

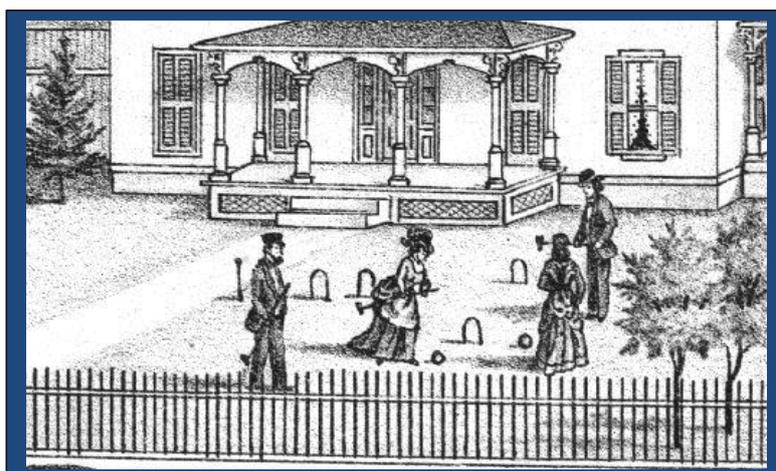
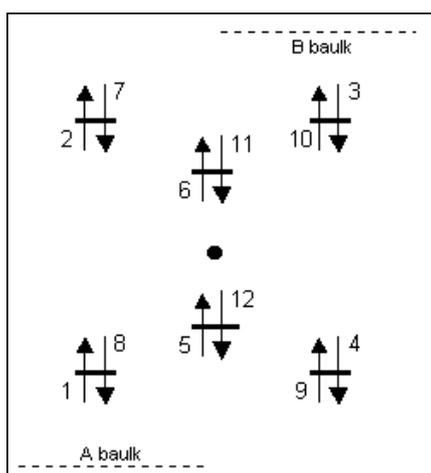
CROQUET

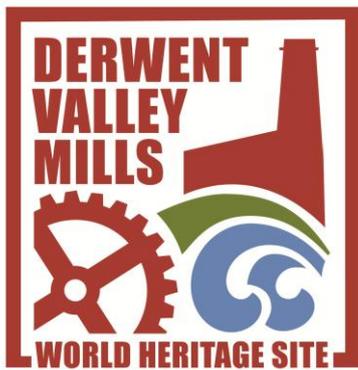
Croquet was invented in 1851 and became very popular in 1860s. Garden parties were often named “Croquet Parties”. In 1868 the “All English Croquet Club” then the “All English Lawn Tennis and Croquet Club” were formed. Victorian women, men and children all enjoyed hours of croquet playing.

Croquet rules:

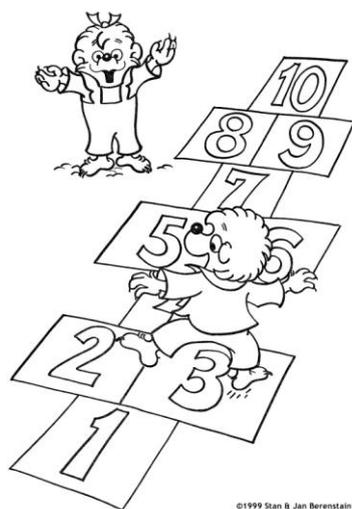
- Lay the hoops out as per the diagram below on your ‘lawn’ or ‘court’ area. The aim of the game is to hit your team’s balls through the hoops using the mallet in the order and direction shown and then hit the final peg.
- Toss a coin to decide who goes first. Play starts from a point 1m inside the boundary in front of the first hoop.
- A point is scored for each hoop passed through in the correct order and direction and for the final hit of the peg (once a ball has done this it is removed from the lawn). The winning side will score 14 points.
- One side normally has black and blue balls and the other side has red and yellow balls. It is normally played in twos (singles) or fours (doubles).
- Each player has one ‘shot’ each and takes it in turns unless additional shots are earned.
- Additional shots can be earned by
 - Scoring the next hoop in order – this earns one extra shot.
 - Striking your ball so hits one of the other three balls – this earns two extra shots.
- The first four turns must get each of the balls into play. After that you can choose which of your teams balls to play each time but the chosen ball is the only one that can be hit during that ‘turn’.
- When you earn two extra shots by striking any of the other three balls you pick up your ball and place it next to (touching) the ball that has been hit. You then strike your own ball (but you can make both balls move if you hit carefully!)
- If a ball goes off the lawn it is replaced a metre within the boundary from where it went off with no penalty.

