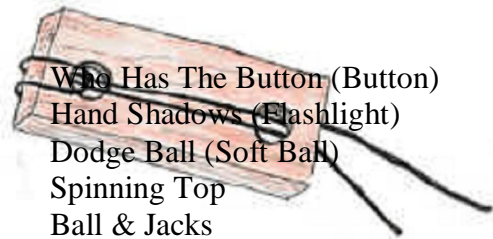


Family Game Ideas - Indoors and Out:

String games (Length of String)
Chinese Jump Rope (Large Elastic String)
Stick pulling (Broomstick)
Buzzsaw or Whirligig (String & Button)
Jump Rope
Marbles
Hopscotch
Three Legged Race (String or Bandana)
Sack Races
Checkers
Tic-Tac-Toe (Paper & Pen)
Connect the Dots (the boxes game)
Tug 'O War
Horse Shoes
Pick up Sticks or Jackstraws

Duck, Duck Goose
Blindman's Bluff
Red Rover
Simon Says
Red Light - Green Light
Tag (Shadow Tag, Freeze Tag - endless variations)
Leap Frog
Hide & Seek
Wheel Barrow Races

Other ideas/Notes:



Who Has The Button (Button)
Hand Shadows (Flashlight)
Dodge Ball (Soft Ball)
Spinning Top
Ball & Jacks
Math Game (Dice)
Relay Races
Bean bag toss

I Spy
Charades

Crafts and Games- **Block Puzzle**

Here is another brainteaser from pioneer days.

You'll need:

a block of wood 4 inches long and 1 inch wide

drill

a piece of heavy cord 12 inches long

1. Drill two 3/8-inch holes in the piece of wood, one at each end.

2. Fold the cord in half to make a loop. Thread the loop through one hole, and then run the ends through the loop and through the other hole.
3. Tie a tight knot in the ends of the cord.
4. The object is to remove the cord from the block without untying the knot.

Thaumatrope

The thaumatrope is an optical illusion. When you spin the disk, the two pictures spin so fast that your eye is tricked into thinking they are one.

You'll need:

- a square of stiff cardboard
- hole punch
- two pieces of string
- markers, crayons, or colored pencils
- scissors

1. Cut circle out of the cardboard.
2. Punch a hole in each side of the circle.

3. Draw a picture on each side of the circle. When put together, the two pictures should make one picture, such as a bird and a cage, mother and child, or a flower and a pot. To make sure that the pictures will fit together, the circle in front of you. Flip it over from the bottom. The picture on the other side should be right side up.



a
hold
be

4. Tie a piece of string to each side of the cardboard circle.
5. Hold one string in each hand and wind up the thaumatrope. When you release the circle, the pictures will spin together and form one picture.

Game of Graces

The game of graces is an outdoor game played by two people. Some people say that it got its name because it taught the players to make graceful movements. The game of graces was considered a proper game for young ladies, although boys sometimes joined in, too.

You'll need:

four wooden dowels, about 18 inches long

a wooden hoop about 9 inches across

several pieces of brightly colored ribbon

1. Wrap the wooden hoop with the ribbon, leaving the ends hanging off. The ribbon cushions the hoop, making it softer to catch, and the hanging ends flutter in the breeze and slow the flight of the hoop through the air.
2. Each player has two dowels. The players stand a few feet apart, facing each other. One player crosses her dowels in front of her like a pair of open scissors, hanging the hoop near the cross. When she pulls the sticks apart, the hoop flies off toward her opponent. The other player tries to catch the hoop on her sticks. It takes some practice to be able to aim the hoop correctly.
3. Keep track of how many times you catch the hoop. The first person to catch the hoop ten times wins.

Bluff: (Dice Game)

Each player rolls five dice and keeps the result secret from other players. They then take turns bidding on the total results. (e.g. "There are seven 4s." or "I say there are nine 2s.") When a player believes the bidding has gone too high, he challenges the previous bid. Depending on the results, at least one player will lose at least one die. The last player holding any dice is the winner. (You can also play a variation of this game with face or rook cards)

Railroad Spelling Bee: In school, if the children had been well-behaved, the teacher might reward them by having a **railroad spelling bee** after the afternoon recess. All the children lined up next to the wall. One day little Mary was at the front of the line, so she could spell any word that she wanted to. She correctly spelled *cat*. Then Charles, who was next in line, had to spell a word beginning with *t*, the last letter in Mary's word. He spelled *tail*. Laura was next, and she had to spell a word beginning with *l*. She slowly spelled, "l-i-v-e-l-e-e." Then, because she had misspelled *lively*, she had to sit down. The game continued as Henry correctly spelled a word beginning with *y*.

Hot and cold - One person (it) leaves the room while the others hide a button (or some other object). When "it" returns he/she has to try and find the button. The others give hints by saying "warm, warmer, hot, or cold, colder, etc."

Chinese Jumprope:

Chinese Jumprope involves a very large coated rubber band-type thing that two people put around their ankles and face each other, and then the other person stands in between them and jumps a complicated dance around the parallel lines of elastic without touching, falling, or missing the jumprope when necessary. The dance went:

You start by straddling the elastic.

"IN!": You jump in the air and land with your feet inside the parallel lines of elastic, not touching the elastic or making it touch the ground.

"OUT!": You jump in the air and land with your feet outside the jumprope, just like your starting position.

