

### Old Fashioned Games

#### **Game stations 1-8**

1. Skittles
2. Hopscotch
3. Snakes and ladders
4. Knuckle bones
5. Tops, cup & ball, Diabolo, Whizzer
6. Marbles
7. Skipping ropes
8. Quoits & Horseshoes



Games are usually the simplest activity to teach as most people are familiar with the games already. In many cases only the materials they are made of have changed.

The following notes contain:

- a list of games included in the games basket
- background reading material about games of the past
- instructions on how to use the games.

#### **Method:**

- 1). Introduction - sit children down and discuss games they like to play.
  - Children in earlier times did not have expensive toys but made use of many simple items. Games were often made by members of the family.
  - Show children the games. Discuss each: eg. cup and ball, hoops, ropes, horseshoes, marbles, spinning tops, knucklebones, quoits etc.
- 2). Then allocate groups for each of the games.
- 3). If time permits discuss or play games like;
  - drop the handkerchief
  - oranges and lemons
  - mulberry bush



66 Victoria Ave Claremont WA 6010

Phone. (08) 9340 6921 Fax. (08) 6389 2769 Email: [museum@claremont.wa.gov.au](mailto:museum@claremont.wa.gov.au)

Website: [www.claremont.wa.gov.au/heritage.html](http://www.claremont.wa.gov.au/heritage.html)

### **KNUCKLEBONES or JACKS**



1. Player holds 5 knucklebones in palm of 1 hand.
2. Toss the knucklebones up in the air, and turn the hand to catch as many as possible on the back of the hand.
3. Toss the caught knucklebones up off the back of the hand and catch as many as possible in the palm. Who can catch the most?

#### **Challenge:**

Try throwing one knucklebone up and before catching it pick up another knucklebone off the ground. Then try picking up 2 knucklebones, 3 then 4 before catching your thrown knucklebones!!

### **SKITTLES**



- Set the skittles up with approximately 10 cm between each one.
- Each player, standing approximately three metres from the skittles, rolls three balls at the skittles and scores a point for each skittle knocked down.
- If he downs all the skittles before completing his turn, all nine skittles are set up again for him.
- It is not necessary for a skittle to be knocked down by a ball. It can be knocked down by a falling or rolling skittle.
- As it is possible to down all nine skittles in one roll of the ball, the maximum score in one turn is 27.
- The player with the highest score after all have had 3 complete turns is the winner.

## **HORSESHOES (& QUILTS)**

Make a line on the ground a certain distance away from the horseshoe stand. Stand behind the line and throw the horseshoe. Take turns trying to get the horseshoe on to the stand.



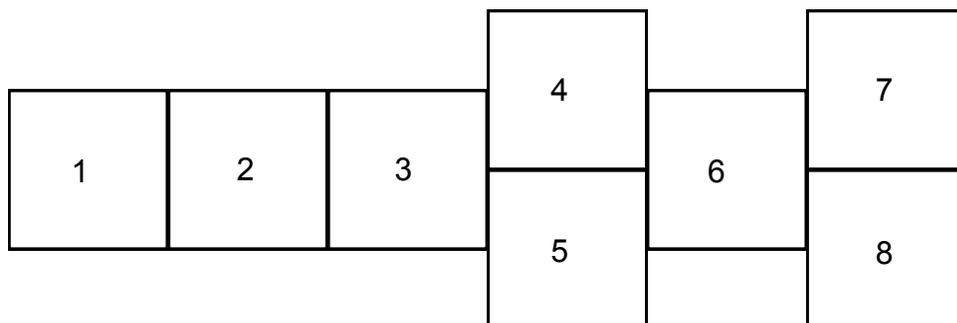
## **MARBLES**

One player first shoots their marble, the second then tries to strike it or otherwise shoot their own within a span of it. If they miss then player one (from where the marble is) shoots at that of the second until a shop or span is made. When a marble has been shopped or spanned it is taken and the winner begins the next game.

Use marble tray.



### HOPSCOTCH



1. Use hopscotch frame on ground.
2. Each player has a taw (flat stone)
3. 1st player throws taw into the first square. It must not land on any line. If it lands on a line player loses turn.
4. If taw lands inside square player jumps over first square and lands in second square and proceeds to hop around frame returning to square 2 where the player picks up taw and jumps out of frame
5. 1st player continues in this fashion (on to 2, 3, 4, etc.) until player lands on line, overbalances or fails to get taw in square.

### SKIPPING AND SKIPPING RHYMES

Two hold ends of the rope others skip - then swap.

Rhymes used - "Cinderella dressed in pink",  
"All in together this fine weather"; "When you  
hear your birthday please run in, January,  
February, March..."

"Jelly on a plate"; "Teddy bear, teddy bear".

