

## ***Classroom Games from 1800's***

Classroom games make learning more fun. Your class can learn about the past and practice their current lessons! These games are great for review. Some games were played anytime; however, Fridays were primarily reserved for "fun" activities such as a spelling bee, games, poetry, etc.

### **BUZZ**

A counting game that can be adjusted to the student's math level.

Students sit in a circle and begin to count in turn. When the number seven comes up the student must say BUZZ or he is "out". For example, the students are counting one, two, three, four, five, six, BUZZ, eight, nine. The last person left is the winner. Older classes can use the number seven and multiples of seven. Of course, any number can be used to practice counting and multiplication facts.

### **Spelling Bee**

The spelling bee was very popular for Fridays, and even played by adults on winter evenings for entertainment.

The class divides into two teams and line up. The teacher gives a word to the first team member. If he/she cannot spell the word, he is "turned down" and sits down. The word is given to the first member of the second team. The game continues with new words until only one player is left.

### **Famous Romance**

This game was popular at Valentine's Day parties. Each player has a heart stuck to the his back. The hearts have names on them. Each name is part of a famous couple such as Romeo and Juliet or Adam and Eve. Each person must find his/her own identity by asking other players questions which can be answered by "yes" or "no". Some examples are: "Am I still alive?", "Am I a boy?", "Am I an animal?" After he/she figures out his own identity, he must find his partner. Teachers could use characters from modern movies/ cartoons or to practice other paired items.

### **Pick-up Sticks/ Jackstraws**

This was very popular among the North American Settlers. To play, they used wood splinters or straws. Some fancy pick-up-stick games had ivory sticks. Modern versions use plastic and wooden sticks. To play, the sticks are heaped in the middle of the table. Each player takes a turn removing one stick from the pile. If another stick moves while removing the stick, the player loses his turn and must leave the stick. If the stick is pulled without moving another stick, the player gets another turn. The game

continues until all the sticks are picked up. The one with the most sticks wins. Several sets of wooden pick up sticks can be brought to be played.

### **I Have a Basket**

A great game for young students!

Players form a circle. The game is started by saying, "I have a basket". the person beside him says "What's inside?". The first person has to name something that starts with an A. The second person names and object that begins with B, the next person names an object that begins with C.

### **Cupid's Leaving**

A game using verbs.

A letter of the alphabet is chosen. Let's say it is a D. Player one says "Cupid's leaving". Player two says "How?". The first person has to think of a word that starts with an D to describe how cupid is leaving and add "ing" to it. So, the first player might say "driving". The second player calls out "Cupid's leaving" and the third player says "How?" The second player might say "dancing". The game continues until someone cannot think of an answer. The players choose another letter.

### **Dumb Crambo**

Two teams play this game. Team 2 leaves the room. Team one picks a word, such as hog. They also pick a word that rhymes with it, such as log. Team 2 returns and is told that the secret word rhymes with log. Team 2 acts out words that rhyme with log, trying to figure out the secret word. When they act out a word that is wrong, Team 1 hisses. After Team 2 figures out the word, the teams switch places.

### **Post Office**

In this game, students become familiar with names of cities. A teacher could also use this to practice names of cities in the state, counties in the state, or capital cities.

Each player chooses the name of a city. One player is the postal clerk. The rest of the players sit in a circle. The clerk says "This is going from Chicago to Toronto", or whichever two cities they choose. The players whose cities were called have to exchange seats without letting the postal clerk steal their seats. Whomever is left without a seat becomes the Postal Clerk.

### **Spin the Trencher**

Many settler families owned large wooden bowls called trenchers. They were long shallow dishes.

To play the game, the bowl is placed on the floor and everyone sits in a circle around it. Each player chooses the name of an animal. One player is IT. He spins the bowl and calls out the name of an animal, such as deer. The player who is that animal has to run to the bowl and keep it spinning. When the deer gets up, the person who is IT takes his spot in the circle. Now the "deer" is IT. and must keep the bowl spinning and call out another animal. He will then take that animal's place in the circle.

### **Games of today played were played 200 years ago!**

Duck Duck Goose was played in the 1800's.

Also, Twenty Questions was played in the 1800's. Students might find it fun to play Twenty Questions, then play it on the hand held computerized game and compare the difference in playing it with other people and playing with a computer.

Dominoes. Wooden dominoes sets can be brought to the classroom to play.