

Lesson Plan: Games & Toys

Objective:

Students discover that children have always liked to play by enjoying the fun pastimes of 18th century children.

Outcomes: Students will...

- Have fun!
- Learn and remember at least one game

Common Core Standards Addressed:

N/A. This lesson is all about how to relax during the 1700s. However, many include speaking & listening skills and collaboration between students. Additionally, some of the games require a good memory, or analytical thinking skills, or arithmetic, and other skills that are useful in the classroom. But since they are presented in game format, the students will not even realize they are using them!

Items Used:

- Cup and ball
- Dice
- Jacks
- Marbles
- Tops
- Playing cards
- Quoits
- Ninepins
- "Games & Toys Instructions" (on disk)
- Book: *The Compleat Gamester* (on disk)
- Book: *Christmas Entertainments* (on disk)



Lesson:

Students try out the games and toys. Instructions are on the disk and in the binder. Some involve strategy, some require skill and dexterity, and some are more active.

The instructions come from a number of sources. Two books in their entirety are provided in PDF format if you would like to use them: *The Compleat Gamester* (1725) and *Christmas Entertainments* (1740).



(202) 879-3241 ★ museum@dar.org ★ www.dar.org/museum

This program is made possible by the generous contributions of NSDAR donors.