

Lesson: Word Games from the Turn of the 20th Century

Opening Statement:

People have always played games. Games are a form of amusement and a fun way to learn new skills. At the turn of the century board games, card games, and word games were all popular. The games in this lesson are word games which challenged the quickness of the mind and the ability to enunciate a proper response.

Standards Achieved:

English Language Arts
Social Studies Skills

Grade: 3rd, adaptable to all grades

Knowledge Objectives:

Students will learn:

Games that were played at the turn of the 20th century.
Some current games are very different from the turn of the 20th century.
Some current games are the same as the turn of the 20th century.

Skills Objectives:

Students will learn:

To devise a new game.
To play three turn of the 20th century games/
To compare current games with turn of the 20th century games.

Procedure:

1. Ask students to name their favorite games. Discuss the names of the games and the rules of the games.
2. Discuss that games have been played for a long time and that people have played games in the past just as they do today.
3. Discuss that games were sometimes different than the games we play today.
4. Define what word games are and the rules to play them.
5. Play one of the following word games with the students: *Tongue Twisters*, *My Grandfather's Trunk*, or *I Love My Love*. (See worksheet)
6. After playing, ask students to compare these games to games they play today. Compare how the game is structured, how many players there are, what props are required, etc.
7. Ask students to make up a new game and produce it with materials.
8. Be sure the game includes: an objective (What will be the outcome? How will one win?); rules (How to start and play the game, how many players?); and equipment (What objects will be needed (Game board, cards, game pieces, dice, etc.)?)
9. Allow student to be creative. Test the games.

WORKSHEET: Word Games of the Turn of the 20th Century

TOUGUE-TWISTERS:

The amusing game of tongue-twisters is played thus: The leader gives out a sentence (one of the following), and each person repeats it in turn, any player who gets tangled up in the pronunciation, has to forfeit.

1. A haddock! A haddock! A black-spotted haddock, a black spot on the black back of the black-spotted haddock.
2. She sell sea shells on the sea shore.
3. She stood at the door of Mr. Smith's fish-sauce shop, welcoming him in.
4. The sea ceaseth and it sufficeth us.
5. Six thick thistle sticks.
6. The flesh of freshly fried flying fish.
7. A growing gleam glowing green.
8. I saw Esau kissing Kate, the fact is we all three saw; I saw Esau, he saw me, and she saw I saw Esau.
9. Swan swam over the sea; swim, swam, swim; swan swam back again; well swum, swan.
10. You snuff shop snuff, I snuff box snuff.
11. The bleak breeze blighted the bright bloom blossoms.
12. High roller, low roller, rower.
13. Oliver Oglethrop ogled an owl and oyster. Did Oliver Oglethroy ogle an owl and oyster? If Oliver Oglethrop ogled an owl and oyster, where are the owl and oyster Oliver Oglethrop ogled?
14. Hobbs meets Snobbs and Nobbs; Hobbs bobs to Snobbs and Nobbs; Hobbs nobbs with Snobbs and robs Nobbs fob. "That is" say Nobbs, "the worse for Hobbs' jobs," and Snobbs sobs.
15. Susan shines shoes and socks; socks and shoes shine Susan. She ceaseth shining shoes and socks, for shoes and socks shock Susan.
16. Robert Rowley rolled around roll round; a round roll Robert Rowley rolled round. Where rolled the round roll Robert Rowley rolled round?
17. Strict, strong Stephen Stringer snared slickly six sickly, silky snakes/

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MY GRANDFATHER'S TRUNK:

A great game for young folks. Everyone should be seated in a circle. Somebody begins a statement, and each successive person repeats the statement and adds to the statement. For instance:

No. 1. "I pack my Grandfather's trunk with a pair of spectacles."

No. 2. "I pack my Grandfather's trunk with a pair of spectacles and a silk hat."

No. 3. "I pack my Grandfather's trunk with a pair of spectacles, a silk hat, and a dime novel.

Each person then repeats and adds to the statement. If anyone fails to repeat the statement correctly, s/he drops out of the game which is continued until all of the contents of the trunk are unanimously declared too numerous to remember and repeat.

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I LOVE MY LOVE:

This alphabet game is a prime favorite of lads and lasses. The leader begins his statement with all key words beginning with the letter “A.” For instance:

“I love my love with an “A” because she (or he) *is* **Angelic**, because her (his) *name* is **Araminta** and because she (or he) *lives in* **Atlanta**. I will *give* her (or him) an **Amethyst**, *feed* her (or him) upon **Almonds**, and *make* her (or him) a bouquet of **Anemones**.”

The next player takes the letter “B.” “I love my love with a “B” because he (or she) is **Bewitching**, his (or her) name is **Bradley**, etc.” The group may wish to skip the letter “X.” Anyone who fails to supply the required word is forfeited.

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