



Victorians just want to have fun!

Resource Guide

Summary:

- **Recommended grade level:** K - 5
- **Classroom activity:** 3 hours
- **Site visit:** 2 hours
- **Big Ideas:** “Time, continuity and change” and “Spatial elements”
- **Subjects:** Physical Education, Social Studies and History
- **Skills:** Teamwork, competitiveness, imagination, fair play and forethought
- **Objectives:** Students will understand the different reasons people played games over 100 years ago and reasons people play today. Students also will compare the different play tools and game concepts.

Materials:

- *Learn and Tour Lessons – Victorians just want to have fun!* booklet
- Note cards and writing utensil
- Library or research center
- String and tape

Vocabulary:

- *Competition:* an activity people try to win or do something better
- *Leisure:* activities done for fun or in spare time
- *Parlor:* a special room used for entertaining family and guests
- *Recreation:* an activity a person takes part in for pleasure or relaxation rather than work
- *Skills:* the ability to do something well, usually through training
- *Strategy:* a carefully devised plan to achieve a goal
- *Taboo:* a Victorian game named after the word meaning forbidden to be used

Background:

Children in the later 1800s had no TVs, stereos or video games. But just like kids today, they enjoyed games and competition. As families tended to be larger, a family would meet in the *parlor* to play games. Many games had a purpose such as learning mathematics or the alphabet, building teamwork *skills*, using imagination, showing off a quick wit, and of course, just for fun. Some games, such as *snap apple* and *corn husking*, revolved around harvests or other work parties known as *bees*. Young boys often played team sports such as *shinny*, *lacrosse* and *baseball*, while young ladies played *graces*, *battledore and shuttlecock*, and *hoop and stick* to enhance their balance and grace. Victorian children played many games that you and your friends play today like football, tug-of-war, gossip, spelling bee, cards, pick-up sticks, and charades. Victorian children may not have had all the technology we have today, but they still liked to have fun!

Procedure:

1. In the classroom:
 - a. Students should pick their favorite game or leisure activity. Make sure there are no duplicates in the group. Use the library or computer research center to research each game. Students should discover when, why and who invented their game. They should also find out who would have or has played their game (genders, class, regions, families, solitaire, time periods/generations), where it was invented and any other interesting facts about their game (is it the favorite game of someone famous, how it got its name, etc.).
 - b. Next, create a timeline on the chalkboard or use string and index cards. Have each student add their game to the timeline for a “Timeline of Fun and Games.”
 - c. Use a different color chalk or index cards to create other themes such as “Local Events,” “American History Events,” “Famous Births” or “Pop Culture Break-outs.”
 - d. Once your timeline is complete, have each student locate their favorite game on the timeline and note what events were happening at that time. Ask each student if and how the creation of that game was influenced by current events or trends.
2. Tour DeBary Hall:
 - a. Classes will take a regular tour through DeBary Hall and view the presentation in the Imagidome Theater. The tour's focus will be on leisure and sport activities the DeBarys enjoyed while on site.
 - b. Depending on the size, needs and time limitations of the classes visit, various lawn and parlor games will be played from the following list:
 - i. Parlor games:
 1. Post office – a game played by Victorian children to learn geography and burn energy
 2. Dominos – a strategy game
 3. Pick-up sticks – a strategy and balance game
 4. Taboo – a word game
 5. Buzz – a numbers game
 6. Charades – a game of imagination
 - ii. Lawn games:
 1. Battledore and shuttlecock – the precursor to badminton
 2. Graces – a game for ladies to practice posture and grace
 3. Croquet – a classic Victorian sport
 4. Tug-of-war
 5. Shinny – a boys' game played with sticks and balls of yarn
 - c. After the tour, your class may picnic at DeBary Hall or walk the nature path to Gemini Springs Park.

Extension ideas*:

1. Create three games to play as class. As discussed in the lesson plan, games are created or invented for three main purposes: to have fun, to build a skill set, or to learn lessons. As a class or in large groups, create three games that fulfill each of these purposes. For example, if you are learning state names, create a trivia game that helps students identify the uniqueness of each state or create a game that requires students to work in partners or teams to build team working skills.

*Extension activities may be completed during the DeBary Hall tour. Please contact the education coordinator for details.

Benchmarks*

Social Studies

SS.A.1.1.1

SS.A.2.1.1

SS.A.5.1.4

SS.B.1.1.3

*First grade benchmarks are listed. Please contact DeBary Hall for other grade levels.

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