

## BUZZ SAWS

### Materials

- String
- Button or wooden disk with two holes drilled

### Procedure

If using a wooden disk, pre-nail the holes in the disk.  
Cut a length of twine/string approx 24" long.  
Thread the string through the holes of the disk or button.  
Tie the string in a loop.  
Wind-up the string and pull to make the disk or button buzz.

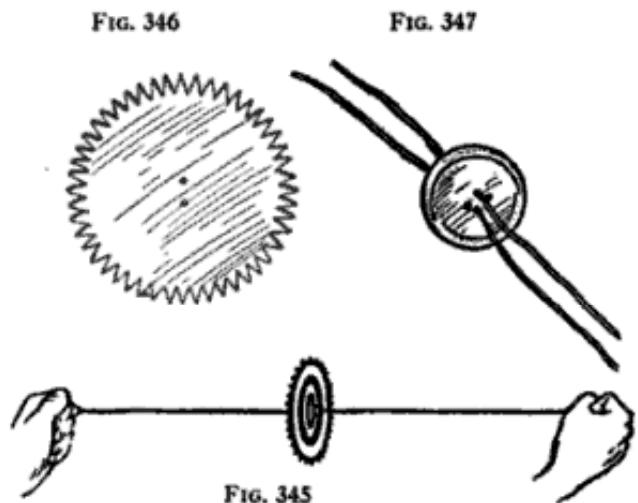


FIG. 345. — The Buzz-Saw Whirligig  
FIG. 346. — Detail of Cardboard Disk  
FIG. 347. — Whirligig Made from a Large Button

## CORN HUSK DOLLS

### Materials

- Corn husks
- Twine
- Scissors
- Tub of water to soak corn husks in

### Procedure

For the corn husk dolls –  
Presoak the corn husks in water in the morning. Fully drain the water from the tub prior to the project. Get out the book illustrating how to make corn husk dolls.  
Demonstrate various techniques of making a doll. Take 4 long corn husks. Line them up neatly. Tie a 6+" length of twine about 1 inch from the point of the husks tightly. Turn the husks over the tied section creating the head. Using the same twine, tie just below the head. Layer 2-3 husks in the shape of a rectangle, cutting as needed. Roll these in a tube. Slide the tube up the inside of the body of the doll creating arms. Layer more husks over the body, tying with twine, to make the skirts or legs. Continue until you are finished.

## RAG DOLL

### Materials

- 2 6" squares of cotton
- Cotton batting
- Scraps of fabrics for clothing
- Doll pattern
- Scissors, needles, thread
- Ribbon, twine, etc as desired

This doll is a very simple one made and dressed from scrap fabrics. Finished the doll as drawn will be about 8 inches tall. Of course, you can make your doll larger or smaller.

Trace the body, arm and leg patterns onto the muslin. Cut two body pieces on the fold, 4 leg pieces, and 4 arm pieces.

Sew around the curved edges of the arms and legs with a  $\frac{1}{4}$ " seam allowance leaving the flat end open.

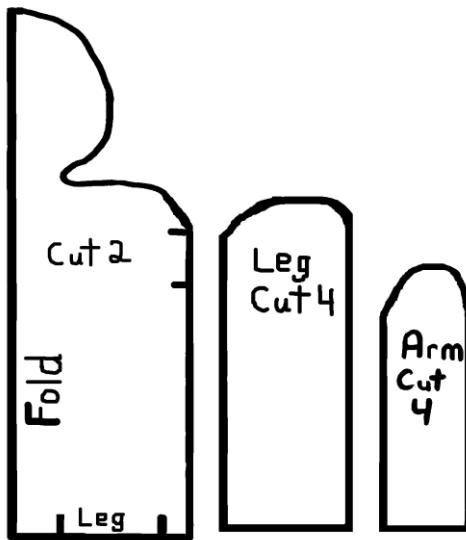
Turn the arms and legs right-side-out. Stuff each limb with batting till firm.

Pin the body pieces together with the arms and legs in the indicated positions facing towards the center of the body. Stitch around the body and head of the doll. As you do, attach each limb in place.

Also, be sure to get the shape of the head, neck and shoulders.

Leave a space from below the arm to the hip open so the body can be turned right side out.

