

18th and 19th Century Games

Pick-Up Sticks - (originally known as JACKSTRAWS)

SUPPLIES: Sticks of the same length of various colors and one stick a different color

Game is played with sticks of the same length. They are often dyed different colors. The sticks are gathered in one hand and held above the ground the length of the sticks. They are then released, falling to the ground and overlapping each other. One stick is colored different from all the others that are placed in the bunch. The person who dropped the sticks begins removing the sticks one at a time without causing any of the other sticks to move. The object of the game is to accumulate more sticks from the pile than the other players. In the event that any stick other than the one being removed is moved at all, that player forfeited his or her turn to the next player. At the end of the game the player with the most sticks wins.

Hopscotch-(names comes from a 17th century term -ESCOCHER, meaning to cut with a stick.

Children originally marked the ground with a stick) SUPPLIES: Sidewalk chalk or a stick and a pebble

It is played by marking squares on the ground and leaping into designated squares in a particular sequence. The game is played by scratching (chalk) a series of squares on the ground, sometimes single squares and sometimes two squares side by side, on which the children would jump. As a child progressed satisfactorily through the series of squares, a pebble would be tossed into the next square to mark the beginning square into which the child was to make their first jump. The remaining rules vary widely, but the object is to make the necessary leaps and maintain your balance as you progress through the series of squares.

Chuck-Farthing -

SUPPLIES: cup or hole in the ground, coins or buttons

The players pitch the coins or buttons into the cup or hole. The player that gets the most wins.

Sable Point Lighthouses Learning Packet 2020

Graces-

SUPPLIES: the inside piece of an embroidery hoop, ribbons 3 feet of each color, 2 12" dowels for each player

The hoop is bound with one or more ribbons tied at the ends. The object is to throw and catch the hoop on the sticks. The game can be played by 2 or more players. The sticks are held about 4 inches apart when trying to catch the hoop. To throw the hoop the sticks are held in the hands with the hoop in the middle. The sticks are crossed like a pair of scissors. The hands are quickly spread apart and the hoop flies to the other person.

Marbles-

SUPPLIES: marbles

TWO DIFFERENT GAMES Picking Plums and Capture

Picking Plums-

Each player places a marble or two in a row, with room for two marbles to pass through the gaps. Each player then shoots in turn from behind a line about 5 feet away. Players may keep any "plums" knocked from the line. A player gets an extra shot whenever he picks a plum.

Capture-

Two players can play capture. The first player shoots his/her marble out and the second player tries to hit it with his/hers. If he/she does hit it he/she may keep it. If he/she misses, her marble stays where it is and the first player tries to hit it with his/her marble. If the first player hits the second player's marbles, he/her keeps it. Otherwise they alternate turns until one player takes the other player's marbles.

Button Whizzer or Buzz-Saw -

SUPPLIES: one heavy coat button and about 2 1/2 feet of heavy string

Thread the string through two of the button's holes. Tie the ends of the string together. To get the button whizzing, hold the ends apart on one of your fingers with the button in the middle. Loosely hold the string and twist the string around. When twisted completely pull the string on both ends and loosen repeatedly.