

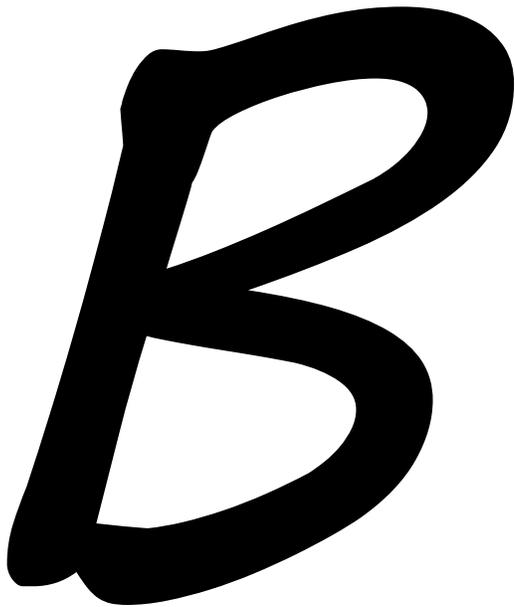
Schoolhouse Games



Text by Lorna Wooldridge

Design by Jack Wooldridge

Many years ago, I obtained the book "Games for the Playground, Home, School and Gymnasium" by Jessie H Bancroft. It was first published in 1909. I took a game idea from this book each week, and shared them on my blog with some variations and multisensory updates where appropriate. Now, I have created a "free" e-book of these game ideas.



"B Game"

5 plus players

Each player, or team, is given a sheet of paper with numbered questions prepared like the following list. The answer to each question is to be written opposite it, and must consist of the letter B as an initial and added to the number of letters designated, the whole conforming to the definition given. The following examples will illustrate-

B and one letter, meaning to exist. *-Be*

B and two letters forming a sack. *-Bag*

B and three letters forming a store-house. *-Barn*

B and three letters, side of a stream.
-Bank

B and three letters, a young creature.
-Baby

B and three letters, a vegetable.
-Beet-Bean

B and letter letters, without hair. -*Bald*

B and three letters, part of a bird. -*Beak*

B and four letters, a tree. -*Beech*

B and five letters, a dog. -*Beagle*

"Beast, Bird or Fish Game"

5 plus players

Variations

This game can be devised for any initial letter.

The children can just be given the initial letter and how many additional letters and they have to give a word and its meaning.

This could be played with scrabble® letters or bananagrams® letters to make it more multisensory and the instructions given orally, so nothing needs be written down.

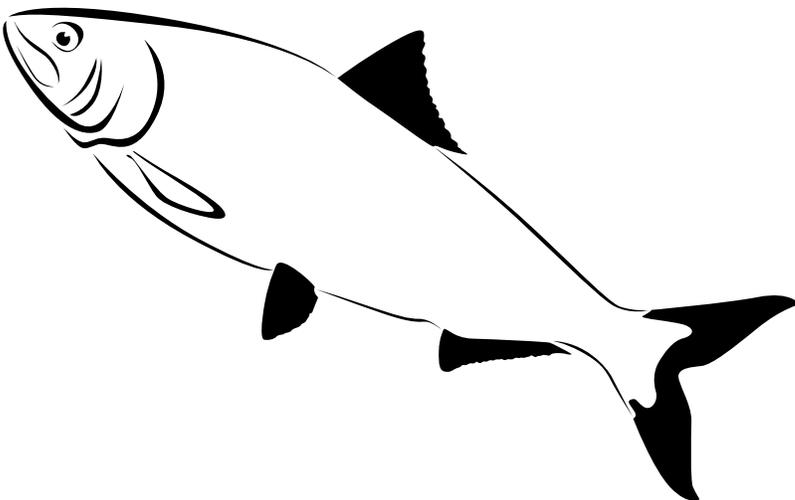
The players sit in a circle. One player sits in the center with a soft ball (the thrower). The ball is thrown at one of the other players by the one in the center, who says quickly, "Beast, bird or fish!"

After that, the thrower repeats one of these classes and immediately counts to ten, whereupon the player who has been hit by the ball must name some beast (the word animal could be used instead of beast), bird, or fish, according to the class last named by the thrower. This must be done before the thrower has finished counting ten.

If the player who is hit by the ball is unable to name something in that class during the count of ten, they change places with the thrower. If they were successful the thrower repeats the game by throwing the ball again at another player.

Variations

To make it harder, there can't be any repetitions of something already named.



