

Introduction

String games are designs woven between the hands with a loop of string. They have a very wide distribution and seem to be very ancient.

What you need

For this string game you need a 180 cm length of string with the ends tied to make a loop. String made of cotton can be tied. The ends of nylon string of 4 mm diameter can be melted together.

2D and 3D Eiffel Tower String Figures

The '2D Eiffel Tower' String Figure comes from a popular sequence of figures consisting of 'Cup and Saucer', 'Eiffel Tower', 'Witch's Hat' and 'Sock on the Line'. The '3D Eiffel Tower' String Figure is well known in France.

Telling a String Figure Story

A story '**One Day in Paris**' can be told when making the sequence: The numbers show which instructions are followed as the story is said. In the beginning of the story the 'slim ladies' are the index fingers and the 'fat gentlemen' are the thumbs. The figure 'Cup and Saucer' is called 'Cup of Coffee' and 'Sock on the line' is a 'Scarf'.

*“One day in Paris a slim lady (1) and another slim lady (2) sat down with two fat gentlemen (4) for a **cup of coffee** (7). While they were drinking a woman with a **witch's hat** (8) walked past. They followed her up the **Eiffel Tower** (9). When they got to the top only her **scarf** remained (10). Then even that disappeared (11). She must have been a witch!”*

Using the string game in your lessons

String games are good to exercise finger dexterity and memory. They are social in the sense that children can teach each other. They cross generations. They teach imagination and the spoken word when they are performed with a story. They can be used in foreign language lessons and be part of an assembly history, geography or language presentations.

Telling the story in French

«Un jour, à Paris une dame mince (1) et une autre dame mince (2) se sont assises avec deux gros messieurs (4) pour prendre une tasse de café (7).

Pendant qu'ils buvaient leur café, une femme avec un chapeau de sorcière (8) est passée devant eux. Ils l'ont suivie et ont grimpé à la Tour Eiffel (9). Quand ils sont arrivés tout en haut, il ne restait que son écharpe (10) et elle a aussi disparu peu après (11).

C'était sûrement une sorcière!»

Teaching the names of the fingers in French

Les doigts:

Le pouce

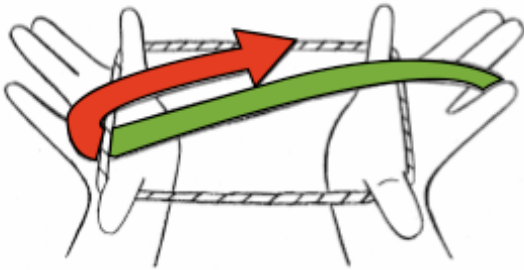
L'index

Le majeur

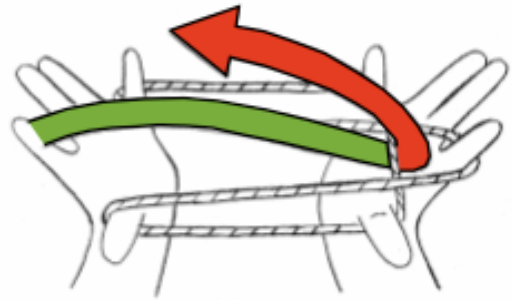
L'annulaire

L'auriculaire (ou le petit doigt)

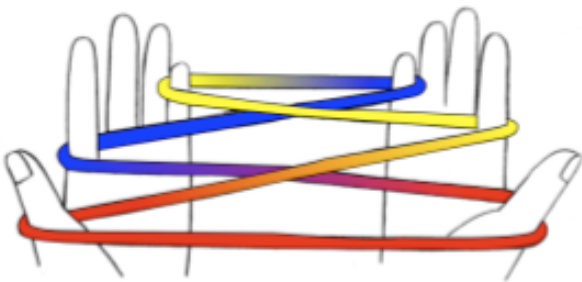
Instructions for making a 2D Eiffel Tower



