

Parent Guide



@twinklparents

We're excited to share this activity with you. If you are interested in finding more exciting, fun and interesting activities for you and your children, then check out these links to different areas of the [Twinkl Parents](#) website.

games



crafts



puzzles



experiments



word searches



What is this resource and how do I use it?

Take a look at the activities and decide which game you want to play. Make sure you have the materials and players required. Follow the step-by-step instructions and enjoy.

What skills does this practise?

Empathy

History

Following instructions

Further Activity Ideas and Suggestions

Carry out further research about children's games of the 1940s. Can you find out what skipping rhymes they used or other ball games they played? Why not try them for yourself?

Parents Blog



Twinkl Kids' TV

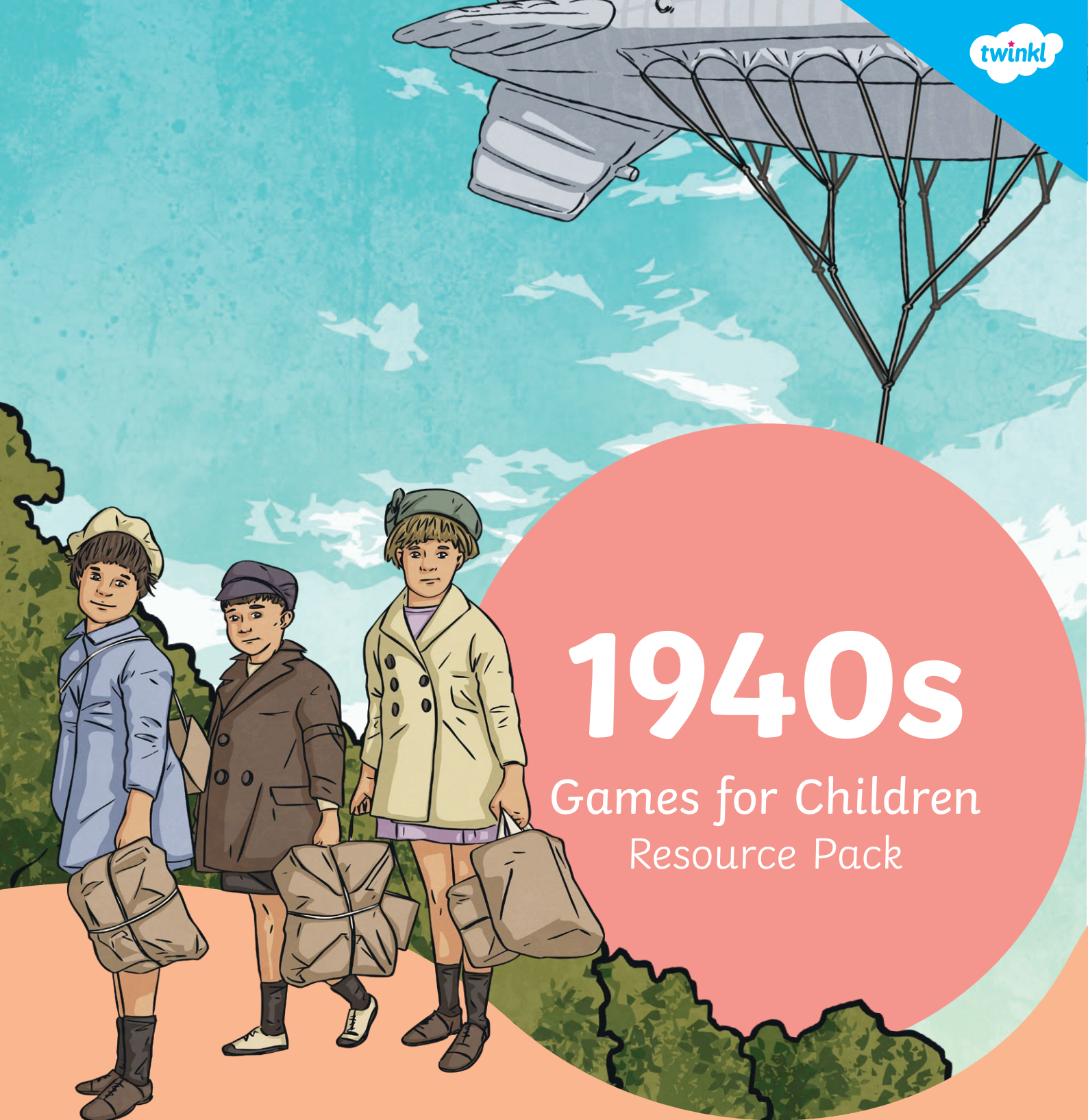


Homework Help



twinkl

Parents Hub



1940s

Games for Children Resource Pack

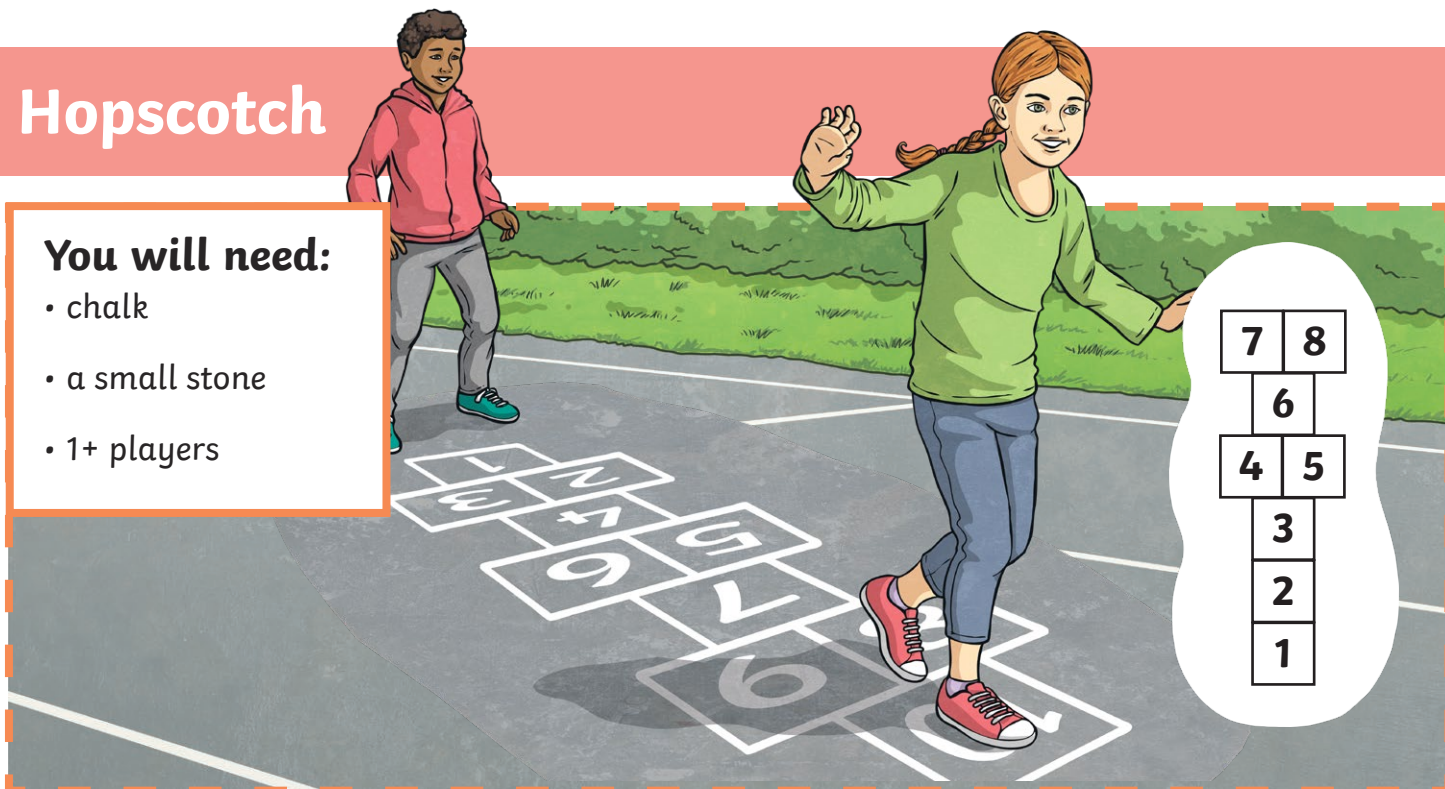
The Second World War was a time of separation, loss and shortages for many children in Britain. Resources were scarce yet children did their best to make the most of things, building toys out of whatever scrap materials they could find. For example, they might have used old pram wheels to make trolleys or used fences as wickets during games of cricket. There were very few cars around at the time so children often enjoyed activities out on the roads, such as hopscotch, whip and top, skipping and rounders. They would also spend time roaming bomb sites to see what they could discover.

