玩點香闖關遊戲 How to play:

第一 每人有一柱香

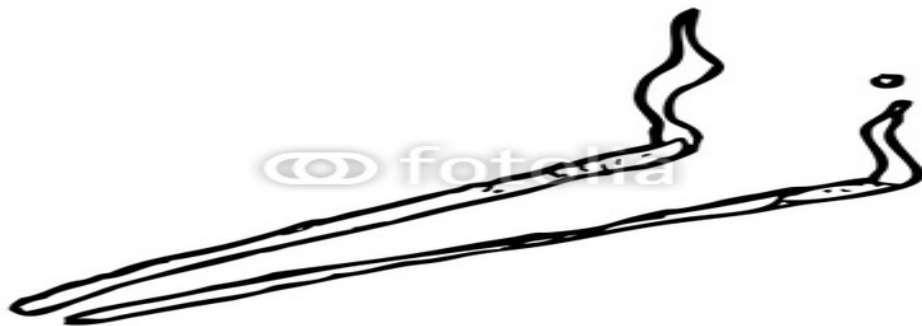
Step 1: Each person takes one incense.

第二 每人輪流用香燒面紙

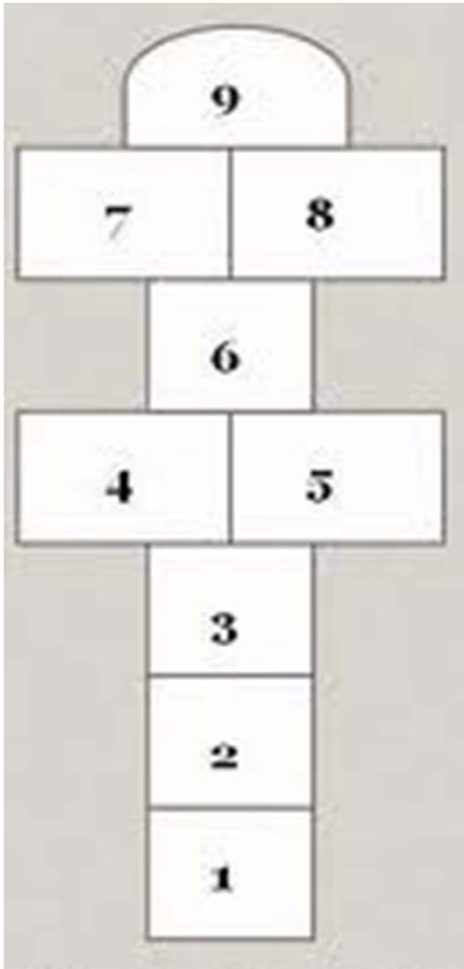
Step 2: Each will take turns to burn the tissue with the incense.

第三 使硬幣掉進杯中者輸家

Step 3: The person who drops the quarter loses.



## 跳房子 Hopscotch



跳飛機，又稱跳房子或跳格子，是一種兒童遊戲，玩家在平面畫定的圖上跳動。地上的圖形通常為雙翼式飛機的形狀，有些地方則是畫成房子的形狀，遊戲因而得名，也有單純只在長方形內畫上格子。圖形分為若干格子（通常有九格），每格有一個數字。

## 玩法 How to Play

1. 先抽一個號碼 The player first draws a number.
2. 之後，再把石頭拋進指定號碼的格子內；從頭1號跳到9號(需跳過抽到的號碼)。 The player Then tosses the stone into the designated square to match the draw number. The marker must land completely within the designated square and without touching a line or bouncing out. The player then hops through the course, skipping the square with the stone in it.
3. 回頭後，再把石頭於指定號碼中拾起，並跳回原點。 then turns around and returns through the course until reaching the square with their stone. Then retrieves the stone and continues the course as stated.
4. 若依上一步的順序做並不跳出界，就能拿爆米花香。 Upon successfully completing the sequence, a Puffed- Rice Cake will be awarded.



# 抽<sub>イ</sub>又<sub>又</sub>抽<sub>イ</sub>又<sub>又</sub>樂<sub>カ</sub> Raffle

1. 每<sub>ト</sub>個<sub>ト</sub>人<sub>ト</sub>都<sub>カ</sub>可<sub>ト</sub>以<sub>ト</sub>選<sub>ト</sub>一<sub>ト</sub>張<sub>ト</sub>紙<sub>ト</sub>牌<sub>ト</sub>或<sub>ト</sub>紅<sub>ト</sub>
2. 打<sub>カ</sub>開<sub>ト</sub>後<sub>ト</sub>看<sub>ト</sub>看<sub>ト</sub>是<sub>ト</sub>什<sub>ト</sub>麼<sub>ト</sub>
3. 每<sub>ト</sub>張<sub>ト</sub>都<sub>カ</sub>有<sub>ト</sub>不<sub>ト</sub>同<sub>ト</sub>的<sub>ト</sub>獎<sub>ト</sub>項<sub>ト</sub>
4. 換<sub>カ</sub>取<sub>ト</sub>獎<sub>ト</sub>品<sub>ト</sub>

A **raffle** is a competition in which people obtain numbered tickets, each ticket having the chance of winning a prize. At a set time, the winners are drawn from a container holding a copy of every number. The drawn tickets are checked against a collection of prizes with numbers attached to them, and the holder of the ticket wins the prize.







