

## Victorian Games

### Pass the Slipper

In Victorian times a slipper would have been used for this game, but any small item may be used.

Pick a player who stands in the centre of a circle formed by the other players. The player in the middle must close their eyes and as they do so the slipper is passed from player to player behind their backs. When the person in the middle opens their eyes, the passing of the slipper immediately stops, and the player must guess who holds the slipper. If they are correct, they change places, otherwise the player closes their eyes again and play continues.

### What am I doing?

One person at a time stands up and starts to act out doing something while the others try to guess what the person is doing. The game is more fun if the person picks something that is unusual and hard to guess, for example giving an elephant a bath, lion-taming and dragon-slaying!

### Drop the Handkerchief

All of the players, except one, stand in a circle, holding hands. The player left out of the circle walks around the outside of the circle, holding a handkerchief. This player drops the handkerchief behind one of the other players (it can be anyone) and starts running. The person with the handkerchief behind them has to pick it up and run after the one who dropped it. When the chaser catches the one who dropped the handkerchief, the one who dropped the handkerchief joins the circle in the chaser's place. The chaser then starts walking around the outside of the circle with the handkerchief, looking for someone else to drop it behind, and the game continues.

### Oranges and Lemons

Two players are chosen to be A and B. These two players decide which each of them is supposed to be between themselves, and they don't tell the other players until later. They stand facing each other and holding hands, forming an arch with their arms for the other players to walk under. The other players walk under the arch one at a time while everyone sings the rhyme:

*Oranges and Lemons (tune at: <https://www.youtube.com/watch?v=kOk4pKRT4E8>)*

"Oranges and lemons, Said the bells of St. Clements.  
You owe me five farthings, Said the bells of St. Martin's.  
When will you pay me? Said the bells of Old Bailey.  
When I grow rich, Said the bells of Shoreditch.  
When will that be? Said the bells of Stepney.  
That I don't know, Said the great bell of Bow.  
*(Toward the end of the rhyme, they speed up their chanting and say:)*  
"Here comes a candle to light you to bed,  
And here comes a chopper to chop off your head."

Then, they quickly lower their arms to catch the player who happens to be under the arch at the time. They ask the person they catch to choose A or B. The prisoner whispers the answer to them, and they tell him which of them to stand behind. Finally, when all of the players have chosen a side to stand behind, the side with the most people in wins.

## Yes or No

There's a scene in Charles Dickens's *A Christmas Carol* where a group of people play this game, and the answer turns out to be Scrooge.

One person to leave the room. While they have gone, the other players think of a word for them to guess. The word has to represent a physical object of some kind. When they've thought of a word, they call the other player back into the room. The player can ask them as many questions as they need in order to figure out what the word is, but all of them have to be yes-or-no questions. (e.g. "Is it big?", "Is it heavy?", "Is it valuable?")

OR: Just one person to think of an object and for all the other players to guess. The other players then take turns asking the person yes-or-no questions until they figure out what it is.

## Musical Chairs/Statues

**Chairs:** Arrange a group of chairs back to back in the middle of the room (there should be plenty of room to walk around them). There should be a chair for each person playing, except one. While the music plays, the players walk around the group of chairs. When the music stops (which is whenever the player or the person in charge of the music decides to stop it), everyone quickly tries to sit in one of the chairs. One person will be left without a chair, and that person is out of the game. The other players then remove one of the chairs and play again. The game continues until there is only one chair left, and the player who manages to sit in it is the winner

**Statues:** Everyone dances to music. When the music stops (as for musical chairs) everyone must stop moving (pretending to be a statue!). If anyone moves or smiles they are out and the music continues – repeat until you have a winner.

## Grandmother's Trunk

The first player begins by coming up with an object that starts with the letter A that is kept in the trunk, but it doesn't have to be anything that makes sense. In fact, the sillier it is, the better. For instance, the first player could say, "My grandmother keeps an armadillo in her trunk." The next player repeats what the first player said and adds another object to the list that starts with B, saying something like "My grandmother keeps an armadillo and a bag in her trunk." The third player continues the pattern, adding another word that starts with C, such as, "My grandmother keeps an armadillo, a bag, and a cake in her trunk."

The players continue working their way through the alphabet like that. None of them are allowed to laugh or even smile as they repeat the list, no matter how ridiculous it is. If someone laughs, smiles, or forgets one of the items on the list, that person is out of the game.