

# 18th & 19th Century Games

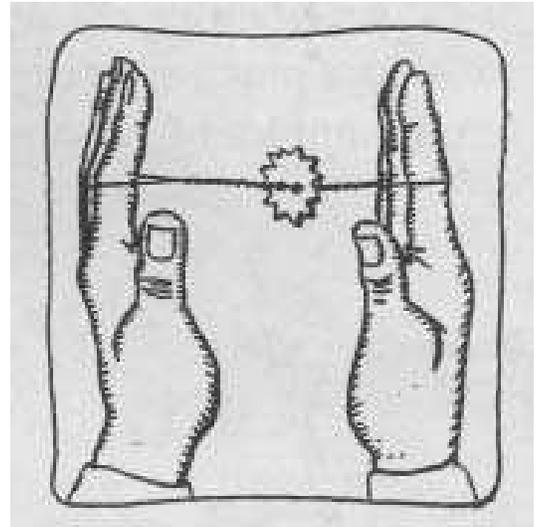
## CHUCK-FARTHING

*You will need:*

Colored buttons or coins

A cup or hold in the ground

The players pitch the buttons or coins into the cup or hole in the ground from a certain distance away. The player that gets the most in, wins!



## BUTTON WHIZZER or BUZZ-SAW

*You will need:*

One large, heavy coat button

About 2 1/2 feet of twine or heavy string

Thread the twine or string through two of the button holes (opposite each other). Tie the ends together.

To get the button whizzing, hold the ends apart on one of your fingers on either side with the button in the middle. Loosely hold the twine or string and twist the string around by looping it backwards with your hands moving in a clockwise motion. Pull the string on both sides and loosen repeatedly. If done quickly you can keep the whizzer going!

## BLIND MAN'S BLUFF

From **The Girl's Own Book**

*You will need:*

A blindfold of any sort

One of the group is blinded and runs around to catch the others, who all try to keep out of his grasp. At the same time they go as near him as possible.

If he catches on to someone, and cannot tell who it is, he must let that person go and tries to catch someone again. Once fairly caught and the person caught is known, they must take the blind man's place and wear the blindfold.



## GRACES

From **The Girl's Own Book**

*You will need:*

Embroidery hoop (inside piece)

Ribbons (3' of each piece/color)

Two 12" dowels

This game gets its name from the "graceful attitude" that is occasions. The hoops is bound with ribbon (one piece or more) and tied at the ends.

The object is to throw and catch a small hoop upon the sticks. The game can be played by two or more persons. The sticks are held straight, about four inches apart when trying to catch the hoop. To throw the hoop the two 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 (sticks should follow the hands' movement) and the hoop flies to the other person.

## HUNT THE SLIPPER

From **The Girl's Own Book**

*You will need:*

A slipper, shoe, thimble or marble

All players but one are placed in a circle. The one remains outside to hunt the slipper—the slipper is passed rapidly from hand to hand in the inner circle.

The hunter cannot judge where the slipper is because the players keep their hands moving all the time, as if they were passing it. The one whose hands it is caught in becomes the hunter.

Some prefer playing this game with a thimble or marble because it is smaller. Anyone who drops the slipper in passing becomes the hunter.

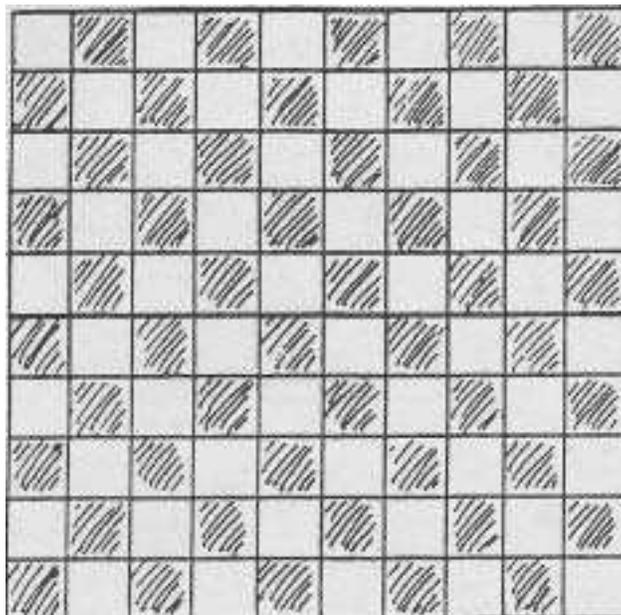
## CONTINENTAL CHECKERS

*You will need:*

Game pieces—20 each player

(Coins or button work!)