Turn the body right side out pulling the arms and legs through the opening. Stuff the head and body firmly with batting. Turn the opening in and whip stitch clothes. Your doll is now ready for clothing



## ADAPTED CHARADES AND TABLEAUX VIVANTS (THIS IS A MODERN VERSION OF THIS GAME)

### Background/Documentation –

Charades and Tableaux Vivants were popular games for children and adults through the 1800s. Suggestions for the games can be found in many game books of the period.

### Materials

For the version of the game no materials are needed. But the kids may want to use props.

Each kid acts out some activity or chore from history.

Likely the kids will want to begin to do this in groups.

Sometimes these group tableauxs become mini-skits.

## BEAN BAGS

Bean bags are one of the ultimate, all-purpose toys. They are very easy to make.

### Materials

Scraps of cotton fabric 4" square or 4" round

Needle and thread

Dried red beans (One store bag will make about 3-4 toys)

Sew two pieces of fabric around the edges, right side together. Leave a 1.5" opening. Turn the fabric bag right side out. Fill the bag with beans. Sew the bag closed.

With bean bags, you can...

- Play toss with two or more kids.
- "hot potato" with a group of kids (not sure if this is period)
- see who can toss the bean bag closest to a stake set in the center or against a wall
- see who can toss the bag into a bucket.
- Hide-and-seek with hiding the bags in turn.
- Many other kid creative games.

## JACK STRAWS AKA PICK-UP-STICKS

The game pick up sticks has been popular since colonial times. It was called spillikin or jack straws.

To make your own at home:

### Materials

17 8" to 10" wood skewers

Red, Yellow, Blue and Black Markers

Newspaper

Color 5 skewers Red. Color 6 skewers Yellow. Color 5 skewers Blue. Color 1 Skewer Black.

### To Play:

Each color is worth a certain number of points decided prior to playing. (Ex Yellow=1, Red=2, Blue=3, Black=5)

Drop the sticks in a pile.

Take turns removing the stick. If you can remove a stick without making another stick move, then you keep that stick. And go again. If you make another stick move, you must leave the stick. It is the next person's turn.

When all the sticks are collected, add up your points. The person with the most points wins.

## JACK-STRAWS.

Jack-Straws of ivory can be bought in little boxes at the toy-shops; but they can easily be made at home with a small knife and some pieces of cedar, or any other wood that will not break easily. They must be cut into long slips of six or eight inches in length, and the thickness of a small straw; and each must be marked with a figure, as 1, 2, 3, 4, 5, &c. The little stick, called the picker, must be rather stouter than the straws, and furnished at the end with a hook made of fine wire, or of a bent pin. The jack-straws may be made in various forms, as little guns, swords, spears axes, arrows, &c.; on the broad ends of which, the numbers may be marked with pen and ink.

Any number of persons may join in this amusement. She, that begins the play, takes up the bundle of straws in her hand, and then lets them fall in a heap on the middle of the table. She then takes the picker, and endeavours, by its assistance, to lift the jack-straws one by one from the heap, without shaking the pile or disturbing it. As she takes them up, she lays them beside her on the table.

If she shakes the heap, she must then quit playing, and resign the picker to the next in turn, who pursues the game in the same manner, till she is so unlucky as to disturb the pile; upon which, she also leaves off playing, and resigns the picker to the next.

When all the jack-straws are taken up, the game is over. As they are all numbered, each number counts one.

When the game is finished, each player must add up the numbers of the straws in her own pile. Whoever counts the most, has won the game.

## ACTIVE GAMES AND ACTIVITIES

- Graces
- Catch
- Tag
- Puss-in-the-corner
- Chase the squirrel
- Blind-man's bluff
- Kites
- Boats
- Ball games – Goal ball, Fives, hat ball, etc
- Leap-Frog
- Battledore and Shuttlecock -

### BATTLEDORE AND SHUTTLECOCK.

Battledores and shuttlecocks are to be had at most of the bookstores. The game is played by two persons, who, with the battledores, strike the



shuttlecock to and fro between them. The object is to keep the shuttlecock from falling to the ground as long as possible.

