

GAME PLAY

Anty Over was a fun game to play outside. To start the game, the players were split into two teams and then placed on opposite sides of the house. One team started with the ball. The team without the ball then called over "anty". The other team replied by calling "over" and tossing the ball over the house. If the ball was caught, that player would run around the house throwing the ball to try to get someone out. The game would then continue until everyone was out. After that, they would change sides and start over.

The game Base could last two or three hours depending on how good the runners were. The game was most commonly played at school, and is now known as baseball. Since the game became quite confusing, an umpire was always needed. The number of people playing did not matter, as long as the group could be divided into two equal teams. After that, each team was assigned a base twenty or thirty feet apart. The distance between the bases always depended on each players running ability and the land that the game was being played on. The object of the game was to be able to circle the opposing teams base and return "home" without being caught and tagged by one of the opposing teams players.



The above picture shows two bases illustrating the invisible line between bases.

Bullpen was a game passed down through many generations in many families. There were at least eight players, four to a team. To play the game, a ball of yarn was needed. To avoid having the ball unravel, a parent would sew around it. To give the ball some weight, it was sometimes wrapped around a piece of wood or a core. The object of this game was to throw the ball at all of the other team's men and try to get them all out. One team of four split up so each player was watching a base. The other team would gather in the center of the four bases. One player on a base would start play by tossing the ball diagonally to the other base. After that, the ball was tossed from base to base until someone threw it at the center to try to get one of the other players out. If the thrower of the ball missed his target, he was out. If he succeeded, then the man hit with the ball would pick it up and try to hit one of the basemen. At this point, the basemen scattered and were running. All men in the center of the field (this area was called the bullpen) could not leave the area unless the ball rolled or bounced out of the bullpen. If a baseman was hit with a ball, he was out and the man who threw the ball could remain in the pen until the next round.

Corncob Jail was most commonly played in a barn. To begin, one player was chosen to be the sheriff. Then an area that was around four to five feet was marked off and called the sheriff's jail. The rest of the players became known as fugitives. The sheriff then began to throw corncobs at the fugitives. Each fugitive that was stricken by a corncob had to go to jail. While the sheriff captured the fugitives, the fugitives tried to dodge the corncobs and helped set all the prisoners in jail free. To be set free, a fugitive had to hand a prisoner a corncob. The corncob was the prisoner's ticket out of jail. By releasing a prisoner, they then become a fugitive again. The game continued until all of the fugitives had been captured and placed in the sheriff's jail.



This ball of yarn is on display in the textiles room of the Fultz House Museum.

Childhood Play



This tea set is on display in the summer kitchen of the Fultz House Museum.

FULTZ HOUSE MUSEUM

THE IMPORTANCE OF PLAY

Why is play important? Play is a fun way for children to learn without losing interest in the subject. There were a lot of games that actually taught children how to spell and talk properly, while others helped the children with their studies in history, geography, and the sciences. Other games offered children a chance to clear their head while learning the importance of teamwork and how to work cohesively as one. Without play, children would not have been able to stay interested in important topics during their studies because they would have nothing to look forward to.

Not all games were used for learning purposes though. Many games were played for leisure or entertainment. Games even had designated areas to be played. Some were played outside, while others were played in school, although most were played in the parlour. Since the parlour was the common gathering place in a family home, it was the perfect spot to start a game of Charades with everyone.

Most parlour games were played with several people. The most common parlour games were Charades and Blind Man's Bluff. Other popular parlour games were guessing games, word games and board games.



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

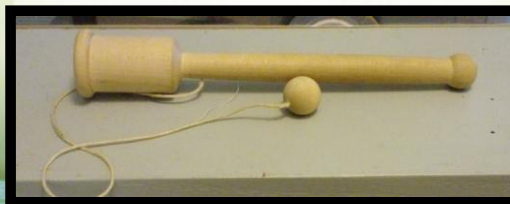
A FOCUS ON TOYS

Some commonly played with toys were the ball and cup, the blowgun, bow and arrows, hoops and slingshots. The main idea for the ball and cup was to swing the stick with one hand until the individual successfully dropped the ball into the cup without touching it with the other hand.

Bows and arrows were also made out of hickory. To make the bow, a springy piece of sapling was chosen and shaped with a knife. Little notches were put in either end of the bow so a piece of string could then be tied to each end. This curved the piece of sapling. Arrows were made out of shorter pieces of hickory, and were as straight as possible. Spikes for the arrows would be taken off of umbrellas so the bow and arrows could be used for hunting rabbits.

Hoops were made out of rolled rims off of vehicles that had spoked wheels. Then they would take a piece of wood and stick it under the rim. After that, they would try to run as fast as possible with the rim still on the stick.

Slingshots had been a common toy for years. They had enough strength in them to kill a bird. Shoe tongues were used to make slings because they would not break easily, but nowadays, leather is the best. Depending on the shape and size of the rock, the rock could sometimes fly as straight as a bullet.



This ball and cup is on display in the Fultz House Museum.

Many girls loved to play a game known as Button on a String. It was a simple game, but one that could entertain for hours. This game was handmade, and the items needed to make this game were few. First, a piece of string was threaded through a button and tied to form a loop. Then, using their thumbs, girls would move them back and forth to make the button whiz. Since most girls had long hair, the string was constantly getting stuck in their hair. Some girls would purposely tangle the string in another girl's hair just to be mean.



This is a picture of a Button on a String which is featured in the teacher's room of the Fultz House Museum.

During the Great Depression, children had to find different things in the home to entertain them because there was not a lot of money. Since dolls were so expensive, girls would use old pieces of cloth to make clothing for a doll they had made. One of the types of dolls made during the Great Depression was a cucumber doll. The cucumber was hollowed out so food would go straight through it. Then, a diaper was pinned on and a square piece of cloth gathered at the neck of the cucumber to act as the dress. The cucumber doll was fed clay, mud and water. These combinations made a mess in the diaper, causing children to have to change the diaper. However, these dolls would only last a day or two. Other types of dolls made were: ragdolls, corn shuck dolls, and potato heads. Later on, porcelain dolls and dolls with paper maché heads could be bought if money was available for such an expense.