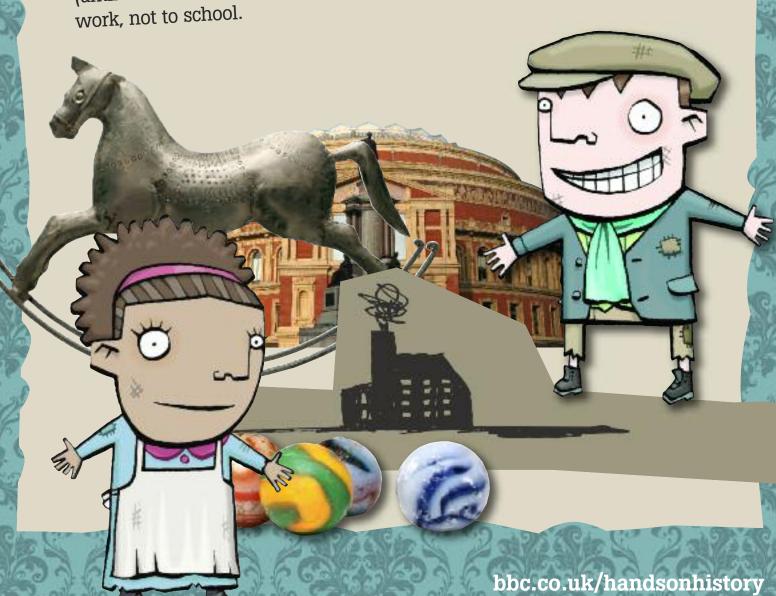
BBC

## HANDS ON HISTORY THE VIETORIANS

# Victorian The VIETURIANS toys and games

The Victorian age in British history is named after Queen Victoria, who was Britain's queen from 1837 until 1901. Life was very different for children in Victorian times. There was no TV, no central heating, no cars (until the last few years of Victoria's reign) and many children went to work, not to school.



### Victorian games

Victorian children didn't have computers or television so they played lots of games. Board games such as Snakes and Ladders, Ludo and Draughts were popular indoor games. Outdoors, Victorian children played with toys like hoops, marbles and skipping ropes, with friends in the street, or in the school playground. They played chasing games such as Tag, Blind Man's Bluff, and played catch with balls. If they didn't have a proper ball, they made them from old rags, and made bats from pieces of wood.

Some of the games that were popular in Victorian times are still played in playgrounds today. Have a go at playing hopscotch with your friends and family.

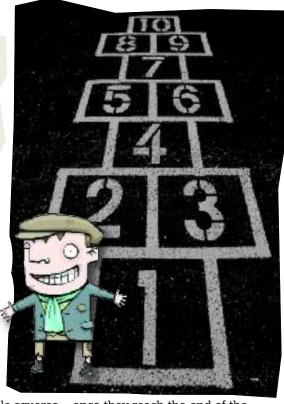
#### How to play hopscotch

#### You will need

- · Chalk or masking tape
- A marker this would traditionally have been a flat stone, but you can use a bean bag or a ball of modelling clay

#### Instructions

- 1. Draw the hopscotch board on to the floor with chalk or you could use masking tape.
- 2. The object of the game is to throw the marker onto the board and hop over it onto the next square (or set of squares), working your way up and down the board without making a mistake.
- 3. To begin the game, the first player throws their marker onto square one. They must hop over that square and land on squares two and three with one foot in each. Then they try to hopscotch up to the top of the board hopping
  - in single squares and landing with two feet in double squares once they reach the end of the board they must turn and come back down, stopping to pick up the marker on the way back.
- 4. If no mistakes were made, the same player continues by throwing their marker to square two and repeating the process, always avoiding contact with the square that contains the marker.
- 5. The next player starts their go when the board is complete or if:
- A player does not throw the marker in the correct square.
- A player loses balance and places a hand or second foot down.
- A player steps on a line, hops on the wrong square or hops on the square containing their marker.
- A player puts both feet down in a single box.



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