

Lesson plan for American Civil War toys and games

Appomattox Court House National Historical Park

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(As per NPS template and specs)-

Page Title:

Civil War Toys and Games

Teaser text:

Having less advanced technology than today, what did nineteenth century children do for amusement?

Overview text:

During the Civil War Era, children spent their pastime playing various fun and challenging toys and games. This twenty minute interactive lesson introduces these period leisure activities, having an opportunity for hands-on experience and engagement. Relevant vocabulary, location of origins, and statements of certain social norms of the nineteenth century may be included in the lesson, as time allows. In this way, students are encouraged to develop a deeper understanding of period culture.

Standard image:



Alt. text for standard image:

Considered a "girl's game", Graces was meant to develop gracefulness. Using two sticks, the players tossed a hoop to one another.

Caption for standard image:

The game of Graces was played by two players, usually girls. Uncrossing the sticks would smoothly cast the hoop to the other, encouraging the children to move gracefully.

Credit for standard image:

Fort Scott National Historic Site, Kansas

<http://www.nps.gov/fosc/fortteachers/childrengame.htm>

Feature image:



Alt. text for feature image:

Cup and ball is a game of skill and was very popular in the 19th century. The object is to toss the ball into the cup but it is not an easy game to master.

National Education Network <http://gallery.nen.gov.uk/>

Link to an external location for this lesson plan:

Downloadable file (or pdf) for this lesson plan:

Duration:

Twenty minutes

Group Size:

Up to 24

Location:

Classroom

Outdoors

Indoors

Large field

Small green space

Learning Objectives:

The student will be able to comprehend the diffusion of culture through time and place

The student will recognize the connection from past to present

The student will be able to compare and contrast technology past and present

The student will understand the usefulness of primary sources for the study of the social sciences

The student will be able to describe social interaction and cultural tradition of American children during the Civil War Era

The student will know the role of Appomattox in the American Civil War

Background Information:

Examples of 19th century toys and games and their origins:

Graces- This game was brought to America by the French, made popular with the ladies during the Victorian period, and used for exercise and to teach gracefulness.

Ball and Cup- This Colonial American game actually dates back to Ancient Greece.

Jacks- known to have been played in ancient Egypt, Greece, and Rome, as well as children all over the world for centuries.

Jacob's Ladder- Dating back to the Puritans of the 1600's, this game references the Bible (Genesis 28:12)

Nine Pins- a bowling game, most likely originated in Prehistoric times to increase hunting skills. Evidence dates back to 5000 BCE Egypt. Early Virginia colonists loved the game so much that Captain John Smith declared bowling illegal. Gambling with nine pins was so profuse during the 1800s the game was outlawed, leading to a tenth pin being added to circumvent the law.

Rolling Hoop- Ancient Egyptians and ancient Greeks rolled hoops for play and exercise. Early North American colonists brought this pastime with them from Europe.

Whirling Toys- Native Americans made whirling toys from pieces of bone and antler. These toys are mentioned in English literature as early as 1786 and Colonial American children strung a button on a string to create whirling toys.

Rounders- Originating in England, rounders is generally considered the predecessor of modern baseball.

Major vocabulary introduced:

ANCIENT
ARCHAEOLOGISTS
CULTURE
DIFFUSION
PAST
PRESENT
PRIMARY SOURCE
TRADITION

Procedure step display:

Step

Procedure:

(Optional- have students locate places on world map/ have students demonstrate toys and games/ place toys and games on table for playtime at end of lesson)
(Major vocabulary is in all caps)

Introduce games and toys as CULTURE/TRADITION for the children of Appomattox during the American Civil War, have student locate Virginia on world map, review role of Appomattox in Civil War, discuss PAST, PRESENT, and ANCIENT

Present Graces- demonstrate game while discussing social traditions of the 1800s and gender roles

Demonstrate Ball and Cup- explain ancient origin (Greece), locate Greece on world map, and discuss PRIMARY SOURCES/ ARTIFACTS

Present Jacks- Locate Egypt, Greece, and Rome, discuss DIFFUSION/ how culture and traditions spread

Present Jacob's Ladder- Explain the Puritans, locate Massachusetts on world map, discuss DIFFUSION/ how culture and traditions spread

