
Old Fashioned Games

Over a 100 years ago, there was no television or video games, but there were always enough people around to play games. Try some of these old fashioned games and see what it was like for kids long ago.



20 Questions

One person thinks of a person, place or thing. The other players try to guess who or what it is by asking questions that can be answered with “yes” or “no.” For example, a player might be thinking of a teacher. If another player asks “Are you thinking of an animal?” the answer would be “no.” If the next question is “Are you thinking of a person?” the player answers “yes.” The game continues until the players discover who or what the person is thinking of or until 20 questions have been asked, whichever comes first.

I Have a Basket

The players sit in a circle. The first player begins the game by saying “I have a basket.” Player 2 asks “What’s inside?” Player 1 responds something that starts with the letter A. Player 2 responds with something that starts with the letter B. The players go back and forth until someone can’t think of an answer for their letter. Silly answers are encouraged. If you make it all the way through the alphabet, keep going with double letters (“angry alligators”, “buttered biscuits”, “chocolate chips...”)

Snap Apple

Hang an apple from the ceiling with a string. Try to take a bite as the apple swings, but no hands allowed!

Consequences

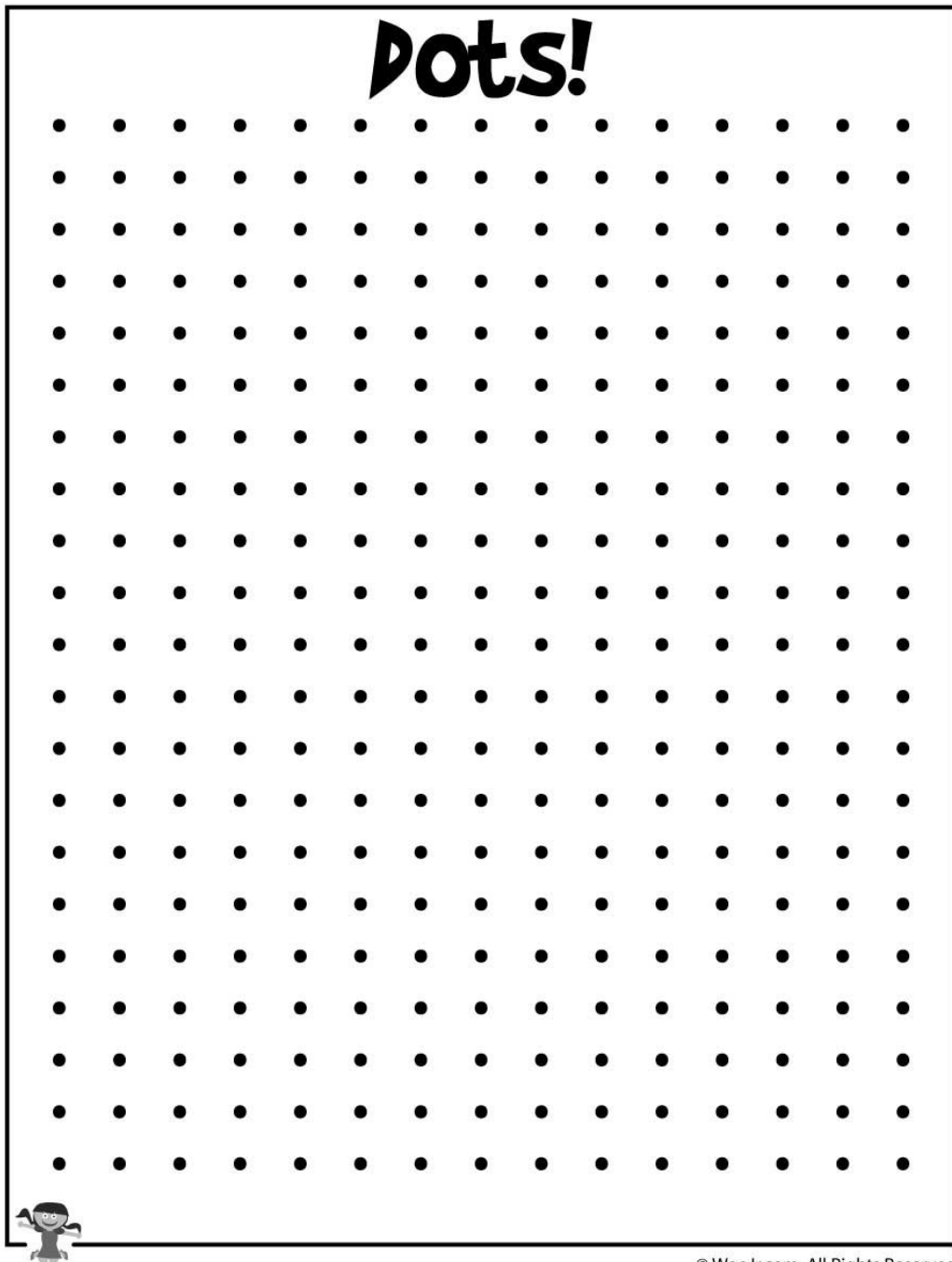
Start with a large piece of paper. The first player secretly draws a head (human, animal, robot or pretend creature) on the paper, then folds it over to cover the creation. After passing it on, the next player draws a torso, the next legs, and so on, without looking at what the others have drawn. After everyone has had a turn, or your creature has feet, unfold the paper and see what you have drawn.

Clothespin Drop

Gather a bucket or container and a few small objects or toys that will fit inside. Stand above the bucket, touch the toy to your nose and drop it, aiming for the bucket.

Let's Play Dots!

Each player takes a turn connecting one dot to another adjacent dot horizontally or vertically, one move at a time. After a while, the board begins to fill with a series of horizontal and vertical lines, some connected, some not. When a player draws a line that forms a square, that player fills the square with his first initial. The player who drew the closing line on the square gets another turn. Play until all the dots become boxes, and the player with the most boxes completed at the end is the winner.



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