### PUSS IN THE CORNER.

This is very simple, and is played by five. One goes into each corner of the room, and the fifth stands in the middle, personating the Puss. As soon as she calls out "Poor Pussy wants a corner," they all run out of the corners to change them, and the Puss tries to get into one. She that in the scramble is left without a corner, goes into the middle as the next Puss.

### BLINDMAN'S BUFF.

One of the company must be blindfolded with a handkerchief, tied round her eyes in such a manner that she cannot possibly see. She is then led into the middle of the room, and a rhyme is repeated while her companions are retiring from her reach. She then goes about the room endeavouring to catch somebody, and her playmates try their utmost to keep out of her way. No one, however, must leave the room, and no one must mischievously annoy the blind-girl by pinching, pulling, or in any way teasing her. If she approaches any thing that may hurt her, (the fire, for instance,) her companions must immediately call out to apprise her of her danger. It is better before the play begins, to take up and lay aside the hearth-rug, lest some one should catch her foot in it and fall. The fender also should be turned up on its two ends, as a sort of guard against the fire. When the blind-girl catches any one, she must endeavour to guess who it is, for which purpose she is allowed to pass her hands over the head and dress of her captive. If she cannot guess, she must let the prisoner go, and try to catch some one else. The first girl, that is caught and guessed rightly, is the next to be blindfolded.

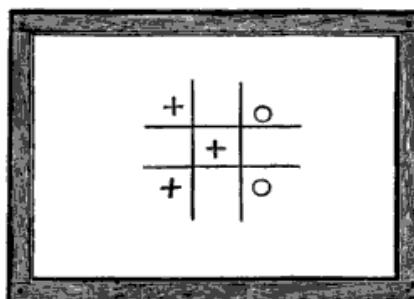
## RAINY DAY ACTIVITIES AND GAMES

These games and activities are particularly nice for rainy days. They can be nice anytime, especially on exceptionally hot days.

- Chinese Puzzles (Tanagrams)
- Jack-Straw (Pick-up-Sticks)
- Checkers
- Marbles
- Tops
- Tit-Tat-To
- Dancing under a fly – if you can clear the space.

### TIT-TAT-TO.

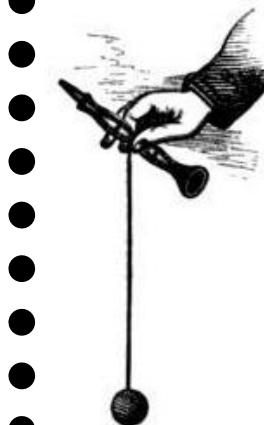
This is a game that small boys enjoy, and some big ones who won't own it. A figure is drawn on the slate, as in the cut, and the object of the game is that one shall draw three crosses in a row before the other can draw three naughts in that way; each to mark but one at a time, somewhere between the bars, and the two to mark in turns. Thus A makes a mark + in the centre; B begins with his O on the upper right-hand corner. Then A puts another + on the upper left-hand corner. B discovers his aim, and puts an O in the lower right-hand corner which stops A from getting his three crosses in a row diagonally. Now if A, looking to get his three crosses, makes his mark down at the lower left-hand corner, as the cut shows, B will make a naught between his other two, and so get "tit-tat-to, three in a row." If A is smart, he will put his cross between those two naughts, though



it ends in a draw game, for B will put his naught on the opposite side, and then no one can make it.

### CUP AND BALL.

A ball of ivory or hard wood is attached to a stem of the same substance, having a shallow cup at one end, and a point at the other. The player holds the stem in his right hand, as shown in the figure, and, having caused the ball to revolve, by twirling it between the finger and thumb of his left hand, he jerks it up, and catches it either in the cup or upon the spike, to receive which a hole is made in the ball. We need scarcely say, that the latter feat can only be performed by a skilful player. Cup and ball was the favorite pastime at the Court of Henry III., of France.



THE CUP AND BALL.

