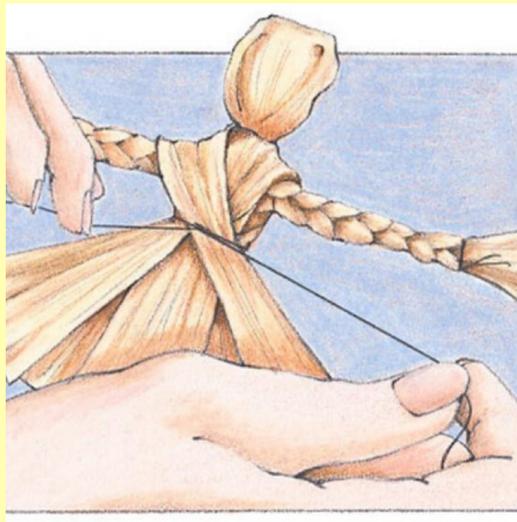
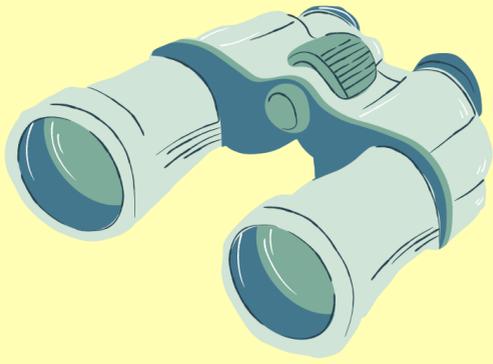
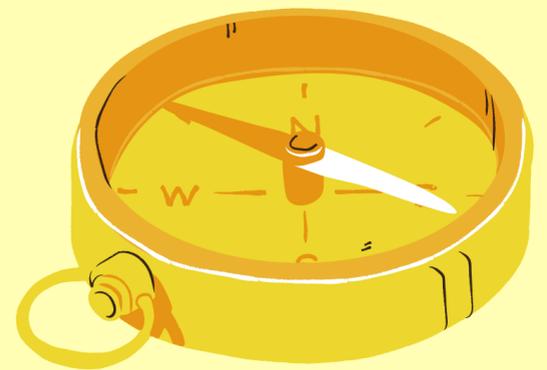
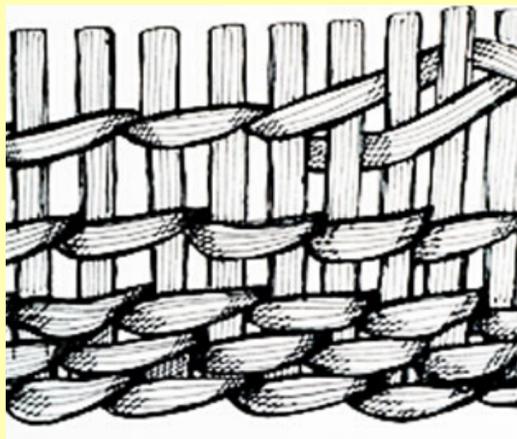


# MOUNTAIN HERITAGE CENTER



**2020 Summer  
Camp**



# PASTIMES 6/12-6/18

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## **Theme: Pastimes**

### **Introduction**

The Mountain Heritage Center welcomes you to our Step Back In Time summer camp packets. The activities, games, crafts you'll be introduced to over the next several weeks represent aspects of the history and culture of western North Carolina. Some of the activities are thousands of years old while others represent much more recent traditions. We hope you enjoy these activities as you complete them with your young people.

**“Play is in the nature of all children. In some cases games, they play with toys and games manufactured and marketed nationally. In some cases they play with toys and games made for them by parents out of love, lack of money, or both. In the vacuum created by the absence of entertainment provided by others, children create their own.”**

Foxfire 6 (1975)

Here is an assortment of games and activities that have been used by or played with by children and adults in the Southern Appalachians for generations. Some of these pastimes were played or created across what is now the United States. The variations and adaptations we are sharing are more unique to the mountains. We hope learning about these pastimes will encourage you to find out what your grandparents or great-grandparents played when they were young.

We've included links to videos we've found from other museums and historic sites. If you have a hard time following the link, put the text in parentheses into your search engine and the video should appear.

