



Camp AH-HA: Throwback Thursday: Recess Games

Have fun outside with these 19th century games.

Who:

- You and your family

What:

- Just because students 100 and more years ago went to a one-room school, doesn't mean they didn't have recess! Children often had time to play outside after they ate their lunches. And just because you are learning from home doesn't mean you can't have recess too.
- What do you like to play at recess? Do you think children 150 years ago would have played those same games?
- Marbles, Jacks, Pick-up sticks and tops were popular toys that could have been carried easily to school for recess.
- Other games like tag, baseball (or base ball as it was known in the 1800s), running games and tug of war were popular team games that could be played almost anywhere.
- Ask your parents what games they liked to play at recess.
- Text, email or Facetime your grandparents or other older relatives and ask them what they liked to play at recess?
- Make a list of all the games that your grandparents, parents and you like to play at recess!

How:

- The following are all games that date back at least 100 years. They are printed in children's books from the 1800s. We hope you have fun playing recess in your school!
- You will need: a thimble or other small object, a bandana or scarf for a blind fold, small stones or pennies to toss, and a cup to toss things into, a large hoop, large pinecones or beanbags
- **Dumb Crambo:** Did you see our Make It Monday post on our website for Day 5? If not, check it out for a fun new way to play Charades. Check it out!
- **Blind-Man's Bluff**
 - One person is it. Tie the bandana around their eyes so they can't see.
 - The person who is it must try to catch someone.
 - Those who aren't blindfolded must try to stay out of 'its' reach.
 - If It catches someone that person is It.
 - If you do this outside, make sure to set boundaries so that you aren't running too far away.
- **Chuck-Farthing:**
 - Each player gets an equal number of pennies/small rocks
 - Everyone stands in a large circle with a cup in the center
 - You take turns trying to throw your pennies/stones into the cup
 - The person who gets the most in wins!

- **Thimble, Thimble:**
 - Take the thimble or other small object
 - One person is the guesser
 - Everyone else sits in a tight circle.
 - The guesser is on the outside of the circle.
 - Those in the circle start passing the thimble around, keeping their hands moving like they are passing even if they don't have the thimble in their hands to try to fool the guesser.
 - The guesser must guess who has the thimble.
 - Alternate: If you don't have enough people in your house to have a circle, have one person hide the thimble in a room.
 - The guesser must guess using clues the hider gives them. Use 'hot, hotter, burning' as the guesser gets closer to the thimble and 'cold, colder, freezing' as the guesser gets farther away from the thimble.
- **Bowl Toss**
 - Take a hoop like a Hoola Hoop and lay it on the ground or draw a large circle (about 18 inches wide) in the ground
 - Draw a line about 12 feet away from the hoop
 - Take large pinecones or whatever you are going to be tossing
 - Each person takes turns standing on the line and then tossing the pinecones or the beanbags into the circle.
 - You get three points for the bags that land inside the circle and one point if your bag lands inside but then bounces out.
 - The player with the most points wins the round.
 - You can make it extra challenging by making a smaller circle in the middle of the hoop and trying to hit that circle. You get 5 points for hitting that circle.
 - Move the hoop farther away from the throwing line as you get better and more accurate.
- Try playing tag outside. There are lots of types of tag games like freeze tag and team tag. Can you make up your own tag game?

Extension

- Teach your children a game you might have played when you were in school. Popular games like "Cat's Cradle" Jump Rope and Clapping Games can be found by Googling.
- Have your children work together to create a new board game. What will the goal be? How will the board look? Will they roll dice or pick cards to move?