Adapted from: www.wfcroquet.org/Rules/The_WCF_Rules_of_Garden_Croquet.pdf





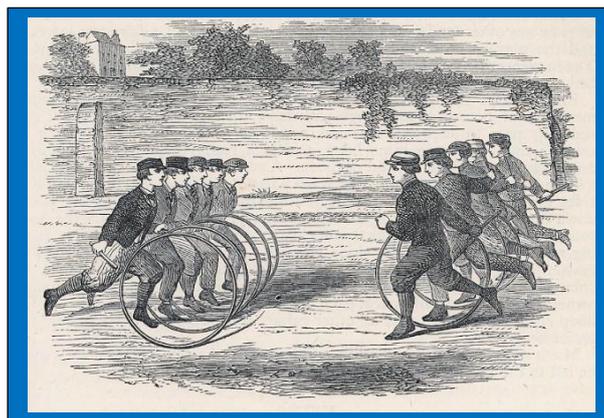
HOPSCOTCH

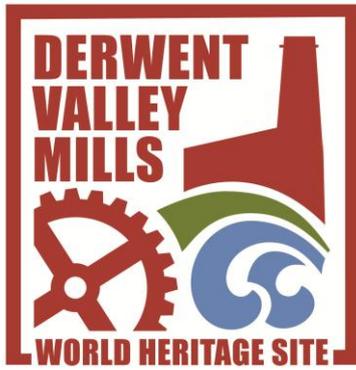


- Use chalk or masking tape to draw out a hopscotch board as per the diagram (different areas used different board layouts and rules).
- The first player throws a marker into square 1. Traditionally the marker was a flat stone or flat tin.
- Hop over the square and land on two feet in squares 2 and 3. If there are two squares side by side put a foot in each square. If there is just one square you have to hop on one foot.
- Hop and jump up and down the numbers, then throw the marker into square 2 and repeat until you reach 10.
- If you throw the marker onto a square and it misses the other player gets a turn. If you stand on a line or put a foot down when you should be hopping the other player gets a turn (you have to repeat that number when it's your turn next time).
- The winner is the first player to complete the game.

HOOPS

During the Victorian times wooden and metal hoops were favourite play things. Children rolled, raced, twirled and skipped with their hoops. Modern hoops are made of plastic but you can still see how good you are!





MARBLES

Marbles have been used to play games for thousands of years. The first ones were made of clay, stone or real marble. The Victorians loved to play marbles – their favourite marbles were made of real marble and were thought to be the best for shooting, but they were very expensive. Marbles made of glass were cheaper and people with very little money had marbles made of clay.

Shooting

In some games with marbles you throw your marble, but most games use shooting. To shoot properly takes practice but is done like this – put the knuckle of your forefinger on the ground with the marble balanced in the bent forefinger. Put your thumb behind the forefinger and then release with whatever force you like. Too hard? Well, you could always flick it instead.

Victorian Marble Games taken from:

www.judgeslodging.org.uk/resources/marble_games/

Different Marble games to have a go at:

Conqueror

The first player throws forward a marble to wherever he/she chooses (usually people throw it to about where they think they could hit it). The next player then shoots at this marble. If he hits it, he captures it and he picks it up and the one he shot with. He then throws out another marble to start the game again. If he misses it, however, he has to leave his marble where it is. The next player then shoots at either marble, capturing whatever he hits, but leaving his marble where it is if he misses. This game can carry on until one player has all the marbles. Hint – if you shoot your marble with force, it may bounce off more than one marble – then you capture all that you have hit.

Bouncers

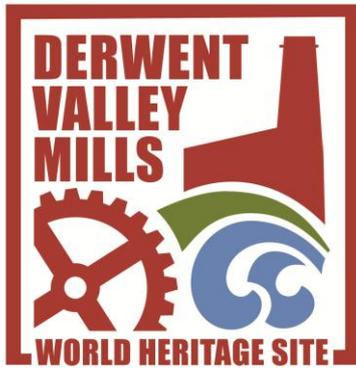
For this game you throw marbles, not shoot them. You use bigger marbles which are called bouncers. The first player throws his bouncer forward about five feet. The second player throws his to try and hit it. The third player throws his to hit either of them, and so on. If a bouncer is hit, the owner must pay the thrower one marble. Bouncer marbles themselves are not given up in payment.

Hundreds

A game for two players. Draw a circle a few feet away from you. Both players shoot a marble towards the circle. If both or neither marble stops in the circle, then both players must shoot again. When only one player's marble stops in the circle, that player scores 10 points and has another go. He keeps on shooting until he misses the circle. Every time his marble lands in the circle he gets another 10 points. When he misses, the turn passes to the other player. The first player to reach 100 points is the winner.

