



Play in the Past

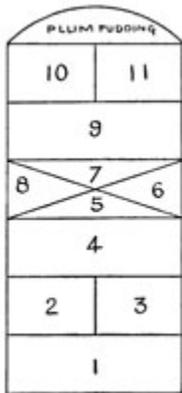
Outside:

Hopscotch

Supplies:

- Sidewalk chalk
- Flat rock, small beanbag, or other object to use as a marker

To play hopscotch, draw the diagram above on concrete sidewalk or driveway using chalk. You'll need a small rock or object to toss. Throw your stone into square 1. Make sure it lands inside the square and not on a border and that it doesn't bounce out. If it lands on the border or bounces out, pass the stone to the next person and forfeit your turn. If your toss is safe, begin play by hopping over the square where your object landed. At the end, turn around and move back across the board. Stop at the square before where the stone landed, bend over on one foot to pick up the stone, then continue back through the squares, skipping the square where your stone was. Pass the marker to the next person and they will repeat the steps. Once everyone has had their first turn, begin again and toss into square 2. Repeat through rest of the squares. First person to complete the course having had their marker in each square wins.



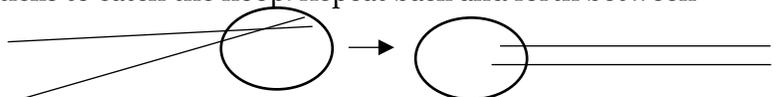
<http://historichedalles.org/schoolhouse/childrens-games/>

Graces

Supplies:

- 1 embroidery hoop
- 2 drumsticks or dowel rods (per person)

This game is a lot like playing catch except you are using sticks to toss the hoop instead of your hands to toss a ball. There is no winner; it is a game of skill. To play, stand several feet apart. The person with the hoop places the hoop over their sticks which are crossed like a long x (see diagram). To toss, uncross your sticks and push the hoop up and out away from you towards your partner. Your partner will use their sticks to catch the hoop. Repeat back and forth between partners.



Stick position for hoop throwing:

Kick the Can

Supplies:

- An old coffee can or small box

To play, place the can in the center of the large, open play area. One person is designated as “it” and they stand by the can with their eyes covered and count to 30 seconds. Players “hide” just enough to be slightly out of sight but not so much as to be invisible. When the person who is “it” sees you, they must call out the person’s name and their location. For example, “I see Anne by the tree....” If they’re correct, then that person goes to “jail”, behind the can. If it is not the correct player, then the person does not come out from hiding. Hiders cannot stay in one spot. When the “it” person is not looking, they can move to a new hiding place. The person who is “it” can move away from the can but they must be careful not to go too far. When someone is in jail, they can be set free by other players who successfully kick the can before they’re tagged by the person who is “it.” Kicking the can frees all players in jail. If they’re tagged, they have to go to jail too.

<http://gamesweplayed.com/kick-can-rules/>

Jacks or Knucklebones

Supplies:

- 6-12 small similar sized items
- Small rubber ball

Spread the small items on the floor and with one hand; the player tosses the rubber ball in the air, bounces it, and then with the other hand attempts to gather an item, or jack. This must be done at the same time that the player is attempting to catch the ball, but before it bounces for the second time. If the player fails, the next player tries. On each subsequent turn, players try to grab one additional jack before the ball is caught.

Jacks is a very old game that has been known by several different names, jackstones, fivestones, dibs, and knucklebones to name a few.

<http://historichedalles.org/schoolhouse/childrens-games/>

<https://www.britannica.com/topic/jacks>

Inside:

Games of Skill

Cat’s Cradle

Supplies:

- Yarn or thread cut and tied at the ends to make a circle
- 2 people

See instructions here, with photographs to play!

http://www.ifyoulovetoread.com/book/chten_cats1105.htm

<http://historichedalles.org/schoolhouse/childrens-games/>

Pickup Sticks

Supplies:

- 41 colored toothpicks or plain wooden skewers
- Markers: black, red, blue, green, yellow
- Paper towels or newspaper to protect table surface
- Rubber band or plastic bag (for storage)
- Scratch paper and pencil

Gather materials. Use a marker to add color to skewers, 1 black, and 10 each of the other colors. Let sticks dry so the color does not rub off on your hands during game play

Point system:

- Black= 25 points
- Red= 10 points
- Blue= 5 points
- Green= 2 points
- Yellow= 1 point

After your pickup sticks game set is made, you're ready to play! Player 1 holds the sticks, mixed up so colors are distributed in one hand and drops them on the tabletop. Let the sticks stay where they fall. Playing one at a time, the object of the game is to pick up a stick without disturbing or moving any of the other sticks. If you move a stick while trying to pull out another, you must let go of the stick and you lose that turn. If you successfully pick up one stick, you get to go again. The object of the game is to pick up the most sticks over the course of the game. If you'd like, you can set up a limit on the number of repeat turns before game play begins. After each turn, tally up that round's points. If you're luck enough to pick up the black stick, you may use that stick to move other sticks away from the one you want to pick up. This is the only stick that can be used in this way and it can be used as many times as you choose or as has been set at the beginning of play. Play until all sticks have been successfully picked up. Player with the most sticks wins, or the highest score, wins!

