

Mini Unit Idea: Children's games

Rationale: Playing children's games is a pastime across cultures. Children play games with friends and items that are accessible for fun, connection and exercise. This pastime is the foundation of youth activism. It is where children learn leadership, collaboration and connection. This collection of sources helps children explore children's games across time and cultures. The sources provided can be used for a single lesson or the mini described below unit.

Heart:

- What are your favorite games to play?
- How do the games that you play make you feel?

Mind

- Why do children play games?
- How do you create a childrens games? What parts to the game are similar and what parts are different?
- What does playing games do to and for our bodies?
- What kinds of games did children play in the past?
- Should children play games? Why?
- Who is responsible for sharing the games of the past to the next generation?
- What do you notice about the games in the picture?
- What qualities or characteristics does a person have when planning this game?

Connection

- What kinds of children's games are similar across cultures?
- How are the games pictured similar and different from the games that you play today?
- Why don't kids play games like the ones pictured, anymore?
- What can children's games teach us about ourselves and others?

Standards:

Ask and answer questions about key details in a text. CCSS.ELA-LITERACY.RI.1.2 Identify the main topic and retell key details of a text. CCSS.ELA-LITERACY.RI.1.3



Describe the connection between two individuals, events, ideas, or pieces of information in a text.

CCSS.ELA-LITERACY.W.K.2

Use a combination of drawing, dictating, and writing to compose informative/explanatory texts in which they name what they are writing about and supply some information about the topic.

Objectives:

- Students will explore how children's games are similar and different throughout history.
- Students will experience games from the past.
- Students will be able to explore and celebrate their own cultural games and compare them to the games of the past.
- Students will be able to write and draw to share the games they like to play.
- Students will write informative pieces about how to play their favorite game.
- Students examine primary sources to ask questions, notice key details and summarize events in a document.

Mini Unit Process

- I. Explore Children's Game (1-3 days)
- Share images with children and discuss their noticing and wondering
- Discuss the sources using the questions (heart, mind and connection questions)
- Give students the opportunity to share cultural games.
 - Structures for sharing games:
 - Show and tell
 - Partner and Play
 - One slide presentation
- II. Play a children's Game (1-2 days)
 - Play children's games with students:
 - o Duck, duck, goose
 - o Punchenella
 - Hopscotch
 - Marbles
 - Jacks
 - Red light, green light
 - Steal the bacon

Discuss how they felt playing the game. What they learned from the game.

- III. Write and draw about your favorite children's game
 - Students will discuss, draw and write about their favorite children's game



Library of Congress Sources:

Source #	Description	Link
1	[African American children playing singing games, Eatonville, Florida] digital file from original	https://www.loc.gov/resource/ppmsc.00386/
2	[African American children playing singing games, Eatonville, Florida] digital file from original	https://www.loc.gov/resou rce/ppmsc.00383/
3 (Non Loc source)	Punchenella game and song- played with children	https://www.youtube.com /watch?v=mosUpfo7Anc
4.	Franco-Americain pour la Protection des Enfants de la Frontiere, which, with aid from the American Red Cross, provides a home and education for about 1500 children made destitute by the war digital file from original	https://www.loc.gov/resource/anrc.09048/
6	City children - on a play street, N.Y. b&w film copy neg	https://www.loc.gov/resource/cph.3c19372/
7	Children's singing game, Cat Island, June 1935	https://www.loc.gov/resource/ppmsc.00491/
8	The "lotus-flower," a typical game played by Japanese children during cherry-bloom	https://www.loc.gov/resou rce/stereo.1s02958/



	festival, Tokyo, Jaban [i.e., Japan]	
9	Gaikoku kodomo yugi no zu color film copy transparency	https://www.loc.gov/resource/cph.3g10548/
10		
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