## CHILDREN'S BOOKS FROM THE 19<sup>TH</sup> CENTURY

- *The American Girl's Book* by Miss Leslie. (New York: E.S. Francis and Company, 1857.) (available on Google Books)
- *The American Boy's Book of Sports and Games*. By Nathaniel Orr. (Dick & Fitzgerald, 1864) (available on Google Books.)
- *The Boy's Own Toy-Maker* by E Landells. (London: Griffith and Farran, 1859)(available on Google Books.)
- *The Book of Sports* by Robin Carver (Boston: 1834) (available on Google Books)
- *McGuffey Readers*
- *The Boy's Own Book*
- *The Girl's Own Book*
- *American Spelling Book* by Noah Webster
- *Beadle's Dime Book of Croquet*
- *Beadle's Dime Letter Writer*

## MUST READS AVAILABLE AT RAGGED SOLDIER SUTLERY:

- *American Folk Toys* by Dick Schnacke
- *American Children's Games* by Michael Mescher
- *Mid-Nineteenth Century Parlor Games* by Michael Mescher
- *American Boy's Book of Sports and Games*

## CHILDREN'S TOYS

- Ball
- Bilbo catcher and/or Ball and Cup
- Graces
- Slate (not really a toy)
- Jacks
- Jacob's Ladder
- Marbles
- Nine Pins
- Pick-Up Sticks
- Quoits
- Rolling Hoop
- Tops
- Whirligigs and Buzz saws
- Yo-Yos
- Checkers
- Cat's Cradle

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### TRACK THE RABBIT.

The girls form a circle, holding each other's hands. One, called "the Rabbit," is left out. She runs several times round the ring on the outside, and then taps one of her companions on the shoulder. She that has received the tap quits the ring and pursues the rabbit, (always following exactly in her track) the circle again joining hands. The rabbit runs round the ring and through it in every direction, passing under the arms of those in the circle, who raise them to let her pass, and her pursuer follows closely after her. As soon as she catches the rabbit, she becomes rabbit herself, and takes her place on the outside of the ring. Those in the circle must always assist the rabbit in trying to save herself from being caught.

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### FROG IN THE MIDDLE.

She that personates the Frog stands in the middle of the room, and her companions run round her, saying, "Frog in the middle, you can't catch me." Now and then the Frog suddenly jumps out and endeavours to seize on one of her play-mates, who if caught becomes Frog and takes her station in the centre. The Frog, when she jumps out of the middle, must not pursue nor run after any one, but must try to catch by a sudden spring and grasp.

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### WHOOP, OR HIDE AND SEEK.

This is best played in a garden, in a farm-yard, in the woods, or in some other suitable place out of doors, where there are conveniences for hiding. The children assemble together in a group, covering their faces, that they may not see, while one of them (called the hider) conceals herself among the trees, behind the bushes, within an arbour, on the other side of a wall, under a heap of hay, or in any other place that she thinks will not be discovered. As soon as she has hidden herself, she calls out "Whoop," in a loud voice. Her companions then run about in search of her, and whoever finds her first, is the next to hide.

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PUSS IN THE CORNER.

This is very simple, and is played by five. One goes into each corner of the room, and the fifth stands in the middle, personating the Puss. As soon as she calls out "Poor Pussy wants a corner," they all run out of the corners to change them, and the Puss tries to get into one. She that in the scramble is left without a corner, goes into the middle as the next Puss.

MR. POPE AND HIS LADY.

This may be played by any number. A small waiter of a circular shape is provided ; or, if a round waiter is not at hand, a little plate will do as well. The waiter is laid on the floor in the middle of the room. One of the company goes to it, takes it up, and setting it on its edge, gives it a vigorous twirl with her thumb and finger, so as to make it spin round, saying, as she takes the waiter, "By the leave of Mr. Pope and his lady." If the waiter falls with the wrong side upward, she is to pay a forfeit ; and a forfeit is also required if she forgets to say the proper words on taking it up. She then retires, and the next in turn advances and spins round the waiter, saying also, "By the leave of Mr. Pope and his lady."

THE THIMBLE.

The company sit in a row holding together the palms of their hands. Fanny takes a thimble or any thing else that is small and round, (for instance, a hazle-nut or shell-bark) and holding it between her palms, she goes along the line, pretending to drop it secretly into their hands, saying to each "Hold fast what I give you." Every one opens her hands as if she was receiving the thimble, and closes them again immediately. Of course, the thimble is only in reality deposited with one. For instance, Fanny leaves it in the hands of Lucy.