"SIDE!": You jump in the air and land straddling one side of the elastic: one of your feet is in the "out" position, the other is "in".

"SIDE!": You jump to the other side of the jumprope with your feet straddling.

"ON!": Then you jump in the air and land with both of your feet on the elastic, having them under your feet.

"IN!"

"OUT!"

"SCISSORS!": This was where you would be leaving the jumprope, but you would drag one of your feet along the way so that it crosses and touches the other elastic. It is the only time the two ropes touch.

"IN! OUT! SIDE! SIDE! ON! IN! OUT! SCISSORS!"

After you complete that the people inside the ropes move the elastic up to their knees. In out side side on in out scissors. If you complete that they move the elastic up to their thighs. In "thigsies" the tricky part was "on", since you had to jump in the air and nail that rope under your feet on the way down. In out side side on in out. "Smallies" came next, where the two would put the rope back around their ankles, but would put their feet together so the "in" space was only a few inches. If you survive "smallies" you move on to "widies", where the two people would spread their legs as far apart as possible. It made the "out" section particularly difficult. There were other parts that involved how you jumped: walksies, runsies, trotsies, skipsies... then there were some where one half would be wide and the other would be small so you had to make

your feet land diagonally and such. If you ever messed up you took the place of one of the rope holders.

Jacob's Ladder

The Jacob's ladder gets its name from a Bible story in which a man named Jacob dreamt about a ladder stretching from heaven to earth. The Jacob's ladder is fun to play with – you can make watch the blocks tumble over one another or form them into all sorts of shapes. See if you can make a star, a house, and a table.

You'll need:

six squares of plywood $\frac{1}{4}$ inch thick and 2 inches square
(get an adult to help you cut them, if necessary)

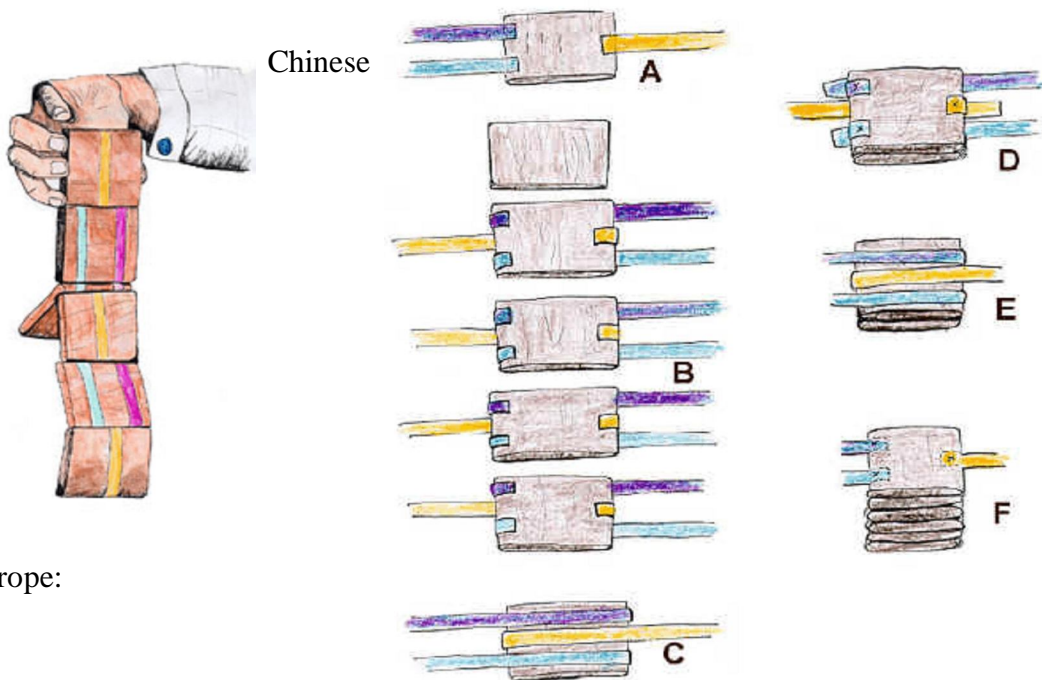
about 10 feet of $\frac{1}{4}$ -inch wide ribbon
(you can use one or two colors)

sandpaper wood glue scissors

1. Use the sandpaper to sand the wood smooth so you don't get any splinters while playing with the Jacob's ladder.
2. Cut the ribbon into 15 strips that are 5 $\frac{1}{2}$ inches long.
3. Glue the ribbons to five of the blocks as shown in picture **A**. One block should be left plain. Let the glue dry. Turn the ribbons underneath and arrange the blocks as shown in picture **B**. Turn the last square upside down, as shown in picture **C**.
4. Stack a square on top of the upside down square, as shown in picture **D**. Trim the ribbon of the bottom square and glue it to the top square. Let the glue dry.
5. Wrap the ribbon over the top square as shown in picture **E**. Place another square on the stack and repeat step 4. Repeat steps 4 and 5 till all the squares have been attached, as shown in picture **F**.

Sources:

String Games: <http://www.vidyaonline.net/arvindgupta/stringgames.pdf>



Jumprope:

<http://www.pamie.com/June99/11June99.shtml>

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<http://www.ci.tumwater.wa.us/researchcraftsandgames.htm>

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