GAMES OUR GREAT GRANDPARENTS PLAYED.

A GLIMPSE OF SOME GAMES PLAYED IN THE PAST.
Imagine a time before computers, cell phones and flat screen T.V.s. Without the technology that occupies our time today, what did our parents, grandparents and great-grandparents do for fun when they were children?

The New Zealand Curriculum key competencies covered in this lesson:
- thinking
- using language, symbols, and texts
- managing self
- relating to others
- participating and contributing

The New Zealand Curriculum learning areas (or subject areas) in this lesson:
- English
- the Arts
- health and physical education
- science
- social sciences
- technology
HOOPS

Hoop rolling has been a favourite outdoor activity for children for centuries. Early hoops were of metal, in the 1800s handmade wood hoops were all the rage as a favourite plaything.

The child's hoop was propelled by stroking a one-foot dowel or stick along the top. The 20th century hula-hoop is a modern-day version of this treasured plaything.
While many people on a playground equate jump-roping with youth, the fact is that the tradition of jumping rope goes back to early human history.

The sport has developed greatly from the earliest days of rope jumping to the present day and is now a competitive sport.

The practice dates back to ancient times, known as jumping rope, skipping rope, rope jumping, jump rope and skipping.

The Egyptians used to leap over trees, aborigines jumped over bamboo, and medieval paintings show pictures of kids jumping hoops.
Oranges and lemons,
Say the bells of St. Clement's.

You owe me three farthings,
Say the bells of St. Martin's.

When will you pay me?
Say the bells at Old Bailey.

When I grow rich,
Say the bells at Shoreditch.

When will that be?
Say the bells of Stepney.

I do not know,
Says the great bell at Bow.

Here comes a candle to light you to bed,
And here comes a chopper to chop off your head!
'Chip chop chip chop the last man is dead!'
BOARD GAMES

Board games are traditionally a subset of tabletop games that involve counters or pieces moved or placed on a pre-marked surface or "board", according to a set of rules. In common parlance, however, a board game need not necessarily contain a physical board. Some games are based on pure strategy, but many contain an element of chance; and some are purely chance, with no element of skill.

Games usually have a goal that a player aims to achieve. Early board games represented a battle between two armies, and most modern board games are still based on defeating opponents in terms of counters, winning position, or accrual of points.

There are many varieties of board games. Their representation of real-life situations can range from having no inherent theme, such as checkers. Rules can range from the very simple, such as in Snakes and Ladders.

The time required to learn to play or master a game varies greatly from game to game but is not necessarily correlated with the number or complexity of rules; games like chess.