# 筷子功夫 Chopsticks Kung-Fu

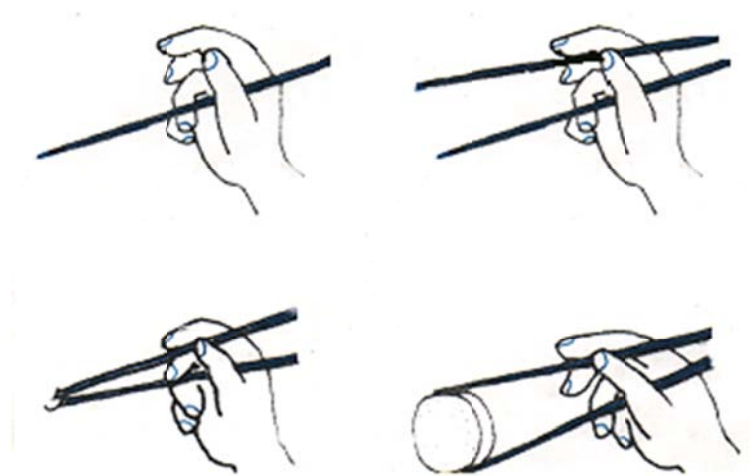
## 遊戲規則 How to Play:

1. 十歲以下者，用筷子夾起五隻恐龍，即過關。

Under Ten years old, pick up 5 dinosaurs with the chopsticks=> get a stamp.

2. 十歲以上者，用筷子夾起五顆紅豆，即過關。

Above Ten years old, pick up 5 red beans with the chopsticks => get a stamp.



# 象棋比比樂 Chinese Chess

象棋是中國傳統的兩人對弈棋類遊戲，今天我們從最簡單的比大小開始，贏的人就可以進行戳戳樂的遊戲囉！

**XiangQi** (象棋), also known as **Chinese Chess**, is a two-player Chinese board game. It is one of the most popular board games in China. Today, let's play the simple game. Who draws the bigger piece? The winner can play our next game and get a Surprise in the Hole!!

## 玩法說明 How to Play

1. 選三個棋子比大小 Choose 3 chess pieces and see who gets the bigger piece
2. 贏的人進行下一個遊戲 Winner can play next game
3. 選一個洞，驚喜就在洞裡面 Pick a hole to get your Surprise Prize.





# 十八<sub>ㄨ</sub>啦<sub>ㄌ</sub> Dice Eighteen

## 一一般<sub>ㄅ</sub>玩<sub>ㄨ</sub>法<sub>ㄈ</sub>說<sub>ㄨ</sub>明<sub>ㄇ</sub> How to Play

取<sub>ㄑ</sub>四<sub>ㄇ</sub>顆<sub>ㄎ</sub>骰<sub>ㄨ</sub>子<sub>ㄉ</sub>擲<sub>ㄓ</sub>出<sub>ㄓ</sub>後<sub>ㄨ</sub>分<sub>ㄈ</sub>成<sub>ㄨ</sub>兩<sub>ㄎ</sub>部<sub>ㄈ</sub>分<sub>ㄈ</sub>來<sub>ㄌ</sub>看<sub>ㄨ</sub>，先<sub>ㄒ</sub>捉<sub>ㄓ</sub>對<sub>ㄨ</sub>子<sub>ㄉ</sub>（兩<sub>ㄎ</sub>個<sub>ㄍ</sub>六<sub>ㄎ</sub>、兩<sub>ㄎ</sub>個<sub>ㄍ</sub>四<sub>ㄇ</sub>…等<sub>ㄨ</sub>）不<sub>ㄨ</sub>看<sub>ㄨ</sub>，僅<sub>ㄨ</sub>須<sub>ㄨ</sub>將<sub>ㄨ</sub>另<sub>ㄎ</sub>外<sub>ㄨ</sub>兩<sub>ㄎ</sub>顆<sub>ㄎ</sub>的<sub>ㄨ</sub>點<sub>ㄎ</sub>數<sub>ㄨ</sub>相<sub>ㄨ</sub>加<sub>ㄨ</sub>後<sub>ㄨ</sub>來<sub>ㄌ</sub>比<sub>ㄨ</sub>大<sub>ㄨ</sub>或<sub>ㄨ</sub>比<sub>ㄨ</sub>小<sub>ㄨ</sub>，若<sub>ㄨ</sub>對<sub>ㄨ</sub>子<sub>ㄉ</sub>以<sub>ㄨ</sub>外<sub>ㄨ</sub>的<sub>ㄨ</sub>那<sub>ㄨ</sub>兩<sub>ㄎ</sub>顆<sub>ㄎ</sub>一<sub>ㄨ</sub>者<sub>ㄨ</sub>為<sub>ㄨ</sub>六<sub>ㄎ</sub>一<sub>ㄨ</sub>者<sub>ㄨ</sub>為<sub>ㄨ</sub>四<sub>ㄇ</sub>，相<sub>ㄨ</sub>加<sub>ㄨ</sub>便<sub>ㄨ</sub>是<sub>ㄨ</sub>十<sub>ㄨ</sub>點<sub>ㄨ</sub>。

