

COLONIAL GAMES

WONDER BOX 5 TEACHER PACKET

INTRODUCTION

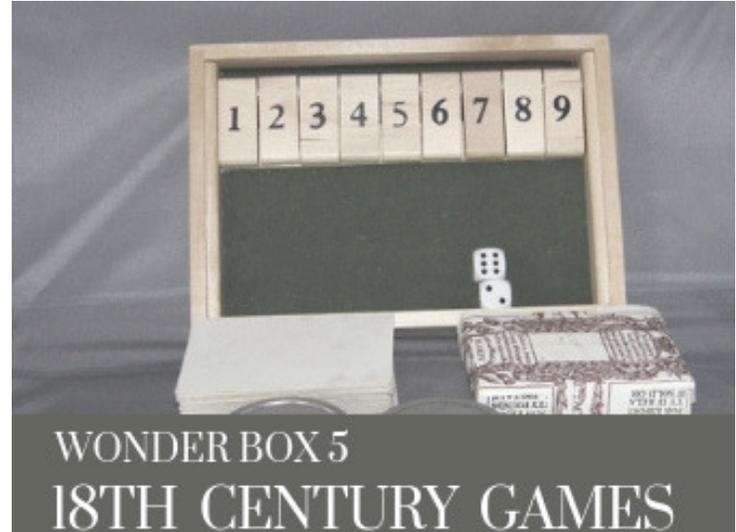
This Wonder Box will allow students to play games that were popular during the Colonial period. When children had time to play, they often enjoyed the games that their parents had played when they were young. This kit contains both indoor and outdoor options.

HOW MUCH TIME DID CHILDREN HAVE TO PLAY GAMES?

Children who lived in Cheshire County, New Hampshire, in the 1700s spent most of their time doing chores, going to church or going to school. Children were only allowed to play a little each day if their work was finished. Sometimes children's work could be turned into a game. Children might see who could get a task done the quickest, or carry the largest or heaviest load, or some other creative way to make a task go quicker or seem less dull.

HOW OLD ARE THESE GAMES

Many of the games in this box were played by children about 500 years ago. Some are still played today!



COLONIAL GAMES TAUGHT LESSONS

18th century games helped children learn skills they would need and use in life, such as how to aim and throw, how to solve problems, how to do or make items with their hands, and how to follow directions. They also learned how to be fair, wait their turn, work with others, and to use their imagination.

WHO MADE THESE GAMES

There were no factories for making games so children learned how to make their own using their imagination. They often used items found in nature or around the home or farm. With many families having more than five or six children, brothers and sisters often shared games.

