

## Work Party Games

A work party, known as a bee, was organized whenever a barn was raised or apple cider made. Bees were also held when corn needed to be husked, quilts made, or crops to be harvested. Children were a huge part of a bee, as they would feast, dance, and play games. When playing a game, the work became more fun. Some bee games were A-mazing!, Gossip, Apple Games, and Corn Husking.

A-mazing kept the children occupied for hours when a field needed to be harvested. Parents would build a maze out of hat sheaves and the children would wonder through the maze. While the children played in the maze, the parents had a chance to work and to also gossip.

## Holiday Games

Holiday games were based around family. They provided a chance for everyone to gather together and just spend time with each other without worrying if the job was finished. Many people looked forward to holidays such as Christmas and Thanksgiving because the celebration usually meant that there would be lots of food and games. Three popular holiday games were: Bag and Stick, Famous Romances, and The Cobweb Game.

The Cobweb Game was very popular around Christmas time. A stunning spider made of wire and other material would hang from the ceiling. Attached to the spider were pieces of string and ribbon each one crisscrossed over another until it lead to a hidden spot. There were enough pieces of ribbon or string for each person to follow one. Each person followed their ribbon or string until they reached the end where a small gift would be waiting for them.



This tin is on display in the teacher's room of the Fultz House Museum.

## Outdoor Games

Girls and boys would often play the same games inside, but different games outside. Girls were not permitted to take part in any team sports or contests and boys did not take part in any games consisting of string, clapping, or skipping. Some outdoor games played were; Battledore and Shuttlecock, Graces, and Ring Taw.

Graces was considered a "girls game". Only two people could play at once. The pairings were most commonly two girls, but sometimes a boy and a girl would play together. Two boys would never play Graces together because it was considered a "girls game". Each player had a stick and they tossed a hoop to one another. The idea of the game was to encourage the children to move gracefully, hence the name, Graces.

Boys would most commonly play team sports. Girls were never allowed to participate in any of these games. Some team sports that boys would play are: Tug-of-war, Shinny, Lacrosse, Football, and Baseball.

## Classroom Games

Classroom games put a fun twist on learning. Instead of just reading everything out of a book, or off of the chalk board, the teacher would have the class play games to help them learn and stay interested. It was most common to play games on Friday afternoons. Two classroom games that were commonly played were Buzz, and Spelling Bee.

Buzz was a good game to see how well children knew their numbers and multiplication. Everyone sat in a circle and began to count. Whenever the number seven or a number that is a multiple of seven came up, the player would have to say "buzz" instead of the number. Any player that did not say "buzz" at the proper time was out. The game continued until there was only one player left.



This baseball bat is on display in the summer kitchen of the Fultz House Museum.

# Games From Long Ago



The above picture was taken in the parlour of Fultz House Museum.

## FULTZ HOUSE MUSEUM

# An Introduction to Parlour Games



This picture was taken in the parlour of Fultz House Museum.

Games were most commonly played in a parlour because the parlour was the common gathering place in a family home. If guests visited, they would gather in the parlour to talk and have a cup of tea or coffee.

In a home, the parlor was the common room, better known today as the living room. When guests came over for a visit or party, they would be showed the family's "best room". During these parties or visits, games would be played to have some fun. The most commonly played in the parlour became known as **parlour games**.

Parlour games consisted of several people. Two of the more common parlour games were Charades and Blind Man's Buff. Other games played in the parlour were guessing games, word games and board games.

Games never came with directions. All games were taught by friends telling another about them. Children would learn how to play a game if a parent told them about it or if their friend showed them. This was learning by word of mouth.

## Guessing Games

Parents encouraged playing guessing games. Guessing games offered a great way for children to exercise their brains, while having fun. Some guessing games, like Charades and Twenty Questions, are still played at parties today.

Charades was fun to play because all players had a chance to be an actor. Everyone wrote a name, phrase, or word on a piece of paper and put it in a hat. Then, players took turns acting out what was written on one of the pieces of paper while the other players tried to guess what the actor was trying to act out.

Twenty Questions was a great way to pass the time. To start, one player thought of a noun, then all the other players asked the first player questions until they either guessed correctly what the person was thinking, or reached twenty questions. All questions had to be answered with just a "yes" or a "no".

## Word Games

Word games helped children to develop and learn good language skills. Once a child learned the letters of the alphabet, they could play the simplest of word games. Parents often drifted towards playing a word game because they found it educational and since children had to think about each move, they were kept quiet and entertained for hours.

Some common word games played would have been: I have a Basket, Cupid's Leaving, Anagrams, and Taboo. I Have a Basket was a game where players sat in a circle. One person started by saying "I have a basket" then the next person said, "What's inside?" The first person then has to name something that is inside of the basket starting with the first letter of the alphabet. The game continued until the end of the alphabet was reached.



This basket is on display in the kitchen of the Fultz House Museum.

## Table Games

Some table games could never be won by strategy, but by the mere luck of the draw. Others required a steady hand and quick wit. Some table games were; Dominoes, Tiddlywinks, and Pick-up Sticks. Most table games are still popular today.

Tiddlywinks was very popular, although few people actually played correctly. A disk called a shooter was used by all players to flip a smaller disk called winks into a cup that was placed in the middle of the playing area. For example, a dime would have been the size of a wink, and a nickel or quarter would have been the size of the shooter. The object of this game was to be the first player to successfully shoot all of their winks into the cup. This game was taken very seriously. Some people even practiced shooting winks in their spare time.

A teetotum is pictured opposite.



## Board Games

Some board games have been played for centuries. Some board games were educational, as they helped players learn their geography, history, and science. Other lessons learned by playing board games were working hard and how to behave properly.

In the 1800's, a board game known as Errand Boy was quite popular. The idea of the game was to teach children the values of hard work and good deeds. Each player used a teetotum (a teetotum was used as both a game piece and a die, as it was spun to determine how many spaces to move, and set down to mark a place, because dice were still associated with gambling) to move around the board as they followed the career path of an errand boy as he was promoted throughout the company. Any players that landed on a tile describing a good deed or hard work were allowed to move ahead, but if a player landed on a tile describing a dishonest act or laziness, they would have to move their piece back or even go to jail. The game was won by whoever became the president of the company first.