

Old Sacramento Schoolhouse Museum Games

“A Day in School 100 Years Ago”

Hopscotch

The diagram used for this game has the form of a snail shell. Each player in turn hops into all squares in succession until he/she reaches “Home,” the center of the figure, and then returns. If the round is completed without stepping on a line, the player gets to use his/her initials to mark any empty square. On the next trip around, the player is permitted to stop to rest in the square containing his/her initials. Any player who steps on a line or into a square containing another’s initials is “out.”

Scissors (Rainy Day)

Several people are seated in a circle or a line. The leader crosses his/her legs, says “I received them crossed and I pass them uncrossed,” uncrosses his/her legs, and hands the scissors to the adjacent player. The scissors pass from one to another and the joke is to see how many fail to cross and uncross the legs.

Jump Rope

Two students turn the rope while one or two other students jump. The student jumping the most times without stopping wins the game.

Riddles

What has feet and legs but nothing else?

What kind of dog in the woods can’t bark?

What stands on one foot and has its heart in its head?

What has eighty-eight keys yet none will open any door?

What goes around the house and makes one track?

What kind of flower is between the nose and chin?

What has a face, but can’t see and can run, but can’t walk?

If 2 in 1 is stove polish and 3 in 1 is oil, what is 4 and 1?

Stockings.

Dogwood.

Cabbage.

Piano.

Wheelbarrow.

Tulip.

Clock.

Five.

Simon Says (Rainy Day)

Any number of players can participate. One selected as the leader sits in front of the others with his/her hands on the table, thumbs sticking up. The leader says, “Simon says up!” All the other players follow the action of the leader. When the leader says, “Simon says down,” he and the others turn thumbs down. At “Simon says wiggle waggle,” all players rock their hands back and forth on their thumbs.

If the leader gives a command without “Simon says,” the players must not obey, even though the leader performs the action called for. If players make motions at the wrong time, they must pay forfeits.

Arithmetic Problems

1) If an egg and a half cost a cent and a half, how much will twelve eggs cost?

Answer: 12¢.

2) If a herring and a half cost a cent and a half, what would three herring cost?

Answer: 3¢.

3) If a man had twenty sick sheep and one died, how many would he have left?

Answer: 19.

Molasses Cookies

1 cup sugar

1 cup molasses

1 cup melted shortening

2 eggs

Salt

1 tsp. cinnamon

1 tsp. ginger

2 tsp. soda dissolved in 1/2 cup boiling water

5 cups flour

Bake for 10-12 minutes at 350°.