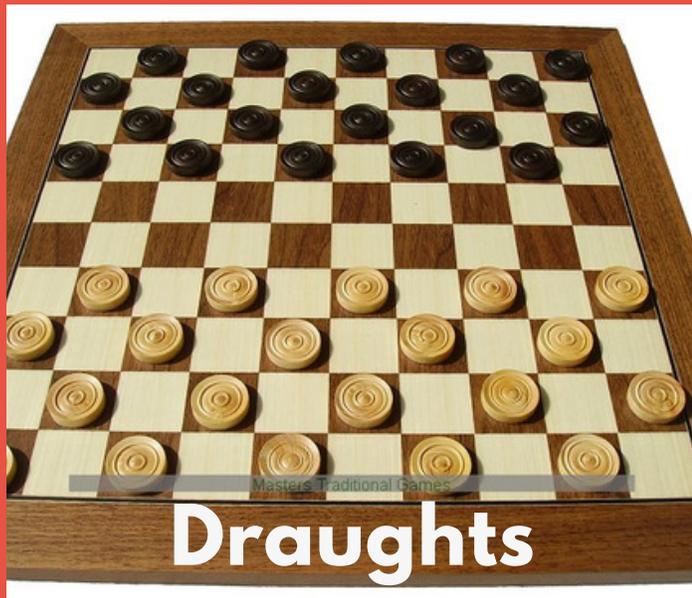
INVENTORY



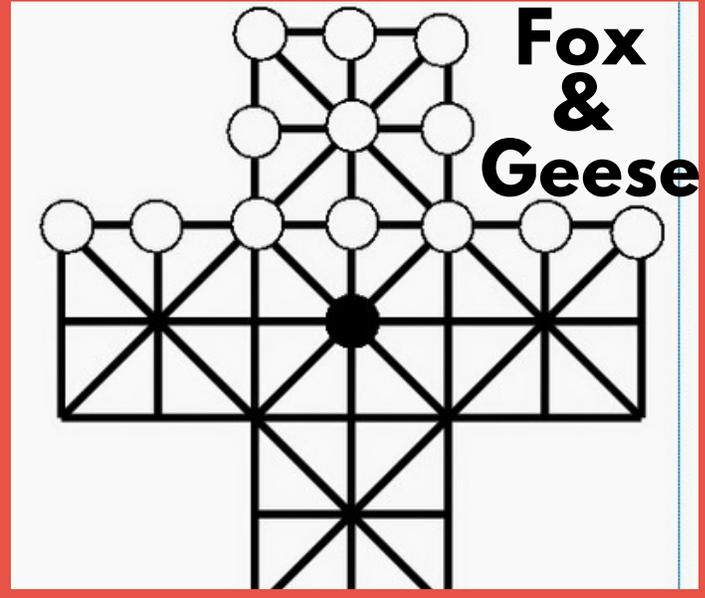
**Nine
Pins**



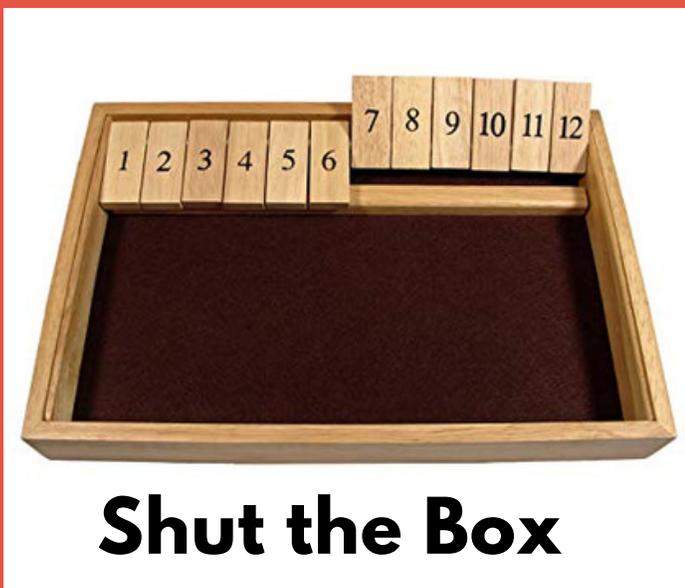
Bilbo Catcher



Draughts



**Fox
&
Geese**

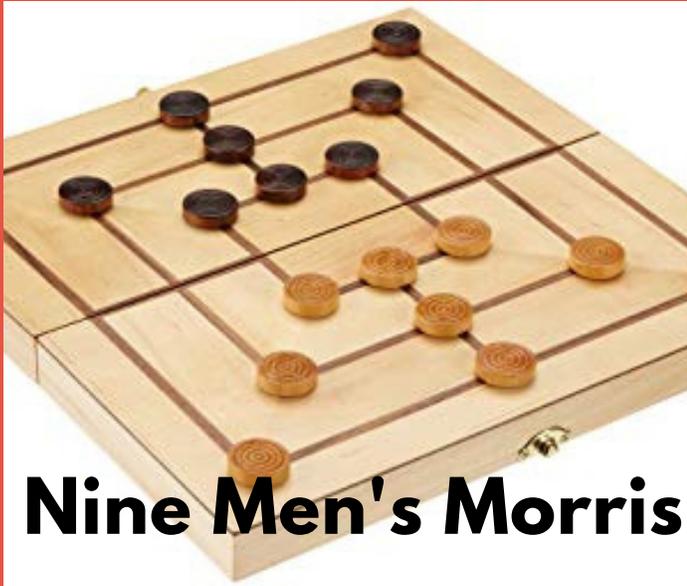


Shut the Box



Going to Boston

INVENTORY



Nine Men's Morris



**Peg
Top**



Ring Taw Marbles



Jump Rope



Graces