Step back in time with these 1940s-style games - have fun playing them in your garden, local park or school playground:

Hopscotch

You will need:

- chalk
- a small stone
- 1+ players



Instructions:

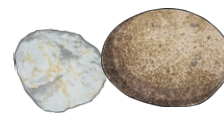
1. Find an area of patio, pathway or concrete. With your chalk, draw a hopscotch grid with the numbers one to eight written inside (similar to the grid shown).
2. Numbers one, two and three should be in a box on their own sitting on top of each other.
3. Write numbers four and five inside separate boxes next to each other across the box with the number three so that the grid makes a T shape.
4. Draw a box with number six inside so that it sits on its own.
5. On top of box six, draw two squares next to each other with the numbers seven and eight inside.
6. Throw your small stone so that it lands on the box with number one written inside.
7. Jumping over the square with the stone on it, hop on one leg on the single squares and land with both legs on the double squares, one foot in each square.
8. When you reach boxes seven and eight at the end, jump around landing with both feet in the boxes but facing the other way.
9. Jump your way back across the hopscotch grid, carefully picking up the stone on box one without falling over. You should now be back at the start.
10. Repeat the game, this time throwing the stone onto square two. Jump across the grid, avoiding hopping on square two. Then, pick the stone up on the way back.
11. Repeat until you have thrown the stone onto all eight squares.

Five Stones (or Jacks)



You will need:

- five small stones gathered from the garden (alternatively, you could use screwed up pieces of paper, marbles or beads.)
- 1+ players



Instructions:

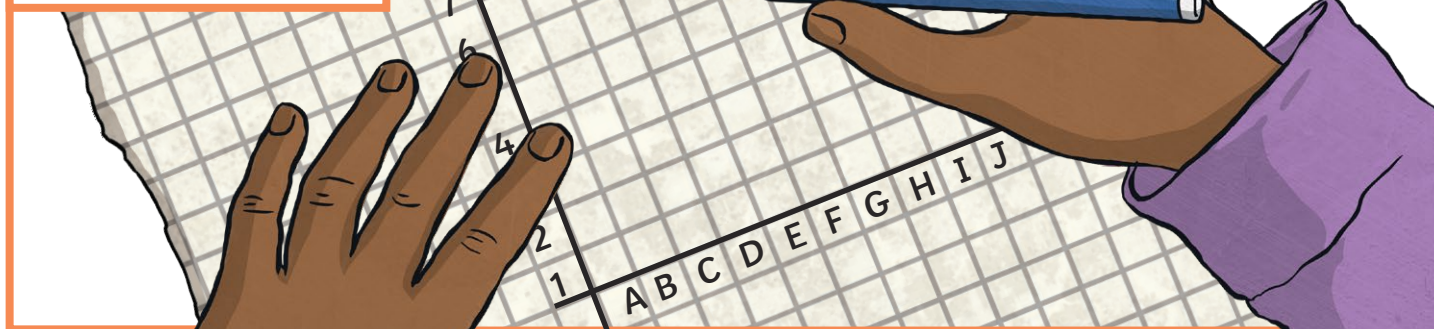
1. Start your turn by throwing all five of the stones onto the ground in front of you. Try to keep them fairly close together.
2. Pick up one of the stones and throw it into the air.
3. While the stone is in the air, pick up one of the stones on the ground.
4. Try and catch the stone you threw in the air on the way down with the same hand you picked the stone up with.
5. Put the stone you picked up to one side then repeat the process, throwing a stone in the air and picking another stone up, before catching the stone you threw in the air on the way down with the same hand.
6. Once you've picked up all five stones in this way, you've finished round one.
7. For round two, throw all five stones onto the ground in front of you again.
8. Now throw one stone into the air, pick up two stones from the ground and catch the stone you threw in the air in the same hand.
9. Repeat the process to pick up the remaining stones, either putting the two stones you picked up from the ground to one side or keeping them in your hand for extra challenge.
10. For round three, throw a stone up into the air and scoop up three stones from the ground. Then, pick up the remaining stone on your next go.
11. For round four, throw a stone up into the air and scoop up four stones from the ground so that you have all five stones in your hand at the end.
12. If you drop any of the stones during the game, it's the next player's turn (if you are playing with someone else).
13. When it's your turn again, start at the same place as you left off.

Twinkl Tip: As you practise more, you can adapt the game by keeping all the stones in one hand as you throw and catch, rather than putting each stone to one side after you've picked it up from the ground.

