



20th Century Games

GROUP GAMES

Jacks

Materials

- 5 jacks
- A small ball

How to Play

1. The first player prepares to start by throwing the five jacks on the ground and then picking up the ball.
 2. The player throws the ball up, picks up one jack with the same hand and then catches the ball before it hits the ground. The jack is then put into the other hand. This is repeated until all the jacks have been picked up.
 3. The player then throws the jacks back on the floor and starts again, but this time, two jacks must be picked up each time except for the third and final throw when, obviously, only one jack is picked up.
 4. The game continues with the player's next objective being to pick up three jacks at a time, then four jacks at a time, and finally, in the last round, all five jacks in one go before the ball is caught.
 5. When the player misses the ball or does not manage to pick up the requisite number of jacks, their turn immediately finishes and the next player has a try.
 6. The first player who manages to complete all five stages wins.
-

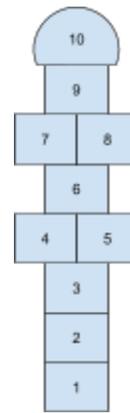
Hop Scotch

Materials

- Chalk
- Throwing stones

How to Play

1. Draw a hopscotch design on the ground
 2. Throw your stone to land on square one. If you miss the square, you lose your turn and the next player goes. If you get the stone in the square, you continue to the next step.
 3. Hop through the squares, skipping the square your stone is on. Once you get to the tenth spot, turn and hop back through the squares.
 4. On your way back, you must stop on the square before the one your stone is in and pick it up.
 5. Once you've picked up the stone you finish going back through the squares.
 6. The stone is then passed to the next player so that they may take their turn for the round.
 7. This process is then repeated for each of the ten squares.
 8. The first player to make through all the squares wins.
-



Kick the Can

Materials

- A can

How to Play

1. A can is placed in the center of the playing space.
 2. One player is made "it" and, standing by the can, counts to an agreed upon number while the rest of the players hide.
 3. Once the "it" player has finished counting, they, while keeping an eye on the can, attempt to find the other players and tag them.
 4. If a player is tagged, they are sent to jail.
 5. It is the objective of the "free" players to kick the can before being tagged out.
 6. If the can is kicked by a player who has not been tagged, all players in jail are set free.
-

Marbles

This game can be played outside or inside. If being played inside, a string can be used to form the circle.

Materials

- Marbles
- Chalk

How to Play

1. Draw a circle, about 3 feet across, with chalk.
2. Each player gets one of the larger marbles as their shooter or “taw”.
3. Place 10 or 15 of the standard sized marbles in the center of the circle.
4. Players then kneel around the circle and take turns shooting their taw marble with the objective of knocking marbles out of the ring. To shoot your marble correctly, fold your thumb, pinkie, and ring finger into your palm. Roll your pointer finger around the marble, holding it against your thumb knuckle. When you're ready to shoot, flick your thumb out.
5. Grab any marbles you knock out and place them in a pile. If you don't knock any marbles out, you must leave your taw marble in the circle as you will be shooting it from within the ring on your next turn.
6. If you knock another player's taw marble out of the circle, they are automatically out of the game.
7. The game ends for all players once all the marbles have been knocked out of the circle. The winner is declared based on who has knocked the most marbles out of the circle.

Red Light, Green Light

How to Play

1. One player is named the caller and stands at one end of the designated space.
 2. The rest of the players line up at the other end of the space.
 3. The caller then begins calling out “red light” or “green light”. If the caller calls “green light”, the players run towards the caller. If the caller calls “red light”, the runners must freeze.
 4. If a runner does not stop when the caller yells “red light”, they must go back to the start line.
 5. The game is over when the first of the runners reaches the caller.
-

Dreidel

Materials:

- Dreidel
- Game pieces (gelt, Hershey kisses, pennies, beans, etc.)

This game can involve as many players as you want, but 3-6 works best.

נ= nun (nothing) - this means that the player takes nothing from the pot

ג= gimel (everything) - this means that the player takes everything from the pot

ה= hei (half) - this means that the player takes half of the pot

ש= shin (share) - this means that the player puts one piece in the pot

How to Play

1. Each player gets an equal number (10-15) of game pieces. These can be If you want the game to finish more quickly limit the pieces to 5-7 per person.
2. Each player puts one piece into the pot. Every time the pot is empty or only has one piece each player adds one piece to the pot.
3. Each player takes a turn spinning the dreidel. They either do nothing, take, or put in pieces to the pot depending on which symbol they roll.
4. If a player runs out of pieces, s/he can still continue to roll the dreidel to see if s/he can get hei or gimel to regain pieces.
5. The game ends when one person wins all the pieces.

SOLO GAMES

Solitaire

Materials

- Deck of cards

How to Play

1. Deal one card face up, and six cards face down in a horizontal line. On the second card, deal a card face up, and five cards face down, one on each of the

other cards. Then, deal a card face up on the third pile, and four cards face down, one on each of the other piles. Deal a card face up on the fourth pile, and three cards face down, one on each of the other piles. Deal a card face up on the fifth pile, and two cards face down, one on each of the other piles. Deal a card face up on the sixth pile and a card face down on the seventh pile. Deal a card face up on the seventh pile.

2. Once you've set up your cards you can move cards around in three ways. One, by playing cards of a different color on top of a card that is one number higher. Two, by playing cards onto the foundation piles. Foundation piles are started with the ace in each suit and can be played on in sequence up to the king in each suit. Three, reveal a card from the deck. Cards can be revealed one at a time for easier game play or reveal every third card for a more challenging game.
3. Continue to move cards around in these three ways until all cards are moved to the foundation piles (win), or there are no more moves to be made (lose).

Sources:

<https://gathertogethergames.com/solitaire>

<https://www.mastersofgames.com/rules/jacks-rules.htm>

<https://www.wikihow.com/Play-Hopscotch>

<https://www.considerable.com/entertainment/games/kick-the-can/#:~:text=Game%20play.watchful%20eye%20on%20the%20can.>

<https://www.wikihow.com/Play-Marbles>