此<sub>ㄘ</sub>外<sub>ㄨ</sub>，某<sub>ㄨ</sub>些<sub>ㄨ</sub>特<sub>ㄨ</sub>定<sub>ㄨ</sub>點<sub>ㄨ</sub>數<sub>ㄨ</sub>也<sub>ㄨ</sub>有<sub>ㄨ</sub>術<sub>ㄨ</sub>語<sub>ㄨ</sub>別<sub>ㄨ</sub>稱<sub>ㄨ</sub>，最<sub>ㄨ</sub>小<sub>ㄨ</sub>的<sub>ㄨ</sub>一<sub>ㄨ</sub>加<sub>ㄨ</sub>二<sub>ㄨ</sub>，稱<sub>ㄨ</sub>為<sub>ㄨ</sub>「BG」，點<sub>ㄨ</sub>數<sub>ㄨ</sub>最<sub>ㄨ</sub>小<sub>ㄨ</sub>。

對<sub>ㄨ</sub>子<sub>ㄉ</sub>為<sub>ㄨ</sub>六<sub>ㄎ</sub>再<sub>ㄨ</sub>加<sub>ㄨ</sub>上<sub>ㄨ</sub>另<sub>ㄎ</sub>一<sub>ㄨ</sub>組<sub>ㄨ</sub>不<sub>ㄨ</sub>限<sub>ㄨ</sub>數<sub>ㄨ</sub>字<sub>ㄨ</sub>的<sub>ㄨ</sub>對<sub>ㄨ</sub>子<sub>ㄉ</sub>，稱<sub>ㄨ</sub>為<sub>ㄨ</sub>「十八<sub>ㄨ</sub>」四<sub>ㄇ</sub>顆<sub>ㄨ</sub>骰<sub>ㄨ</sub>子<sub>ㄉ</sub>皆<sub>ㄨ</sub>為<sub>ㄨ</sub>相<sub>ㄨ</sub>同<sub>ㄨ</sub>點<sub>ㄨ</sub>數<sub>ㄨ</sub>，稱<sub>ㄨ</sub>為<sub>ㄨ</sub>「一<sub>ㄨ</sub>色<sub>ㄨ</sub>」，又<sub>ㄨ</sub>叫<sub>ㄨ</sub>「豹<sub>ㄨ</sub>子<sub>ㄉ</sub>」。

一<sub>ㄨ</sub>色<sub>ㄨ</sub>最<sub>ㄨ</sub>大<sub>ㄨ</sub>，其<sub>ㄨ</sub>次<sub>ㄨ</sub>為<sub>ㄨ</sub>十<sub>ㄨ</sub>八<sub>ㄨ</sub>，再<sub>ㄨ</sub>來<sub>ㄌ</sub>就<sub>ㄨ</sub>按<sub>ㄨ</sub>照<sub>ㄨ</sub>相<sub>ㄨ</sub>加<sub>ㄨ</sub>點<sub>ㄨ</sub>數<sub>ㄨ</sub>大<sub>ㄨ</sub>小<sub>ㄨ</sub>依<sub>ㄨ</sub>此<sub>ㄨ</sub>類<sub>ㄨ</sub>推<sub>ㄨ</sub>。



## 十八啦 Dice Eighteen



After rolling the dice,

divide dice into two sets.

First, take out any pairs (two "sixes", two "fours", etc.) Add up the two remaining dices, and compare.

For instance, if one dice out of the two is "six" and the other "four," total adds up to ten points.

In addition, some patterns have specific terms:

The minimum of "one" plus "two", also known as "BG" is the smallest of all.

A pair of "six" grouped with another pair of any number is known as "eighteen".

Four of a kind is known as "same color," or the "leopard". Out of the three, the "leopard" being the biggest, followed by the "eighteen," and at last the sum of the remaining two dices