

GAMES CHILDREN PLAY

GRADES: 3-6

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SUBJECT: Social Studies, Language Arts

TIME REQUIRED: Four class periods

OBJECTIVES:

1. Understand that it is universal for children to play games.
2. Discover most primitive children's games utilize materials found in nature.
3. Create an original game one or more children can play using only materials that are available in the local environment.

MATERIALS REQUIRED:

- Any material that is not purchased from a store.
- Paper
- Pencil

BACKGROUND:

Games are created and used to entertain, amuse, instruct, ease stress, keep one occupied and, most of all, for fun. Games can be played alone or be a social event involving many people. They can be mental, physical or a combination of both. All games currently played by children were invented at one point in history, probably by someone who had time on her/his hands and wanted to have fun or develop a skill. The games of long ago were most likely made from objects like sticks, rocks, plant fiber, animal skins or bones. If a person is clever enough, even work activities can be turned into a game to ease boredom.

PROCEDURES:

1. Discuss different kinds of games with the students and ask them to name their favorite. (Video games excluded)
2. Discuss the basic reasons that children play games.
3. Ask what games Korean children might have played a hundred years ago if they had no access to a store and they had to create one.
4. Give the students an assignment to create a game of their own using only materials they can find. Nothing may be purchased or taken from another game they already have.
5. The students must write the rules of the game.
6. Allow two days for the students to complete their games. On the third day, the students will explain and demonstrate their games.
7. On the fourth day, allow the students free time to play each other's games.

EVALUATION:

- Evaluate games on creativity and use of natural materials.
- Evaluate the games' written rules based on clarity, neatness and sequential order.

- Evaluate the student's presentation of the game on voice quality, demonstration and clarity.
- Take into account students' opinions on which game is the most fun to play.