

Let's Play Vintage Games

This program features toys that were well known to kids of the 1920s - pick up sticks, jacks, and tops.

Have your students break into groups and try out pick up sticks and jacks. Easy to follow instructions are included with each Melissa & Doug game and are included on this sheet.

Your students can personalize the wooden tops with markers or paint. Then they can compete to see who can keep their top spinning the longest, or try to have a top battle with one knocking over another.



Pick up Sticks

The object of Pick Up Sticks is to pick up as many sticks as possible without moving any surrounding sticks.

- Play on a hard, flat surface.
- One player holds the bundle of sticks upright on the playing surface and releases them so they fall in a scrambled pattern.
- Players take turns picking up one stick at a time. If any other sticks move, even slightly, it is another player's turn.
- Players may use 1 stick they've earned as a lifting tool.
- Players take turns until all 41 sticks have been picked up. Whoever has the most sticks is the winner!

For more of a challenge, use the point system. Each colored stick has a different point value. At the end of the game, the player with the highest point value wins.

- White - 25 points
- Green - 15 points
- Blue - 6 points
- Orange - 5 points
- Red - 4 points



Jacks

The object of jacks is to pick up the correct number of jacks and the ball in one hand before the ball bounces twice.

- To set up use a hard, flat surface, such as the floor or a table, for play. Two players face each other; if more than 2, players sit in a circle. Choose one ball and 10 jacks.
- Play by dropping 10 jacks in a random pattern on the playing surface.
- Toss the ball into the air. With the tossing hand, quickly scoop up one jack and try to catch the ball with the same hand between the first and second bounce.
- If successful, set the jack aside and take another turn. If the jack and ball are not grasped in time, the turn ends and play moves to any additional players. (If just one player, keep trying until all jacks are picked up; multiple players take turns until all jacks are picked up.)
- The player with the most jacks wins!

Challenging Variations:

- Pick up 1 jack with each toss of the ball (1, then 2, then 3, up to 10). Jacks are put back in play after each use.
- Drop all the jacks, then try to pick up only silver or gold jacks.
- Toss the ball, then try to scoop up jacks and catch the ball before even 1 bounce.
- A turn ends if a player moves any jacks other than the ones being picked up.

