

TUDOR CHILDREN'S GAMES:



History
Re-enactment
Workshop
Living Tudor & Stuart England

'Loggats' (or - chuck a stick)

Plant a stick in the ground. A 'Stake'

Each player takes turns in throwing smaller sticks – 'loggats' towards the Stake.

The player whose 'loggat' finishes nearest the 'stake' is the winner.

Invent a scoring system to suit the ages / numbers playing.

'Stoolball' (Tudor Cricket)

A game for any number of players, either in two teams or as individuals.

SET UP:

1. Pitch two posts about five yards apart.
2. Use a bundle of rags for a ball.
3. Use a stick as a bat

RULES:

The bowler stands at one post and throws the ball to try and hit the other post.

The batter tries to hit the ball.

The batter SCORES by hitting the ball running to the far post and back

The batter is OUT: If the ball hits the post or he hits the ball and is caught by a fielder.

Once out the next player, or member of the team has a turn.

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'TAG GAMES:

There are lots of variations of Tag – just like today from:

Basic - The tagged person becomes the next 'it'.

Safe areas - 'feet off the ground' and other variants with 'safe' areas or actions.

Multiple 'It' - Once tagged each player joins up with the tagger ('it'), until only one player is left. The last player then becomes 'it' for the start of the next game.

Tom Tidler's Ground

An area is marked out and designated as Tom Tidler's Ground. Generally, this is done simply by dragging a heel in the dirt.

`It' is Tom Tidler and must stay within the designated area. The other players run in and out of Tom Tidler's ground and try to avoid getting tagged. Whomever Tom Tidler tags becomes the new Tom Tidler.

Barley Break

As in "Tom Tidler's Ground", an area is marked out that `it' may not leave. The other players try to cross the area without being tagged. The first player `it' tags must join hands with `it' and together they try to tag others, each using only their free hand.

As additional players are caught, they must join onto the end of the line. Only the original `it' and the newest player caught may tag, however players in the middle of the line may assist by helping to `net' free players. The last player captured becomes `it' for the next game.