## **Traditional Craft**

### Corn shuck Dolls

- Supplies: 4 corn shucks and Corn Shuck instruction sheets. p. 3-5

## **Historical Games:**

- Fox and Geese
  - Rules included
    - variation 1 on p. 6-7
    - variation 2 on p. 8
  - Paper copy of the board
- Jack Snap
  - Rules included on p. 9
  - Dry kernels of corn, yellow and red
  - Image of Cherokee sifting basket on p. 10
- Marbles
  - Rules included on p. 11-12
  - 9 Marbles to get you started
- Chunky
  - Description p. 13
  - Piece of river cane

## **Videos**

- Corn Shuck Dolls (Gilcrease Museum, Oklahoma)
  - <https://gilcrease.org/cornhusk-dolls/>
- Fox and Geese video (Jamestown Settlement, VA)
  - <https://www.facebook.com/historyisfun/videos/2501588830156346/?v=2501588830156346>
- Chunky game video (Kituwah Preservation & Education Program)
  - <https://es-la.facebook.com/175728745804812/videos/chunkey-game-updated/1712149248829413/>
- Native American Chunkey Game (Amazement Square, Lynchburg, VA)
  - [https://www.youtube.com/watch?v=IngkJCp9iqw&feature=emb\\_title](https://www.youtube.com/watch?v=IngkJCp9iqw&feature=emb_title)

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# CORNSHUCK DOLL MAKING

1) Soak 4 large shucks per doll for about 10 minutes to soften them.

2) Cut off the harder bottom edge and the frayed top edge to make a more (but not totally) rectangular shuck.

3) Take each shuck and split it into 3 strips.  
Take 2 strips and split them into even thinner pieces (these will be used to tie with).

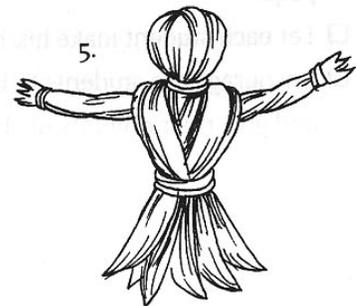
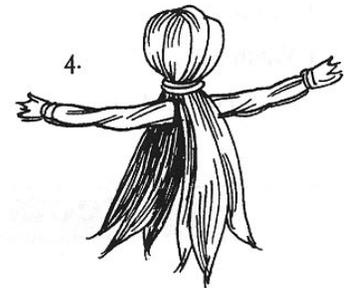
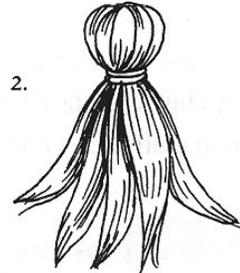
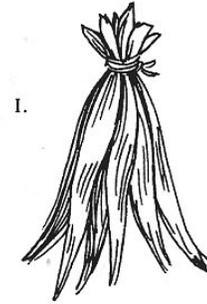
4) Gather 6 strips at the small edge. Tie them together about 1/2" down from the top. [figure #1]  
Flip your bundle. Then turn the husks down over the knot and tie a thin piece around to create the head. [figure #2]

5) Take a strip, cut it to 3-4" in length and roll it up to create arms. Tie thin pieces around the ends to create wrists. [figure #3]  
Fit the arms under the head between the 6 husks, with 3 on each side. [figure #4]  
Tie a piece around the body, right below the arms.

6) Wrap two strips over the arms and down front and back like criss-crossed suspenders or a shawl. Tie a piece around these strips creating a waist. [figure #5]

7) Take a short strip and wrap it over the head for a hat or bonnet. Tie it around the neck.

8) If you'd like a boy, create legs by tying the shucks below the waist into equal amounts, once to create knees, and once to create ankles.



Go to Wal-Mart, Ingles, or your local Mexican food store to buy corn shucks.  
Learn how to tie a square knot for this project.... left over right, right over left.

## Fox and Geese: Variation 1

Fox and Geese video (Jamestown Settlement, VA)

<https://www.facebook.com/historyisfun/videos/2501588830156346/?v=2501588830156346>

### Equipment

Fox & Geese is played upon a cross-shaped board consisting of 33 points. Pieces move from one point to another only on lines which join points, horizontal, vertical, and diagonal. (See game-board in Variation #2 and in packet)

Accompanying the board, there should be a one red piece representing the fox and 15 white or yellow pieces representing the geese. (use the corn kernels)

### Preparation and Objective

In Fox and Geese, **the geese cannot capture the fox but they try to hem the fox in so that he cannot move. The fox tries to capture the geese until it becomes impossible for them to trap him.** The 15 geese start by occupying all 6 points of 1 arm of the cross plus the whole first adjacent row (7 points) and the 2 end points of the central row. The fox starts in the middle of the board.

### Basic Play

The geese move first. Players take turns to move a goose or the fox to an adjacent point along a line. However, the geese are restricted to being able to move directly forwards, diagonally forwards or sideways only.

