

Relating Games to Selected Education Standards

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Games help children in many ways:

To know the roots of American culture

To explore the different traditions in America

To understand historic events

To show how people lived, worked, and used natural resources

To understand and know cultures, traditions, and practices of different cultures

Games help children:

Recognize simple patterns, sequences, and relationships

To be creative, using new patterns and alternative forms of games

To create art works, from sandcastles to snow people

To work with shapes and ideas and recognize art works from diverse culture

To be physically active

Games help with intergenerational understanding. Many games are taught to children by parents, grandparents, and other relatives.

Children in the 1800s were living in a rural environment. Classes in rural schools were smaller. Children were used to playing games for one or two people rather than playing team sports or playing in large groups.

Many games were learned from Native Americans. Tug o' War was especially popular. The Native Americans used hoops, often teaching children to throw spears through rolling hoops to improve accuracy of spear throwing, important for hunting. Children can make games of throwing beanbags or balls through rolling hoops.

Seasonal games were popular. In winter, the wheel shapes for Fox and Geese could be tramped out in the snow. Snow Snakes was played by Native Americans. A long straight course was made in the snow with a stick, coated with water to form an icy bed down which a long, smooth sapling (the snake) was thrown. In Fall, children "twitched" apples. In rural areas where cows were out in the pasture, apples dropped from trees. If cows ate rotten apples, their milk would be spoiled. Children used a three-foot stick to stab an apple and twitch it out of the pasture. Thus, a chore became a game.

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