Battleships

You will need:

- piece of paper
- pen or pencil
- 2 players



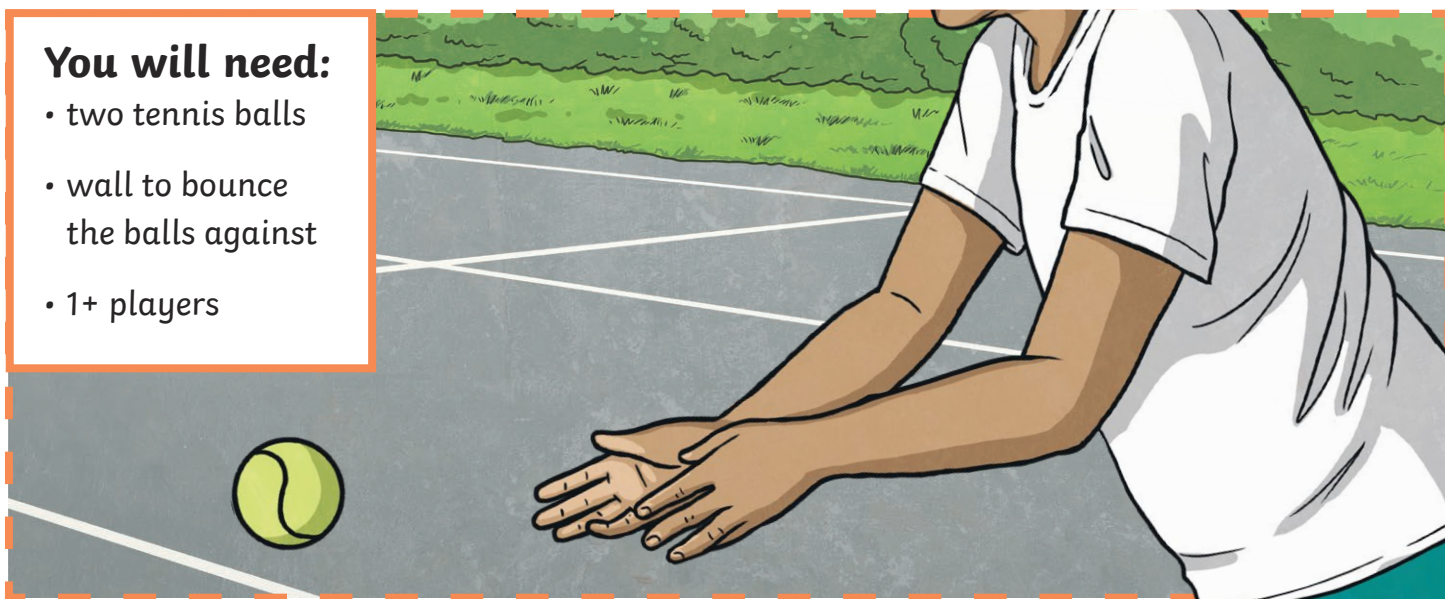
Instructions:

1. On your piece of paper, draw a 15 x 13 grid.
2. Label the rows with the letters A to M to the side and each column with the numbers 1 - 15 across the bottom. Alternatively, print out and use the grid included with this resource.
3. Each player has a fleet of:
 - five battleships (each one is five squares across)
 - five cruisers (each one is four squares across)
 - five destroyers (each one is three squares across)
 - five submarines (each one is two squares across).
4. Each player marks their fleet on their grid, keeping the layout secret from the other player. Use letters to indicate what ships you have plotted. For example, five 'Bs' in a row to show a battleship, four 'Cs' in a row to indicate a cruiser, three 'Ds' in a row to show destroyers and two 'Ss' in a row to indicate submarines.
5. Start the battle!
6. Take it in turns to say a grid reference, for example 6K or 15C. The other person marks the grid reference as an X on their chart telling you whether it was a hit or a miss. Mark the square with an 'H' or 'M' on your grid. This will help you plot your next 'shot'.
7. Take it in turns to take a shot. Either limit the game to 20 goes each, or until one player's fleet has been sunk.
8. If limiting the game to 20 goes each, at the end see how many points you have scored. The person with the most points wins. You get:
 - 10 points for destroying an entire battleship
 - 8 points for destroying an entire cruiser
 - 6 points for destroying an entire destroyer
 - 4 points for destroying an entire submarine.

Two Balls up the Wall

You will need:

- two tennis balls
- wall to bounce the balls against
- 1+ players



Instructions:

1. Have the two tennis balls in your hand and stand a metre or so away from a wall with no windows.
2. Throw one ball at the wall.
3. Before the ball bounces back, throw the second ball at the wall.
4. Catch the first ball and throw it back to the wall.
5. Catch the second ball and throw it back to the wall.
6. Keep going, almost like you're juggling with the balls but throwing them against the wall rather than up in the air.
7. Once you've gained confidence, you can incorporate other 'tricks', such as clapping between throws, throwing under one leg, letting the balls bounce or throwing one handed.