On the fox's turn, if a goose is adjacent to the fox with an empty point directly behind, the fox may capture that goose by hopping over it into the empty square and removing the goose from the board.

The game is finished when the geese are completely captured or the fox cannot move.

Play an even number of games, each player alternating between playing the fox and playing the geese. The player who wins the most games wins the match.

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### Variations

The fox can start anywhere on the board not occupied by a goose at the option of the player controlling him.

Variations with 13, 17 and 22 pieces can be tried.

Some variations prevent the fox from moving but not capturing diagonally. The limitations on the movement of the geese can also be varied. For instance, diagonal movement can be disallowed.

Another version has 2 foxes instead of 1.

If the fox can take a goose but does not do so, a new goose is added anywhere on the board by the player playing the geese.

Excerpted from <http://www.mastersgames.com/rules/fox-geese-rules.htm>

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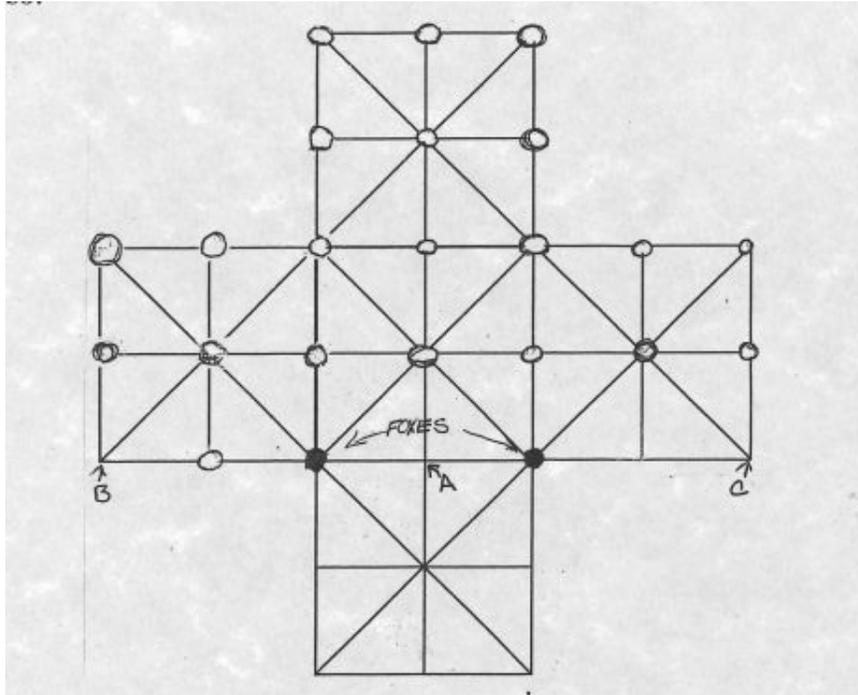
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## Fox and Geese: Variation 2

This board game was a more popular contemporary of checkers.

**How to Play:** The game is for two players. One moves the 22 Geese, the other moves the 2 Foxes. Set up the board as follows:



The Foxes are represented by red/ dark kernels of corn. The geese by pink or yellow kernels of corn. The object is for the Foxes to capture the Geese by jumping them and for the Geese to block the Foxes from being able to move.

A “move” is from one intersection or point to another, moving on a line. Neither the Fox nor the Geese can move into the small section at the bottom of the board.

A “jump” is from a point, over a Goose, to an empty point-along one line. Foxes can jump each other. Geese cannot jump other Geese or Foxes.

The first move is made by one of the Foxes: either into open intersection A or jump into B or C.

From that point, the players alternate turns. The game is over when the Foxes have captured all the Geese or when the Geese block in the Foxes so they cannot move.

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## Jack Snap game

A game of skill and luck, this traditional Cherokee game uses corn as scoring pieces and carved forms that represent snap bugs (or click beetles) as playing pieces. Players take turns shaking the basket to flip the "bugs." Points are scored based on the number of dark or light snap bugs facing up. Play continues until one player earns all the corn. This game can be played 1 on 1 or by teams.

### Materials needed:

- 6 flat bugs (lima beans with one side marked dark work well)
- Corn kernels for scoring
- 1 flat basket with sides (see attached image of Cherokee corn sifting basket made by Walker Calhoun)

### Scoring:

- All light sides                      6 pts
- All dark sides                        4 pts
- 5 one color, 1 the other        2 pts

1<sup>st</sup> player to get 24 pts wins.

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Sifting Basket and Jack Snap bugs created by Walker Calhoun.