"Buzz"

3 plus players

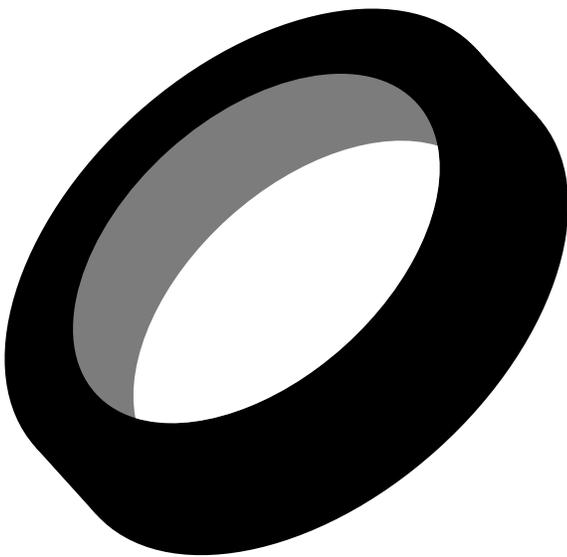
One of the players starts the game by saying "One." The next says "Two," the next "Three," etc., until the number "seven" is reached, when the word "Buzz" is used instead. The word "Buzz" is substituted for any number that includes seven.

When seventy is reached, the counting proceeds as "Buzz-one," "Buzz-two," etc and seventy-seven is "Buzz-buzz." When a player says a number instead of "Buzz," or says "Buzz" in the wrong place, or calls out a wrong number, the game is started again, with players starting at "one."

This a great game to practice working memory skills and increase focus.

Variations

This game could be changed to include multiples of seven such as fourteen, twenty-one, or twenty-eight, but this is much harder. The word "Buzz" replaces these multiples.



"Find the Ring"

9 plus players

The players sit in a circle, holding in their hands a long piece of string that is tied at the ends to form a circle large enough to go around all the players. A small ring is put on the string before it is tied. One player is chosen to stand in the center. The players who are seated then pass the ring from one to another.

The object is for the player in the center to detect who has the ring. The other players will try to deceive the center player by making passes to indicate the passage of the ring when they really don't have it. The player in the center calls out the name of person they think has the ring. If correct, the center player returns to the circle

and the person whose name is called becomes the center player. If wrong, the center player remains.

"The Teacher's Cat"

Any number of players

The first player says, "The teacher's cat is an accepting cat," using an adjective which begins with "a" to describe the cat.

The next player says, "The teacher's cat is an aggressive cat," using the same initial letter for the adjective. This is continued, each player using a different adjective beginning with the letter "a," until the game has gone entirely around the circle. The first player then says, "The teacher's cat is a bold cat," using an adjective beginning with "b." This goes around, and so on through the

alphabet. This can be played as a cooperative game, where players help one another with adjectives when one of them can't come up with one.

"A Big Fat Hen"

3 plus players

The players sit in a circle; the one who is leader turns to the next player and says, "A big fat hen." This player turns to the next player and repeats the same phrase. Then the next player does the same, and so on until it goes all around the circle and back to the leader.

The leader then turns to the next player and adds an item to the previously mentioned saying, "Two ducks and a big fat hen."

This goes around the circle and back to the leader, who says "Three wild geese, two ducks and a big fat hen."

This continues with one item being added each time to the list. If a player has difficulty remembering an item on the list, other players can give them clues by prompting with numbers or a clue about the type of bird they have forgotten.

Here are suggestions to continue "A Big Fat Hen":

A big fat hen.

Two ducks and a big fat hen.

Three wild geese, two ducks and a big fat hen.

Four plump partridges, three wild geese, two ducks and a big fat hen.

Five pouting pigeons, four plump partridges, three wild geese, two ducks and a big fat hen.

Six long-legged cranes, five pouting pigeons, four plump partridges, three wild geese, two ducks and a big fat hen.

Seven green parrots, six long-legged cranes, five pouting pigeons, four plump partridges, three wild geese, two ducks and a big fat hen.

Eight screeching owls, seven green parrots, six long-legged cranes, five pouting pigeons, four plump partridges, three wild geese, two ducks and a big fat hen.

Nine Black Vultures, eight screeching owls, seven green parrots, six long-legged cranes, five pouting pigeons, four plump partridges, three wild geese, two

ducks and a big fat hen.

Ten Chimney Swifts, nine Black
Vultures, eight screeching owls,
seven green parrots, six
long-legged cranes, five pouting
pigeons, four plump partridges,
three wild geese, two ducks and a
big fat hen.

Variations

The children can devise their own
list of ten different birds for this
game.

The children can devise their own
theme for the list.