Gameboard (made from 10" x 10" cardboard—see pattern)



Continental checkers was a very popular game originating in France in the early 18th century.

Although there are 36 more squares (100 squares total), the game is essentially played the same way as regular checkers.

There are a few important differences, however. These rules give the pieces more versatility. Here are the exception rules:

- Players can take pieces diagonally both forward and backward
- Each player sets up their 20 pieces on the first four rows, on their color block, on their side.
- A player must take her opponent's piece whenever possible. If she has a choice of captures, she must make the choice that results in taking the most pieces.
- A piece crowned only if its move ends in the far row. If the piece is in a position to make more jumps away from that row, during the same play, it cannot be crowned.
- A crowned piece may capture another piece anywhere in a diagonal direction provided there are no pieces between and there is an empty space beyond it. The jump doesn't have to end in the square immediately beyond the piece taken.

## **BOWL TOSS**

From **Handbook of American Indian Games**

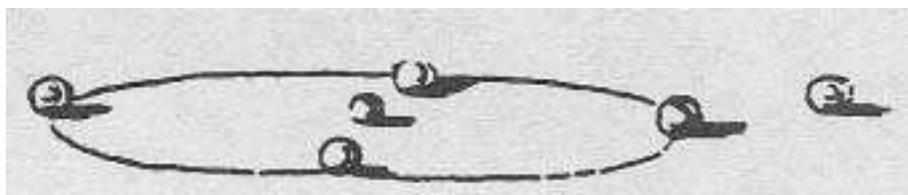
*You will need:*

Pine cones

Hoop (12 to 18 inches wide)

This game tests your accuracy as well as the ability to make long tosses. Place the hoop on the ground 12 feet away from a marked throwing line. Each player stands just behind the line. The thrower is given three pine cones and allowed to make three underhanded tosses to get the cones inside the hoop.

One point is allowed for cones falling inside the hoop and then bounding out. Three points are allowed for each cone which remains inside the circle. The hoop is gradually moved farther away from the throwing line as the throwers develop accuracy and know-how.



## **MARBLES**

*You will need:*

Marbles

Chalk or string

### **Picking Plums**

Each of the several players places one or two marbles in a row, with room for two marbles to pass through the gaps. Each player then shoots in turn from behind a line about five feet away.

Players may keep any “plums,” which are marbles knocked from the line. A player gets an extra shot whenever he picks a plum.

### **Capture**

This game is for two or more players. Draw chalk circle (or use string) about two to three feet wide. Choose one marble as a “shooter” and all the others are placed strategically inside the circle.

The first player shoots the shooter marble into the circle. Any marbles knocked out of the ring that player keeps. The second player does the same thing and so on. Take alternate turns until one player takes all the other player’s marbles.

# Lesson 10

Using “18th & 19th Century Games”

☞ **Read the “18th & 19th Century Games”.**

☞ **Discuss the following questions with students during or after reading.**

1. What types of materials are the games made out of?

*Games are made of a lot of common materials, like buttons and coins, pine cones, yarn, ribbons, wood, thimbles, etc.*

2. What types of materials are the games you play with today made out of?

*Answers vary. There will probably be a lot of plastic, cardboard and computer type answers. A big answer is probably a plug for electricity.*

3. Why is there a difference in the materials.

*Plastic and computer chips were not invented. There was no electricity to use to power the games. Games had to be invented and imagined a lot of the time and made by the children themselves with materials from around the house.*

☞ **Have students make their own games.**

Students can learn a lot from making games on their own. They can find out about games that don't require batteries or electricity, but there is some assembly required. Have students make and play different games in groups.

A good way to do this is to have a limited number of items for a group and have them make a game from those items. Use pieces of wood, clay, string, paper, pencils, pieces of corn and/or other items they might use to create a game. Give them a time limit and be creative!

For further study, have students compare games now and then. Have them talk to family members about what games they used to play with and compare it with their games today.

## **GLCEs that may be reached in Lesson 10:**

**3-H3.0.7** Use a variety of primary and secondary sources to construct a historical narrative about daily life in the early settlements of Michigan.

**4-H3.0.4** Draw upon stories, photos, artifacts and other primary sources to compare life of people in towns and cities in Michigan and in the Great Lakes region during a variety of time periods from 1837 to the present.