Why not try: Children in the 1940s used to chant a rhyme as they played this game. You may find it easier to throw just one ball against the wall as you practise these new moves:

Plainsie (throw the ball against the wall)

Clapsie (clap after you've thrown the ball and before you catch it again)

Twist the wheel to backsie (roll your arms over each other in a backwards motion before you catch the ball)

First your heel (touch your heel with your hand after you've thrown the ball)

Then your toe (touch your toe with your hand after you've thrown the ball)

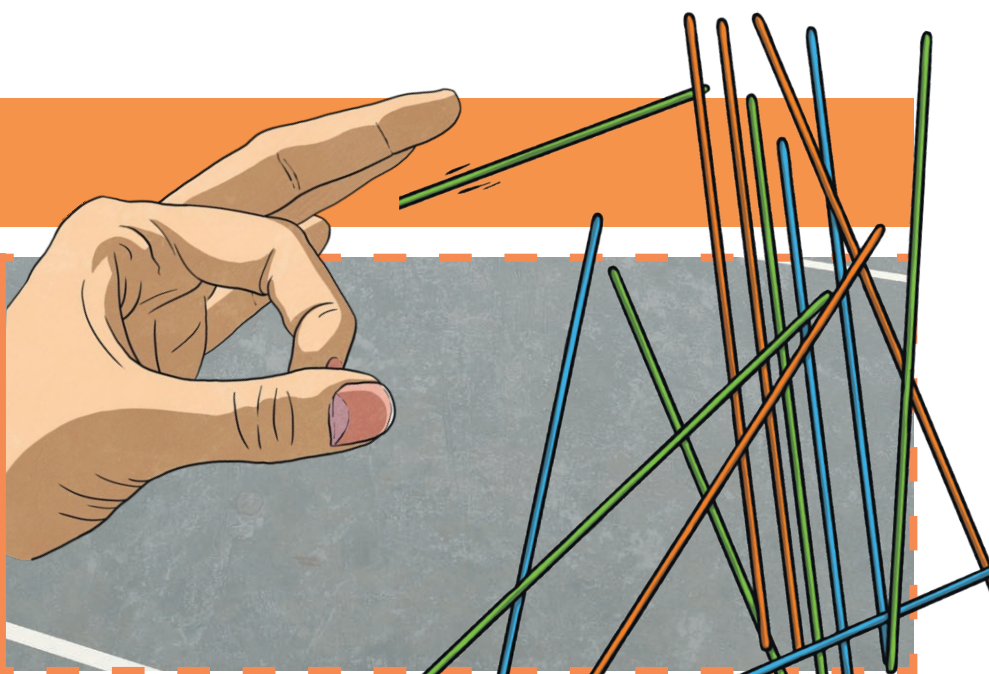
Then your knee (touch your knee with your hand after you've thrown the ball)

And back you go (throw the ball around your back)

Pick-Up Sticks

You will need:

- 25 sticks of similar length
 - you could gather sticks from the garden or use strands of dry spaghetti or colouring pencils
- 2 or more players



Instructions:

1. One player gathers the sticks so that they are standing vertically in one hand.
2. They hold the sticks so that their bottoms are touching a table or surface where the game will be played.
3. Let go of the sticks, leaving them to fall in a pile on top of each other.
4. Take it in turns to play with the youngest starting first.
5. Using one hand only, pick up a stick from the pile without moving any of the other sticks.
6. Once you've successfully picked up a stick without moving any of the others, try to pick up another stick. Limit the amount of sticks you can successfully pick up in one go to five.
7. If you move another stick during your go, put the stick you were attempting to pick up down. Now it's the other player's turn.
8. The aim of the game is to pick up more sticks than your opponent.
9. The game ends when all the sticks have been picked up.

Why not try: If you are playing with coloured pencils, for extra challenge you could give different colours points. For example, make orange equivalent to 10 points, red to eight points etc. At the end of the game, add up how many points you have scored by picking up those coloured 'sticks'.

You can also designate one 'stick' as the 'master stick' - usually coloured black or a darker colour than the rest. If you successfully pick up this master stick, you can use it to move other sticks away from the stick you want to pick up. This master stick is the only one that can be used to move other sticks. Once the master stick has been picked up, that player keeps it for the rest of the game.

We hope the information on our website and resource is useful. However, some ingredients and/or materials used might cause allergic reactions, so if you have any concerns about your own or somebody else's health or wellbeing, always speak to a qualified health professional. Remember, activities listed within the resource should always be supervised by an appropriate adult.