Memorandum

To: 3rd and 8th grade South Carolina History Teachers

From: Pendleton Historic Foundation

Subject: 19th Century Children's Games

This memorandum is to inform you that the following activities are learning tools to be used in a supplementary fashion with the corresponding Adobe Presenter® presentation entitled "Children's Lifestyles in Antebellum Upstate South Carolina."

The two games included are a game of traditional hopscotch and a game of marbles called ring-taw. These activity sheets include a list of supplies that are needed to play the games and step by step instructions and rules.

These games can be played after the supplementary presentation is made to further the students understanding of the similarities between today's games and yesterday's games, and to engage the students in group activities.

19th Century Hopscotch

Players:
    Can be played alone or with a small group

Equipment:
- Sidewalk chalk or masking tape
- Grid template
- Marker (stone, beanbag, or other small object)

Instructions:
1) Copy the template to mark your grid out on the ground. You can either use chalk or masking tape to do this.
2) Stand at the bottom edge of the grid, facing the number 1 box and take a large step backward. Draw a line just in front of your feet and next to it write the word start.
3) Player one stands behind the start line and throws her marker into the first box.
   - If it misses the box, lands on a different one, or is touching any of the lines around the outside of the box, the player loses their turn.
   - If it lands inside the box, the player can make her way up and back down the grid. For the single boxes (one, two, three, six, and nine), just hop on one foot; for side by side boxes, jump with both feet, landing one foot in each box.
4) To take their turn successfully, the player must go up the grid, turn around in the "10" box, and go back down the grid, stopping in the first box to pick up their marker before landing back behind the starting line.
5) When they have completed a box, that player throws their marker into box two and begins again. A player's turn is over when they fail to get their marker in a box, or to complete the grid properly.
   - If a player misses a box, steps on the lines, or puts down more than one foot when they lose their balance, their turn ends and they will repeat that box during their next turn.
6) Continue playing and alternating with all of the players in the group.
7) The winner is the first player to throw her marker and hop the grid for all of the boxes in order.

Hopscotch Template

Instructions:

Use the following template to make a hopscotch grid, either on the ground outside with sidewalk chalk or on the floor inside with masking tape.

10

9

7   8

6

4   5

3

2

1
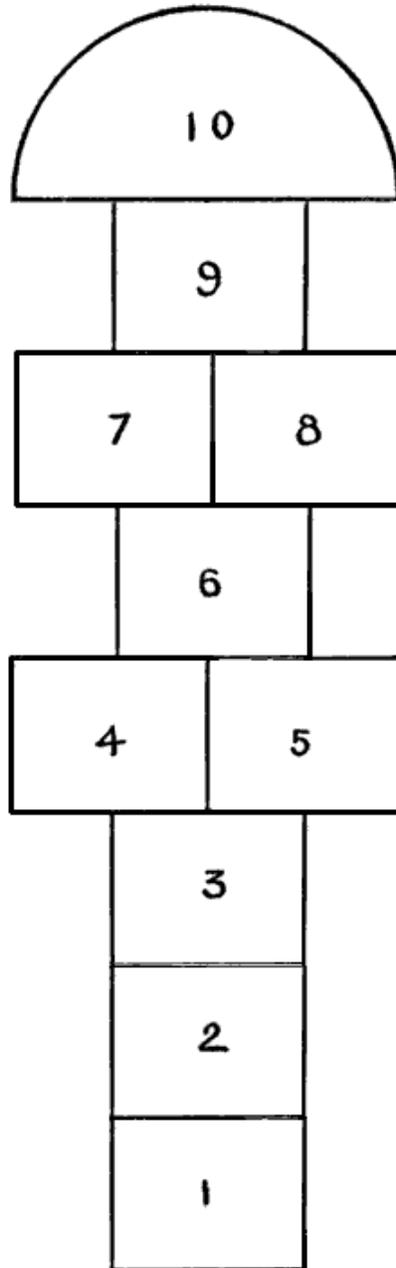
19th Century Ring-Taw

Players:

    Can be played with 2 or more players

Equipment:

- About a half dozen marbles per player (≈5/8" in size)
- One shooting marble or "taw" per player (≈3/4" in size)
- Chalk or several yards of string to mark the circles

Instructions:

1) Draw a ten feet wide circle. Use chalk outside on concrete or a string on carpet or tile.
2) Obtain your shooter, or "taw", and place any marbles you wish to play with as targets inside the center of the ring; the other players do the same. Shooters are designated marbles used to knock targets out of the ring. Your shooter should be larger than the other marbles so it's powerful enough to do its job. It should also look different from other marbles so you can distinguish it from them easily.
3) Take your turn when the time comes by shooting your taw from outside the ring at any marble or marbles in the center of the circle. Shoot by kneeling on the ground and flicking your marble out of your fist with your thumb.
4) The goal is to knock a target marble out of the circle while keeping the taw inside the ring.
5) Gather any marbles you've knocked out of the ring.
6) Shoot again, from where the taw previously landed, if you knocked any marbles out of the ring. Let the next player shoot if you haven't knocked any marbles out.
7) Continue shooting in turn until the ring is empty.
8) Count your marbles at the end of the game. The winner is the player with the most marbles.

Ring-Taw Template

Instruction:

Use the following template to make the ring-taw circles, either on the ground outside with sidewalk chalk or on the floor inside with string.