

The Games trunk is an interpretive lesson that features hands-on activities representing games that were common in school up to the mid 20th century. Students will learn what kids did for fun before the invention of TV, video games, or computers.



Philosophy

Students are more likely to learn when they have the opportunity to touch and manipulate the objects of their study. Because all of the equipment needed to play these games is included in the trunk, the student will be able to play them leading to a more effective learning experience.

Grade Level

These games are developmentally appropriate for students as young as second grade. The classroom teacher knows the strengths and limitations of her or his students' physical and mental abilities and can appropriately modify these games to match their abilities. Elementary students and up to adults enjoy and benefit from these games.

Topics Covered by Learning Activities Include:

- Circle Zigzag
- Bag Pile
- Pass and Toss Relay
- Rope Jumping
- Rope Tug of War
- Circle Dodge Ball
- Stealing Sticks
- Hand Over Head Bean Bag

Trunk Contents Include:

- A long, heavy tug of war rope
- Arm Bands
- Marbles
- Bean Bags
- Rubber Balls
- Jump Ropes
- Dowel Rods
- Game Descriptions and Instructions

The Games Trunk is designed to meet the following PASS Skills and others:

These activities satisfy numerous PASS objectives. They specifically satisfy objectives on motor skills and lifetime activity development, health-enhancing activity development, and personal and social skills development.

- Identify how choices in behavior and action are related to consequences and have an impact upon the student and others.
- Identify examples of rules in the classroom and community, and relate the purposes of those rules (e.g., to help people live and work together safely and peacefully) and the consequences of breaking them.
- Identify the benefits that accompany sportsmanship, cooperation, and following rules.
- Demonstrate mature form in a variety of manipulative, locomotor and nonlocomotor skills performed individually and with a partner.
- Demonstrate the movement concepts of body awareness, spatial awareness, and body movement relationships.
- Apply movement concepts and principles to the learning and development of motor skills.
- Demonstrate responsible personal and social behavior in physical activity settings.
- Develop an understanding that physical activity provides opportunities for enjoyment, challenge, self-expression, and social interaction.

The Oklahoma History Center offers a number of educational opportunities including field trips, living history characters, hands-on trunks, and instructive classes.

For more information on other trunks and educational programs contact the Oklahoma History Center at 405-522-5248 or visit our website at www.okhistorycenter.org.