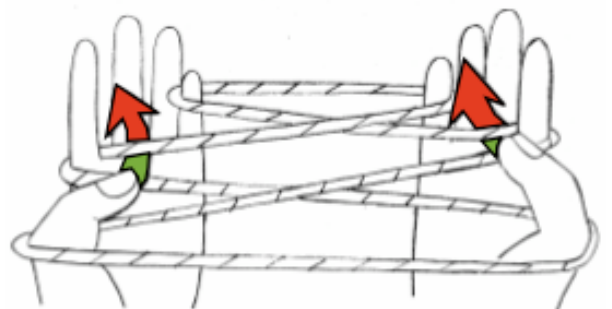
1. Place the string loop over the thumbs, and little fingers. Right index takes left palm string from below.



2. Left index takes right palm string from below in the middle.

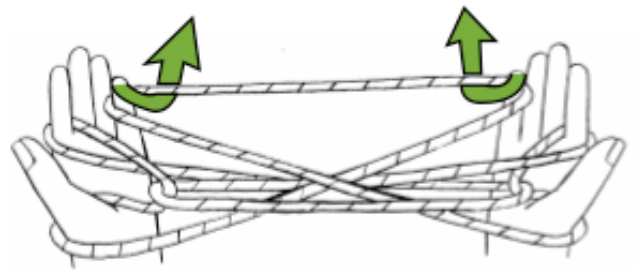
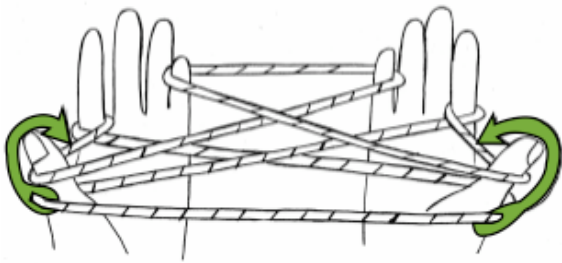


3. This is called 'Opening A'.



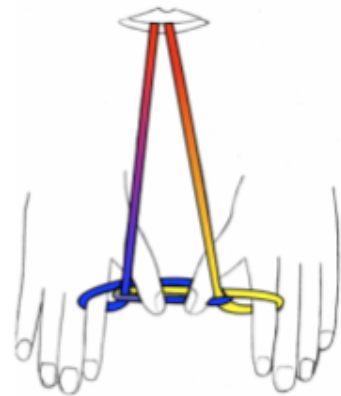
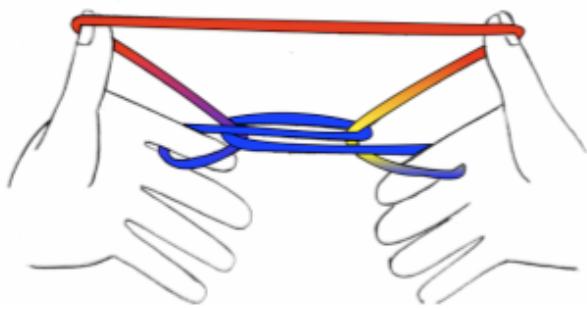
4. Each thumb over far thumb string and near index string takes far index string and returns.

Eiffel Tower String Game



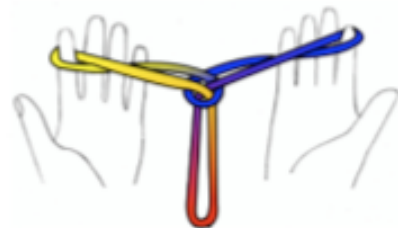
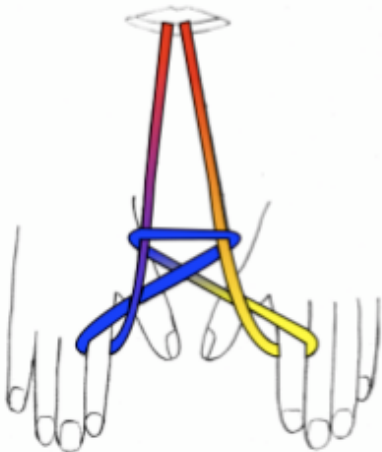
5. With the mouth or opposite hand, lift the lower thumb string over the upper and off the finger.