After Fanny has in this manner gone all along the row, she returns to the head and asks Mary, who is seated there, to guess who has the thimble. Mary guesses Jane, who opens her hands and shows that she has it not. They all guess in turn. Susan happens to guess Lucy ; and this being right, Lucy displays the thimble and gives it to Susan. It is then Susan's turn to take the thimble and go along the row with it.

Sometimes when this is played, a forfeit is required from every one that guesses wrong, and therefore a great number of pawns are speedily collected.



17.

#### THE CHRISTMAS BAG

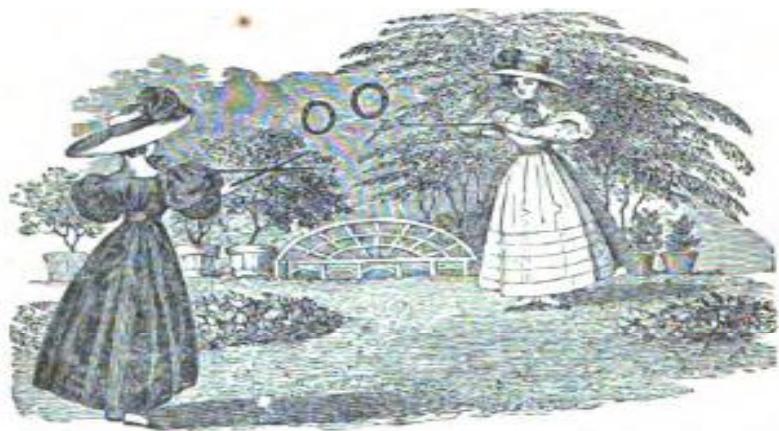
Fill with sugar plums a large bag of thin white paper and tie a string round the top to keep it fast. Then

suspend it to the centre of a large door-frame (the folding door for instance), or to the ceiling if convenient. Each of the children must be blindfolded in turn, and provided with a long stick. They are then led within reach of the bag and directed to try while blindfolded to strike the bag with the stick, and are allowed to make three attempts ; after which, if unsuccessful, they must give place to the next. The play goes on in this manner till some one strikes the bag with the stick so as to tear a hole in the paper ; upon which the sugar-plums fall out and are scattered over the floor, when all the children scramble for them. For older children there may be a second bag filled with little books, small pin-cushions, bokkins, emery-bags, ribbon-yards, and things of a similar description.

This amusement may be concluded, by one of the family bringing in a bag which has been secretly filled with flour, and hanging it to the door-frame as if, like the others, it was stored with sugar-plums or pretty things. The company must not be apprized of its real contents, and must as before try blindfolded to strike it with the stick. When a hole is torn in the bag, every one near it will be dusted with the flour

### BLINDMAN'S BUFF.

One of the company must be blindfolded with a handkerchief, tied round her eyes in such a manner that she cannot possibly see. She is then led into the middle of the room, and a rhyme is repeated while her companions are retiring from her reach. She then goes about the room endeavouring to catch somebody, and her playmates try their utmost to keep out of her way. No one, however, must leave the room, and no one must mischievously annoy the blind-girl by pinching, pulling, or in any way teasing her. If she approaches any thing that may hurt her, (the fire, for instance,) her companions must immediately call out to apprise her of her danger. It is better before the play begins, to take up and lay aside the hearth-rug, lest some one should catch her foot in it and fall. The fender also should be turned up on its two ends, as a sort of guard against the fire. When the blind-girl catches any one, she must endeavour to guess who it is, for which purpose she is allowed to pass her hands over the head and dress of her captive. If she cannot guess, she must let the prisoner go, and try to catch some one else. The first girl, that is caught and guessed rightly, is the next to be blindfolded.



### THE GRACES.

This is played with two small hoops and four sticks. Each player takes a pair of sticks and a hoop, and stands opposite to her adversary. The sticks are held one in each hand, so as to cross; the hoop is hung on their points, and then tossed over to the other player

who must endeavour to catch it on the points of her sticks, having first tossed her own hoop towards her opponent. The hoops are thus alternately thrown backwards and forwards, and received on the points of the sticks, which are always held across each other. Every time the hoop is successfully caught, without being allowed to fall to the ground, counts one; and the player, who can count most when the play is over, wins the game. To become so dexterous as always to catch the hoop, requires considerable practice. Beginners had better commence with one hoop only, between them; as it is much easier than to keep two going at once. This little game affords very good and healthful exercise, and when well played, is extremely graceful. It is, however, too difficult for small children, unless they are uncommonly alert.



