

Parlor Games

Forfeits-to give up something as penalty or loss

Writing Topic:

How do these game compare to games you play with your friends today?

Reading:

Little House in the Big Woods,
Chapter 5

Blind Man's Bluff

This is an old favorite, played for over 2000 years. It was certainly played in Victorian times and was mentioned by the English poet laureate, Alfred, Lord Tennyson, who is said to have played it in 1855

1. Blindfold one of the players while all other guests scatter around the room.
2. To start, the blind man is spun around several times to disorientate him.
3. The blindfolded person must attempt to catch someone.
4. When they capture a player they have to give the identity.
5. If they get it right then the captured player takes the blindfold and play continues.
6. If the blind man is unable to identify who they have captured the prisoner is freed and play continues.
7. To make play more interesting players may call out to the blind man to attract his attention.

Reverend Crawley's Game

1. Everybody stands in a circle.
2. Each player then holds hands with another player, but the hands may not be those of the person next to them, and they may not hold both hands with the same person.
3. This creates a large human knot.
4. The group now has to work out how to untangle the knot without anyone letting go of any hands. This involves twisting and contorting and should end in one or two circles of people.

Specific Standards:

SS.H.1.3: Create and use a chronological sequence of events

19.A.2b Participate daily in moderate to vigorous physical activity while performing multiple basic movement patterns with additional combination movement patterns.

21.B.2a Work cooperatively with a partner or small group to reach a shared goal during physical activity.