6. Release little finger strings to make the 'Cup and Saucer'.



7. The 'Cup and Saucer'.

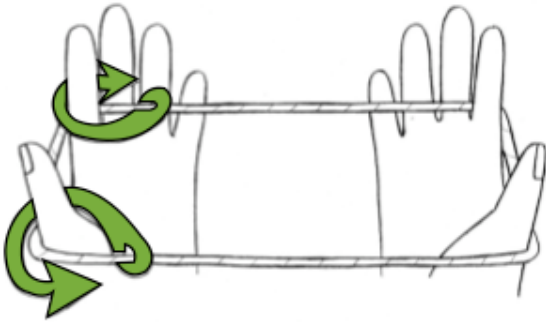
8. Mouth takes thumb strings. Hands turn palms down for 'Witch's Hat'.



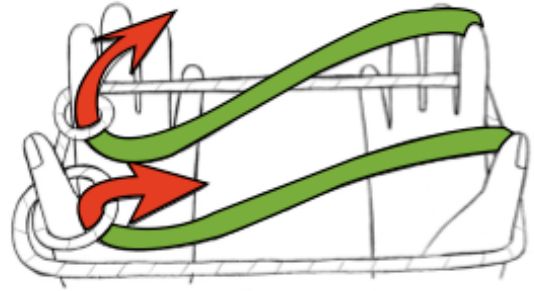
9. Release thumbs for 'Eiffel Tower'.

10&11. Drop mouth string for 'Sock on the Line'. Pull hands apart to make figure dissolve.

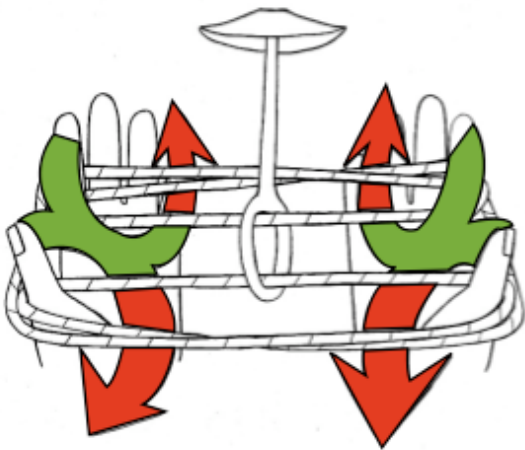
Instructions for making a 3D Eiffel Tower



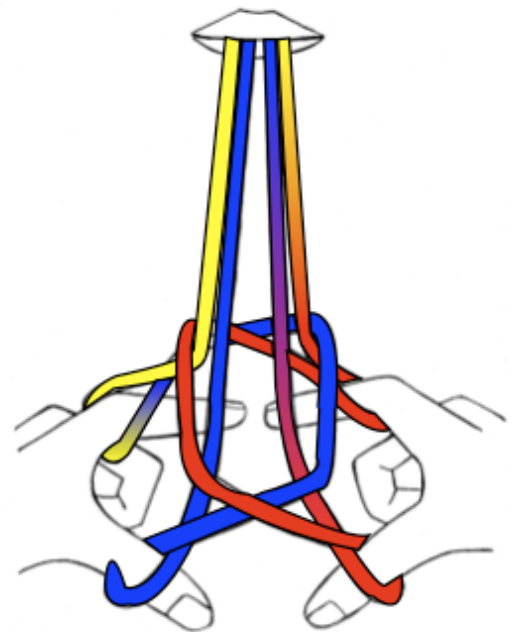
1. Place the string on the thumbs and index. Make 'rings' on the left thumb and index.



2. Right thumb and index enter 'rings' from below.



3. Lift the two central strings with the mouth while thumbs and index fingers enter the centre and point down to make the four feet of the **Eiffel Tower (3D)**.



4. The '**3D Eiffel Tower**'.