

## Curriculum Ideas & Activities Prior to Visiting Heritage School

1. Have the students/children stitch samplers.
2. Keep a copybook.
3. Fold paper twice to make 4 leaves or 8 pages. Cover a book with wrapping paper or cloth.
4. Sew or stitch folded side with thread or string. Draw lines on each page.
5. Make slates of cardboard or plywood. Paint With flat black paint. Use masking tape for edges.
6. Play games from the 1870's:  
Kick the Can, Hide & Seek, Red Rover, Red Light, Green Light, Blind Man's Bluff, Tag, London Bridge, Pom Pom Pull Away, Jacks, Pretzel, or Marching Up the Hillside, Drop the Handkerchief, Marbles
7. Interview parents, grandparents, and/or residents of nursing homes about what it was like when they went to school. How were things different and the same? [Click here for a list of sample questions.](#)
8. What objects did the children have in the 1870's and use which are no longer common? What do we have today which would have been unknown to the children in the 1870's?
9. Make up a list of memory gems.
10. Compare and contrast the school of the 1870's and schools today.
11. Write a story of how they imagined life to be in the late 1870's.
12. Participates in a baking/cooking experience.

*The following are some suggested games to play before or after a visit to Heritage School:*

### Clap or Hiss

1. Half class goes outside.
2. Others decide on a verb for them to guess.
3. Leader of inside groups says, "The verb we have chosen for you rhymes with. . ."
4. If answer is right, spectators clap. If answer is wrong, spectators hiss.
5. Students who return discuss what word they want to act out-then they all mime the word.
6. If guess is wrong, group goes out to plan another guess (word) to act out.
7. When right guess is made, groups switch.

### Fox and Goose (Winter game)

1. Make a big circle in the snow and create 6 or 8 spokes going to center.
2. Fox stands in center and geese go in one direction around circle.
3. Fox could catch geese by going down spokes.
4. If the blindfolded child guesses correctly he/she takes blindfold off and puts it on the child who was guessed.

### Pretzel

A group of 10-20 people is best for this game. Have the group gather in a tight circle, with arms outstretched in front of them. In the sea of available hands, each person must grab

two other hands, without letting go, the group must then try to untangle the resulting "pretzel" and return to the original circle by ducking under or slipping over the chain.

### **Red Rover**

Divide the class into 2 teams and have them line up at opposite ends of a large rectangular area. Team #1 must choose a member at the other team to call and shout, "Red Rover, Red Rover, We Dare You To Come Over."

Members of Team #1 must then hold hands very tightly as the person called runs across the field and tries to break through the hands of 2 opponents. If successful the runner gets to pick a player from Team #1 to return with him to Team #2.

Now Team #2 dares a player to break the chain. When recess is over, the team with the most players wins.

### **Fruit Basket Upset**

Each child is given the name of a fruit. The caller calls out a number of fruit names. Those children exchange seats. When the caller calls "fruit basket upset" everyone, including the caller, races to exchange seats and because there is one seat short, someone gets left without a seat and is the next caller.

### **Button, Button, Who's Got the Button?**

One person is "it" and another child is the "button giver." The children form a circle, and hold hands in a prayer position while button givers goes around (hands folded also) and brings his hands down parting someone's hands but continues on so no one knows who's got the button. When he has gone around the entire circle, he says "Button, Button, Who's Got the Button?" and the person who is "it" tries to guess who has the button. If he/she guesses in 3 tries the giver is "it". If he/she doesn't, he/she is "it" again and a new "giver" is chosen.

### **Other Games and Activities:**

- Kick the Can
- Hide and Seek
- Jump Rope
- Marbles
- Pom Pom Pull Away
- London Bridge
- Jacks
- Tops
- Red Light, Green Light
- Tag
- Hoop
- Snowballs and Snow forts (Winter)
- Drop the Handkerchief
- Leap Frog