

## ***Teacher Resource Information:***

### **Pioneer Games**

#### **Old Sow**

To begin, give each player a stick and a base marker. Use an old can as the old sow; drive a stick into the ground or use a barrel or bucket as the pen. The person who is it tries to steal another player's base or hit the old sow into the pen. The other players try to keep the old sow from getting to the pen and at the same time protect their bases.

When the old sow hits the pen, all of the players, except the person who is 'it', run to a designated line or fence, touching it with their sticks, and then run back to their bases. While they are running, the person without a base has to chase the old sow and be 'it'. Players can steal another player's base.

#### **Circle Dodge**

One team stands in a circle on the floor, and the other team stands outside the circle, throwing a soft rag ball at the players inside the circle. When a player is hit with the ball, he leaves the circle. When all the players on the team inside the circle are eliminated, the teams change places. The winning team is the one that remains in the circle for the longest period of time.

#### **Fox and Geese**

Mark four squares, 10 feet across each square, on the ground. Every player stands on one of the lines forming the square. A signal is given and the person who is 'it' has 10 seconds to touch as many players as he can. Players who are tagged sit down in the marked area. All players must stay on the line while being chased.

#### **Circle Baseball**

Pioneers used sticks to hit the ball. Tie a rag ball on the end of a rope. The winner is the first player to hit the ball five times. If a player hits the rope instead of the ball, he changes places with the person in the middle swinging the ball.

#### **Snowball Fight**

Pioneers made balls by tying a string around several rolled up rags. 'Snowballs' are made from socks filled with rags. Two teams line up twenty feet apart. At a signal, teams start throwing the 'snowballs' at the other team. When someone is hit, that player goes to the other team.

#### **Miss-Hit Pin**

Tie a rock to one end of a rope and secure the other end to the ceiling or a tree limb. Place a can or a similar object next to the suspended rock. Swing the rock toward the pin. The rock is to miss the can as it moves away from you but hit the can as it comes back.

You can move the can to the side about a foot in order to make the game more challenging. The person knocking the can down in the fewest attempts is the winner.

### **I Have a Basket**

To play this game the players form a circle. The first player begins the game by saying “I have a basket.” The person beside him or her asks “What’s inside?” The first player has to name something that starts with the letter A. The second person has to name an object with a B and so on.

### **Post Office**

In this game each player chooses the name of a city. One player is the postal clerk. The rest of the players sit in a circle. The clerk calls out “The mail is going from Salt Lake City to Chicago” (or any other two cities). The players who chose those cities have to exchange seats without letting the postal clerk steal either of their seats.

### **Ring Taw**

Draw a large ring in the ground. Draw a smaller circle inside it and place several small marbles, called nibs, in the circle. The players crouch outside the large ring. From there, each player takes a turn flicking a large marble, called a shooter, into the circle. The goal is to knock other marbles out of the circle. Each player keeps the marbles he or she knocks out. The winner is the player with the most marbles.

### **Shinney**

Shinney was a popular boy’s game. It was similar to ice hockey but was played in open fields or on empty lots. Each player had a stick and used it to hit a small ball into a goal area. Most children used tree branches for sticks and everything from a ball of yarn to a crushed tin can for a ball.

**Source:** *Games from Long Ago*, by Bobbie Kalman

### **Other Toys and Games:**

Hoop and Stick	Checkers	Marbles
Graces	Dominoes	Dancing Man
Jump Rope	Card Games—Old Maid	Acrobats
Battledore and	Tit-Tat-Toe	Jaw Harp
Shuttlecock	Jacob’s Ladder	Pendulum Toys
Kick the Can	Cat’s Cradle	Stitching Blocks
Hide and Seek	Pecking Chickens	Spool Loom
Ninepins	Buzz Saw	Drop Spindle
Yo-Yo	Cup-and-Ball	Tin or Wooden Whistles
Tops	Corn Cob Darts	Horns
Jacks	Climbing Bears	Dolls
Puddle Jumpers	Jack Straws (pick up sticks)	Square and Folk dancing
Mancala		

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**Pioneer Life**  
**Teacher Resource Information**

