

# GAMES

LISTED BELOW ARE TRADITIONAL GAMES CHILDREN WOULD HAVE PLAYED IN THE EARLY 1900'S. SOME GAMES MAY REQUIRE EQUIPMENT THOUGH THAT WILL BE NOTED. HAVE FUN!

## BLIND MAN'S BLUFF

THIS GAME REQUIRES A BLINDFOLD. ONE PLAYER IS BLINDFOLDED AND MUST GUESS THE OTHER PARTICIPANTS BY MEANS OF TOUCH. ONLY THE "BLIND MAN" GETS TO MOVE AROUND THE CIRCLE WHILE ALL OF THE OTHER PLAYERS TRY TO "STEAL A TOUCH" OF THE "BLIND MAN." IF THE "BLIND MAN" GRASPS THE "TOUCHER" THEY MUST BE IDENTIFIED CORRECTLY OR RELEASED. THE PERSON WHOSE IDENTITY IS CORRECTLY GUESSED BY THE "BLIND MAN" MUST DON THE BLINDFOLD AND BECOME THE "BLIND MAN."



## ANNIE (ANTE) OVER

THIS GAME REQUIRES A BALL. TWO TEAMS OF PLAYERS SEPARATE THEMSELVES BY A LARGE OBSTACLE LIKE A HOUSE OR A WALL. ONE TEAM THROWS THE BALL OVER THE HOUSE/WALL. THE TEAM ON THE OPPOSITE SIDE ALLOWS ONE MEMBER TO CATCH THE BALL AND THEN RUN AROUND THE DIVIDE TO THROW THE BALL AT THE MEMBERS OF THE OTHER TEAM. THOSE HIT BY THE BALL MUST THEN JOIN THE OTHER TEAM.



## HITTING THE PENNY

THIS GAME REQUIRES A BALL AND A COIN TO BE PLACED IN THE CENTER OF A SQUARE. FOUR PLAYERS STAND AT THE CORNERS OF THE SQUARE AND TOSS A BALL AT THE COIN. HITTING THE COIN SCORES ONE POINT WHILE FLIPPING THE COIN OVER SCORES A DOUBLE. THE NEXT TURN GOES TO WHOEVER CATCHES THE BALL.





## HOOPS

THIS GAME REQUIRES A METAL OR WOODEN HOOP AND A ONE-FOOT LONG STICK. PLAYER WILL USE THE STICK TO PUSH FORWARD AND GUIDE THE HOOP TO A DESIGNATED AREA. THIS CAN BE A RACE BETWEEN PLAYERS BUT IT IS ALSO JUST AS CHALLENGING AND FUN TO DO INDIVIDUALLY.

## GOSSIP (TELEPHONE)

PLAYERS SIT IN A CIRCLE AND THE MESSAGE GIVER WRITES DOWN A MESSAGE (WHICH IS NOT LOOKED AT UNTIL THE END) AND WHISPERS THAT SAME MESSAGE TO THE PLAYER SITTING TO THE LEFT OF THEM. THIS REPEATS UNTIL THE LAST PERSON RECEIVES A MESSAGE AND MUST THEN ANNOUNCE IT ALOUD TO THE GROUP. THE MESSAGE IS GENERALLY MISUNDERSTOOD OR MISPRONOUNCED AND GIVES A LOT OF LAUGHS.



## MARBLES

THIS GAME REQUIRES MARBLES. DRAW A RING, EITHER IN THE DIRT OR WITH CHALK, ON THE GROUND. EACH PLAYER HAS SEVERAL MARBLES AND PLACES 3-7 INSIDE THE CIRCLE. STANDING OUTSIDE OF THE CIRCLE EACH PLAYER TAKES A "SHOOTER" MARBLE AND FLIPS IT TOWARDS THOSE LEFT WITHIN THE CIRCLE. THE OBJECT OF THE GAME IS TO KNOCK THE MARBLES OUT OF THE RING USING BY THE "SHOOTER" MARBLE. WHENEVER A PLAYER DOES KNOCK A MARBLE OUT OF THE RING THEY GET TO KEEP IT AND HAVE ANOTHER TURN.



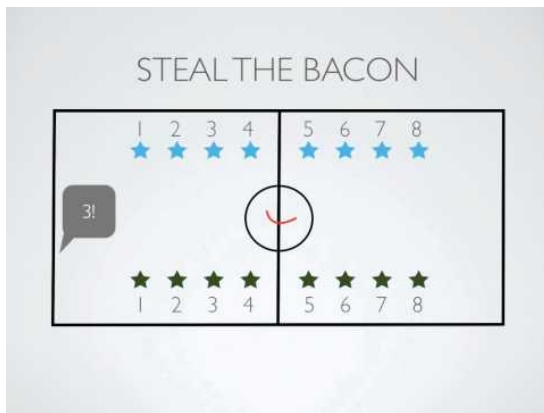
## RAILROAD SPELLING

THE GAME BEGINS WITH ONE PERSON SPELLING A WORD. THE NEXT PERSON HAS TO THINK OF A WORD THAT BEGINS WITH THE LAST LETTER OF THE PREVIOUS WORD AND THEN SPELL IT CORRECTLY. THE NEXT PERSON MEETS THIS SAME REQUIREMENT AND IF A PLAYER FAILS IN EITHER THINKING OF A WORD OR SPELLING IT THEY ARE ELIMINATED. THE LAST PERSON REMAINING WINS. TO MAKE THIS MORE CHALLENGING, PLAYERS CAN MAKE THE WORDS FIT INTO A THEME OR CAN REQUIRE AN INCREASING NUMBER OF LETTERS PER WORD.