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## Marbles

Assortment of quotes and games from Foxfire Toys and Games and *Imperial Toy Corporation*, Los Angeles, CA 90021

“I couldn’t impress upon you how serious boys were about marbles, and how much they loved to play....You were never without your marbles. We just carried them around in our pockets. A few of the little dudes had little leather sacks that they’d carry theirs in, but most of the boys just carried them in their overall pockets....”

“And you would have calluses – marble calluses right along the first knuckle of your thumb.”

“Most players had a favorite shooting marble, usually a larger marble, referred to as a *taw*....As everyone made clear, marbles was played for keeps, so the size of a players collection was a pretty good indication of the player’s skills. However, there is a feature of “for keeps” that adds a dimension that might be overlooked: the aesthetics of the marble.”

### Lag Out:

Any number of players. Each player in turn throws a marble at a wall so as to make it rebound. The marbles are left where they fall until one player’s marble rebounds and lands on another. That player then claims all the marbles on the floor and play is restarted.

Similar to “Laggin’ for the line.” Draw a line and roll or flip marbles to the line. The player that gets closest to the line goes first.

### Eggs in the Bush:

This is a guessing game. A player picks up a number of marbles with one hand and asks the other players to guess the number. Those guessing correctly are paid that number of marbles by the questioner. Those guessing incorrectly must pay the questioner the difference between the number guessed and the number actually held. Players take turns being the questioner.

### Variation: Odds or Evens

Players take turns guessing what’s in the hand of one of the players.

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Bull Ring:

Draw a big circle in the dirt, close to 8 feet in diameter. Decide how many marbles each player will put into the circle. Lag to see who goes first. That player then shoots at someone else's marble with his/ her taw (big shooter marble). Each marble that player knocks out of the Ring they keep. If the player knocks out a marble then they shoot again, from the spot their taw landed. If they miss or the marble they hit doesn't go out of the Bull Ring, the next player gets to go.

Roley Poley:

This is not a game played for keeps. It is similar to golf and croquet. Dig four small holes in the ground about five feet apart in the shape of an "L." Three are in a line (#2-4) and #1 is off at a right angle as if to form the base of the "L."

Lag to see who goes first. That player wins the Lag starts at hole #1 and shoots for #2. If he or she lands in #2, they get to shoot for #3. If the player misses, the marble stays where it landed and the second player starts. Each player has to hole #2 then #3 then #4 and then back to #3 and #2 and then #1.

Any marble that has returned to #1 becomes "poisoned" and in his/ her turn, that player gets to try to hit other marbles regardless of where they are. Any marbles hit are knocked out of the game. The last player surviving is the winner.

Then you play again and the winner gets to start a span (the distance between your pinkie tip and thumb tip) closer to hole #2. Play can continue for as long as you want. Winners always get a span closer to the second hole.

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## Chunky

Chunky game video (Kituwah Preservation & Education Program)

<https://es-la.facebook.com/175728745804812/videos/chunkey-game-updated/1712149248829413/>

“A gaming wheel—This was the stone wheel or circular disk used in the wheel-and-stick game, called by the Cherokee **gatayûstî**.... It has sometimes been known in the north as the “snow-snake,” while to the early southern traders it was known as chunki or chungkey, a corruption of the Creek name... The sticks used have long since disappeared, but the stones remain, being frequently picked up in the plowed fields....” Mooney, James. Myths of the Cherokee (1902)

“They have near their state house a square piece of ground well cleaned, and fine sand is carefully strewed over it.... Only one, or two on a side, play at this ancient game. They have a stone about two fingers broad at the edge and two spans round. Each party has a pole of about eight feet.... They set off abreast of each other at 6 yards from the end of the playground; then one of them hurls the stone on its edge, in as direct a line as he can, a considerable distance toward...the other end of the square. When they have ran [sic] a few yards each darts his pole... as near as he can guess in proportion to the motion of the stone, that the end may lie close to the stone. When this is the case, the person counts two of the game, and in proportion to the nearness of the poles to the mark, one is counted, unless by measuring both are found to be at an equal distance from the stone.... The hurling stones they use at present were time immemorial rubbed smooth.... They belong to the town where they are used, and are carefully preserved.”

Adair, James History of the American Indians, (1782)

### Adaptation:

- A big open area, a field with short grass works well.
- A medium sized ball: #1 Soccer Ball or small Cookie Tin with lid taped on.
- Long straight stick such as a piece of river cane.
- 2 to 4 players. One rolls the “stone” down the field and they all hurl their sticks so as to land them at or close to the location the “stone” stops at. Take turns rolling the “stone.”

2 points if you land where it stops, 1 point for the next closest.

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