Present Nine Pins- discuss ancient Egypt as having oldest nine pin artifacts, it becoming illegal, and the addition of the 10th pin, ask students to list similarities and differences to modern bowling

Demonstrate Rolling Hoop- Discuss its origins (point to Egypt and Greece) and sequence through time and place (point to Europe, to where European colonies were in North America, and then to Appomattox)

Present Whirling Toys- Explain various cultures used different materials for the same toy concept (Native Americans- bone and antler, English colonists- button on a string)

Describe Rounders- explain some rules, show materials used for game, ask students to list similarities and differences to modern baseball

Review- ask “What do we know about toys and games the children of Appomattox probably played during the Civil War Era?” and “What do we NOT know about same?”

Assessment:

On-site formative questioning and observation, optional summative assessment (quiz or project) upon returning to school

Park Connections:

Making associations to the nineteenth century people of Appomattox through nineteenth century toys and games, therefore achieving a realistic view of the American Civil War and Appomattox Court House

Extensions:

Introduce other Civil War toys and games (see ACHNHP Toys and Games Notebook)

The teacher can take the lesson further by asking students to compare/ contrast toys and games of today to toys and games of the 1800s in the form of a differentiated product-

DIAGRAM/ GRAPHIC

ESSAY/ POETRY

SKIT/ INTERVIEW

POSTER/ FLYER/ BROCHURE

SONG/ RAP

Additional Resources:

Antietam National Battlefield

www.nps.gov/anti/forkids/index.htm

Conner Prairie Interactive History Park

www.connerprairie.org/Learn-And-Do/Indiana-History/America-1800-1860/19th-Century-Games.aspx

Fort Scott National Historic Site

www.nps.gov/fosc/forteachers/childrengame.htm

History Lives.com

www.historylives.com/toysandgames.htm

Children and the Civil War- Digital History

www.digitalhistory.uh.edu/learning_history/children_civilwar/children_civilwar_menu.cfm

Children's Amusements in the Early Nineteenth Century by Lynne Manring

www.americancenturies.mass.edu/classroom/curriculum_6th/lesson13/bkgdessay1.html

The Civil War- National Park Service

www.nps.gov/civilwar/

Civil War Life and Culture; CivilWar@Smithsonian

www.civilwar.si.edu/life_intro.html

Oracle ThinkQuest; Children of the Civil War

library.thinkquest.org/JO02047F/children_of_the_civil_war.htm

Virginia is for Lovers; Civil War National Battlefield Parks

www.virginia.org/CWNationalbattlefields/

Materials Introduction:

The following materials are to be used to enhance the lesson, not only as props for demonstration, but as tools to encourage historical thinking including analysis with an emphasis on perspective. The materials 1- 8 can be referred to as reproductions of authentic toys and games along with discussion to describe primary source definition.

Materials details:

Material #1 Graces hoops and sticks, to be used for demonstration

Material #2 Ball and cup toy, to be used for demonstration

Material #3 Jacks set, to be used for demonstration

Material #4 Jacob 's ladder toy, to be used for demonstration

Material #5 Nine Pins bowling set, to be used for demonstration

Material #6 Rolling hoop and stick, to be used for demonstration

Material #7 Whirling toys, to be used for demonstration

Material #8 Rounders bat, ball, bases, to be used for demonstration

Material #9 World map board, to be used as visual aid

Material #10 ACHNHP Toys and Games Notebook, to be utilized for the organization and preservation of additional information and resources

Applicable Subjects:

Civil War

Geography

History

Social Studies

Related Parks:

Antietam National Battlefield
Gettysburg National Military Park
Petersburg National Battlefield
Richmond National Battlefield Park

Minimum grade, maximum grade:

Fourth grade min

Sixth grade max

Education Standards:

NS for History; Grades 5-12, Chronological Thinking 1A, 1E, 1G

NS for History; Grades 5-12 Historical Research Capabilities 4D

VS 1a, 1d, 1e, 1i Essential Skills

VS 6c Virginia traditions, ideas, and culture

VS 7b Civil War, Appomattox

Applicable Keywords:

Nineteenth century

Civil War

Toys and games

Parlor games

1800's leisure