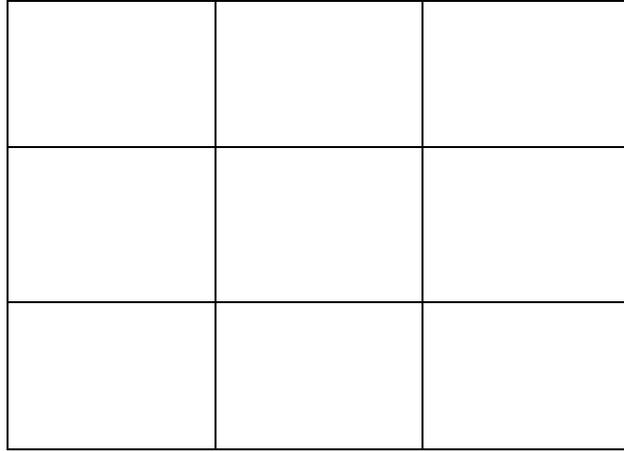
<https://www.nps.gov/fosc/learn/education/childrengame.html>

<https://www.wikihow.com/Play-Pick-up-Sticks>

Paper Games

The Nine Digits

Draw a large square and divide it into 9 boxes on a piece of paper. Write the numbers from 1 through 9 in three rows in such a way that adding them together either up or down and left to right or from corner to corner they always make fifteen.



Source: *Fun & Games of Long Ago*, Chandler Press

Pigs in a Pen:

Supplies:

- Graph paper or plain paper
- Pencil or crayon (2 different colors will make it easier to tell difference between players)
- ruler
- 2 players

Set-Up: Draw a grid of 10 dots by 10 dots, spaced $\frac{1}{2}$ " apart.

Directions: Players take turns drawing one line at a time with the goal of completing a square. One a player completes a square, they've won that square and have "penned the pig."

Put the player's initials in that square. They then get another turn. If that line also completes a square they may go again. Players must avoid drawing a line that forms the third side of a square because the other player can then finish the square and win it. As the game goes on, this will get harder! Players continue to draw lines until all dots have been connected. The player with the most pigs in the pen wins.

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Source: *American Kids in History: Civil War Days* by David C. King

<https://www.amazon.com/Civil-War-Days-Discover-Activities/dp/0471246123>

Parlor/Family Games

Statues

One family member is designated the “Curator,” they then turn around and face away from the group. When the Curator turns back around the group must freeze in a pose and hold that for as long as the Curator is looking at them. Whenever the Curator’s back is turned or they feel they’re not being looked at, the Statues can move and change positions. If a statue is caught moving, they’re out.

An alternate way to play is for the Curator to call out an action or pose that the Statues should try to “freeze like.” The statue deemed most like that action is the winner of the round and is now the Curator.

Charades

Supplies

- Stopwatch or other timing device
- Notepad and pencil for scorekeeping
- Blank slips of paper

- 2 Baskets or containers for slips, plus a basket for the completed slips

Divide into two teams, timekeeper will rotate between teams. Review agreed upon hand signals and gestures, or invent ones that you agree to use, for example: signals for sounds like, number of words, books, movies, etc. Teams need to separate and go to different rooms to make the prompts for the other team. In each round of the game, a player on Team 1 draws a slip of paper from Team 2's basket. That player then has the agreed on amount of time to act out that prompt. Record the amount of time it took for the team to guess correctly, that will be their score for that round. If there is no correct guess, record the full time allowance as their score. Repeat by alternating between teams until each player has had a turn or until the prompts are all used.

Some suggested signals:

To Indicate Categories:

- **Book title:** Unfold your hands as if they were a book.
- **Movie title:** Pretend to crank an old-fashioned movie camera.
- **Play title:** Pretend to pull the rope that opens a theater curtain.
- **Song title:** Pretend to sing.
- **TV show:** Draw a rectangle to outline the TV screen.
- **Quote or Phrase:** Make quotation marks in the air with your fingers.

To Indicate Other Things:

- **Number of words in the title:** Hold up the number of fingers.
- **Which word you're working on:** Hold up the number of fingers again.
- **Number of syllables in the word:** Lay the number of fingers on your arm.
- **Which syllable you're working on:** Lay the number of fingers on your arm again.
- **Length of word:** Make a "little" or "big" sign as if you were measuring a fish.
- **"The entire concept:"** sweep your arms through the air.
- **"On the nose"** (i.e., someone has made a correct guess): point at your nose with one hand, while pointing at the person with your other hand.
- **"Sounds like":** Cup one hand behind an ear.
- **"Longer version of :"** Pretend to stretch a piece of elastic.
- **"Shorter version of:"** Do a "karate chop" with your hand
- **"Plural":** link your little fingers.
- **"Past tense":** wave your hand over your shoulder toward your back.
- **A letter of the alphabet:** move your hand in a chopping motion toward your arm (near the top of your forearm if the letter is near the beginning of the alphabet, and near the bottom of your arm if the letter is near the end of the alphabet).

Game rules and signals drawn from: <https://www.cs.umd.edu/users/nau/misc/charades.html>

Hide the Thimble

You'll need a thimble or another small object to play this game. First, show the group what will be hidden so they know what they're looking for. One player is in charge of hiding the thimble, everyone else must close their eyes. Once the item is hidden, the player who hid it tells everyone to open their eyes and explore. The group is then released to search the room or house for the

item within a set amount of time. First one to find the thimble wins and is then “it” for the next round.

Alternate play: the person who is “it” hides the thimble. As other players find the item they must show no reaction but slowly make their way back to the designated “base,” such as the couch. They may say a word that indicates to the group in that they’ve found it, but not where. As each player finds the item, they repeat this process. First player to find the thimble is still the winner, but it allows for a longer period of play.