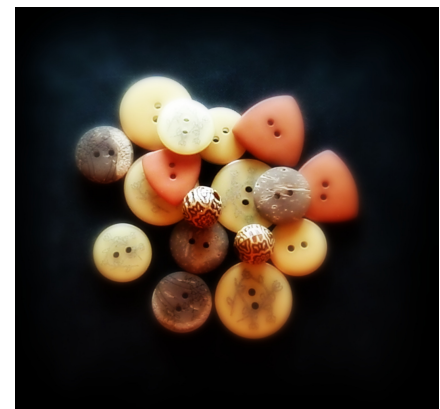
## STEAL THE BACON

THIS GAME REQUIRES AN OBJECT THAT CAN BE CARRIED IN HAND TO ACT AS THE “BACON.” THE “BACON” IS PLACED IN THE MIDDLE OF TWO LINES OF PLAYERS WHERE EACH PLAYER IS GIVEN A NUMBER. A NUMBER IS CALLED OUT AND THE PLAYERS WHO HAVE THAT NUMBER RUN TO THE “BACON” AND TRY TO SNATCH IT UP. THE PLAYER WHO SNATCHES UP THE “BACON” AND RUNS BACK TO HIS OR HER OWN TEAMS LINE BEFORE BEING CAUGHT OR TAGGED BY THE OTHER PLAYER GETS A POINT.



## BUTTON, BUTTON, WHO’S GOT THE BUTTON?

THIS GAME REQUIRES A BUTTON (OR ANOTHER OBJECT THE SIZE OF THE SAME SIZE). ALL PLAYERS EXCEPT ONE SIT IN A CIRCLE WITH THEIR PALMS TOGETHER WHILE THE ONE STANDING PLAYER (WHO’S GOT THE BUTTON) COMES AROUND AND SECRETLY LEAVES THE BUTTON IN SOMEONES HANDS. THE STANDING PLAYER CHANTS: “BUTTON, BUTTON, WHO’S GOT THE BUTTON?” AND ASKS ONE OF THE SEATED PLAYERS TO GUESS WHICH OF THE PLAYERS HAS THE BUTTON IN THEIR HANDS. THIS GOES ON UNTIL SOMEONE GUESSES CORRECTLY. THE SUCCESSFUL GUESSER THEN TAKES THEIR TURN DISTRIBUTING THE BUTTON.





## LONDON BRIDGE

TWO PEOPLE HOLD ONTO EACH OTHER'S HANDS AND LIFT THEM UPWARDS CREATING AN ARCH. ALL OF THE OTHER PLAYERS PASS THROUGH/UNDER THE FORMED ARCH WHILE SINGING: "LONDON BRIDGE IS FALLING DOWN, FALLING DOWN, FALLING DOWN. LONDON BRIDGE IS FALLING DOWN, MY FAIR LADY." AT THE LAST PART OF THE VERSE THE ARCH "FALLS" AND CAPTURES THE PLAYER THAT HAPPENED TO BE PASSING THROUGH AT THAT TIME. THE LAST TWO PEOPLE LEFT THAT WERE NOT CAPTURED ARE THEN THE TWO THAT CREATE THE ARCH AND THE GAME STARTS OVER AGAIN.

## LEAP FROG

THIS GAME CAN BE PLAYED WITH TWO OR MORE PEOPLE. PARTICIPANTS SPACE THEMSELVES A FEW FEET APART AND GO ON THEIR HANDS AND KNEES IN A LINE. THE PERSON AT THE BACK OF THE LINE GETS UP AND LUNGES OVER THOSE THAT ARE STILL ON THEIR HANDS AND KNEES UNTIL THEY HAVE JUMPED OVER EVERYONE. ONCE THE "LUNGER" REACHES THE FRONT OF THE LINE THEY GO BACK TO THEIR HANDS AND KNEES AS WELL AND THE LINE WILL SLOWLY MOVE FORWARD WITH EACH PROCEEDING PERSON.



## CRACK THE WHIP

A GOOD NUMBER OF PARTICIPANTS JOIN HANDS IN A LINE. THE PERSON DESIGNATED AS THE "WHIP CRACKER" IS LOCATED AT THE FRONT OF THE LINE AND PULLS THE OTHER PLAYERS IN ANY GIVEN DIRECTION. WHEN THE "WHIP CRACKER" IS READY THEY TRY TO CATCH THE OTHER PLAYERS OFF GUARD BY QUICKLY CHANGING THE DIRECTION OF THE LINE. THE INTENT OF THE "WHIP CRACKER" IS TO BREAK THE LINE AND HAVE THE OTHER PLAYERS' LOOSE GRIP WHILE THE OTHER PLAYERS ARE TRYING TO KEEP THE LINE INTACT.