#### BATTLEDOR AND SHUTTLECOCK.

This game may be played either single or double, that is, by one or by two persons. The shuttlecock (or bird, as some call it) is a cork, with a bunch of small feathers stuck into one end. The battledoor, or bat, is the instrument by which the shuttlecock is struck.

To play single battledoor, you must strike or toss the shuttlecock perpendicularly, or up and down; catching it every time on the battledoor, which you hold in your hand horizontally.

Double shuttlecock is played by two persons, standing opposite to each other. The battledoors are held up so as rather to incline forwards, and the shuttlecock is struck backwards and forwards horizontally, each as it reaches her battledoor driving it back again towards her adversary.

Each player must count how many times in succession she can keep up the shuttlecock, without allowing it to fall to the ground.



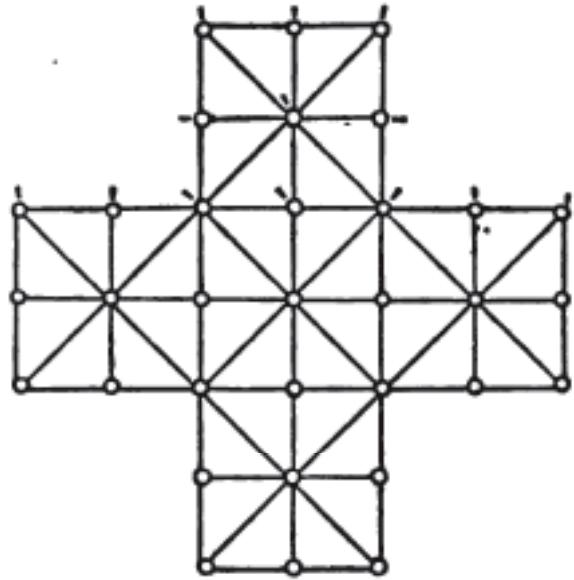
### CHECKERS OR DRAUGHTS.

This game is played by two persons, on a board with 32 black squares and 32 white ones. The pieces (or men, as they are commonly called) are twenty-four in number, one dozen of one colour, the other dozen of another. We will suppose them to be white and red, and that Maria and Louisa are playing. Maria takes

the red and Louisa the white men, and they are placed in rows on the black checkers, so as to leave two lines of empty black checkers in the middle of the board, as a space on which to begin the game.

The men can only be moved into one checker at a time, and from one black square to another. You must always move diagonally or slanting, and never cross over a white square. All your moves must be *towards* your adversary, and *from* yourself. The aim of each player is to reach the extremity, or the farthest squares on the opposite side of the board, and to take as many of her antagonist's pieces as possible. By taking her pieces, you weaken her force; and, by arriving at the last line on the other side, your men become kings, and are then empowered to move either backwards or forwards; always however moving diagonally, and only into the next black square.

The players, of course, move their pieces alternately. If, in moving, Maria leaves a vacant black square behind one of her men, and Louisa has a man immediately next to it, she can jump over Maria's man with her's and take him captive. He is then laid aside, and is used no more during the game, except for the purpose of crowning a king. All the taking must be done di-



#### FOX AND GEESE.

This game is played on a board marked as above. Fifteen men (the same as those in checkers or draughts,) twelve being of one colour and three of another, compose the flock of geese. The fox is represented by two men placed one on another, (like the king in checkers) or by

a thimble or something similar. One player takes the fox only, the other has the fifteen geese.

Place the fox on the round spot in the very centre of the board, and the geese at the stations or points marked by dots. The fox can move both ways, either backward or forward. The geese move forward only.

The object of the geese is to pen up the fox, so that he cannot move to any advantage. The fox must try to lessen the number of geese by taking as many as he can. He takes by jumping over every one that has a vacancy immediately behind it, and if he succeeds in capturing so many geese that not enough are left to pen him up, he of course wins the game. The geese win, if they can manage to surround the fox so closely that he has no way to get out.

Neither fox nor geese can move to more than one point at a time, and they must always keep along the line.

With a large sheet of paper, a pen and a ruler, it is very easy to make a board for playing this game.