Odd or even

One player closes in his hand a certain number of marbles. He asks his opponent whether it is an odd or even number. When he guesses correctly he receives one of the marbles, when incorrectly he has to give one. He then takes a handful of marbles and asks, in his turn, 'odd or even?' The game goes on alternately for as long as you want, or until one player wins all the marbles.



THE POTATO RACE

The potato race can be played with balls if you don't have any potatoes. Two people (or two teams) compete at a time in this race to pick up potatoes.

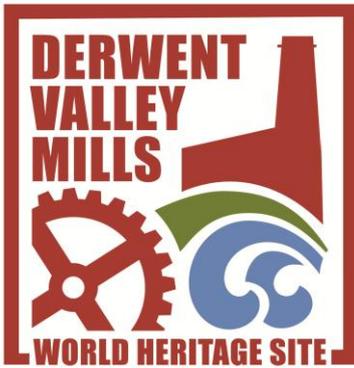
- Two rows of potatoes, with between 6 and 12 in each row, are placed on the ground, about three feet apart and a basket is placed between the rows at one end.
- The race is to be the first to pick up the potatoes in your row with a teaspoon and put them in the basket without touching them with your fingers.

It is difficult to get the potatoes onto the spoons and then tricky to run with them to the basket without dropping them on the way. If they fall off the spoon, they must be picked up again by it, without touching them with your hand as before. Taken from

http://judgeslodging.org.uk/resources/victorian_outdoor_games/

HUNT THE RING

- The players stand in a circle with one person in the centre.
- A long piece of string, with a hoop (such as a curtain ring) threaded on it, is tied in a circle around the inside of the players.
- The players hold the string circle and pass the ring about from one person to another.
- The player in the centre must guess who has the ring.
- The task is made as difficult as possible by all sorts of hand movements on the part of those who are hiding it in their hands.
- When the player in the centre guesses correctly in which hand the ring is concealed they join the circle and the player who has been caught holding it takes their place.



SKIPPING

Skipping was incredibly popular during Victorian times using wooden handled ropes. Skipping might have been a race, on the spot or swung between two people with someone jumping in the centre. Lots of rhymes developed linked to popular activities, events and people of the time. Rhymes below taken from

<http://www.fencible.org.nz/pdfs/SkippingAndNurseryRhymes.pdf>

Lucy Locket

Lucy Locket lost her pocket
Kitty Fisher found it;
Not a penny was there in it,
Only the ribbon round it.

Resources and Economic Activities. At level 1, 'different resources that people use' this rhyme illustrates the time when women and children wore a hanging pocket tied around their waists underneath their dress skirts. A concealed opening in a side seam allowed access to the pocket. Occasionally the pocket came undone and was lost!

Blue Bells, Cockle Shells

Legends associate bluebells with fairies. It was said that a child should never pick bluebells alone in a wood otherwise the fairies would steal them away.

This rhyme was for beginners who could not jump in while the rope was swinging over and over

(Swing the rope back and forth, not over)

Blue bells, cockle shell
Easy ivy over

(Swing rope over head on over and continue in normal rope swing)



Miss Blackwell

Counting rhymes have been popular skipping games for hundreds of years. The traditions associated with a Victorian education link with features of *Culture and Heritage*; how practices of cultural groups vary but reflect similar purposes.

Oh no, here comes Miss Blackwell
with her big black stick
Not it's time for arithmetic
One plus one is?
(jumper responds) Two
Two plus two is?
(jumper responds) Four
Four plus four is?
(jumper responds) Eight
Eight plus eight is?
(jumper responds) Sixteen
Now it's time for spelling
Spell cat.
(jumper responds) C-A-T
Spell dog.
(jumper responds) D-O-G
Spell hot.
(jumper responds) H-O-T

Lord Nelson

A skipping rhyme from the early 19th century commemorated Lord Nelson. Horatio Nelson was born in 1758. At twelve years old he joined the British Navy and spent much of his adult life involved in active service. He lost the sight in his right eye during service in the Mediterranean. Later his right arm had to be amputated following an injury to his elbow. Nelson's bravery in the face of many battles became legendary; he was fatally wounded in the battle of Trafalgar. The following rhyme illustrates how *Place and Environment* is significant for particular people, when it honours a particular person.

Old Lord Nelson lost one eye (*shut one eye*)
Old Lord Nelson lost the other eye (*shut the other eye*)
Old Lord Nelson lost one arm (*one arm behind back*)
Old Lord Nelson lost the other arm (*both arms behind back*)
Old Lord Nelson lost one leg (*hop on one leg*)
Old Lord Nelson lost the other leg
Old Lord Nelson fell down dead (*end of turn*)