

Children's Entertainment

Toys



Cup and Ball

A ball and cup tied together with a string. The idea is to try to swing the ball and catch it in the cup.



Tea Sets

Tea sets were used for tea parties! Maybe your Teddy Bear would join you.



Metal Diecast Cars

Toy cars that you could play with and race.

Teddy Bears

Teddy Bears had reached its popularity in the 1920s. They were common for children to have.



Stick Horse

A wooden horse kids can pretend to ride around on.



Jacob's Ladder

A fun toy. If you hold the toy from one end and bend the top block over, it will create an illusion of a block tumbling down the other blocks.

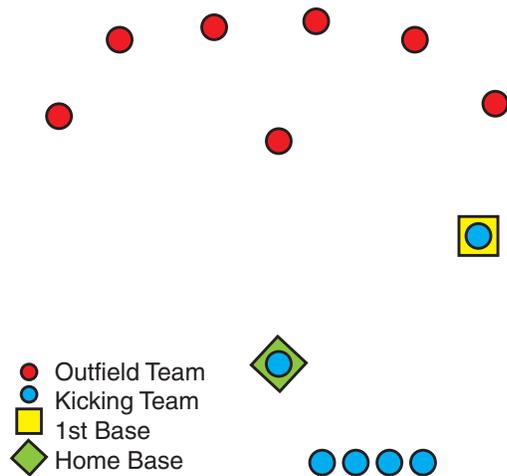
Books

Winne-the-Pooh by A.A. Milne, 1926

The Velveteen Rabbit by Margery Williams Bianco, 1922

Bambi: A life In the Woods by Felix Salten, 1928

The Magical Land of Noom by Johnny Gruelle, 1922



Kickball

Kickball in the 1920s has different rules compared to kickball today. Up to 30 players could play at once making two teams of 15 people. One team would be the “batters” and the other would be in the field about 20 feet from home plate. The batters would line up and kick the ball from the home plate out to the field. If they were unable to kick it to the field zone, they would be considered out. After kicking the ball, the batter would run to the base. There is only one base used in this version so if a batter didn’t decide to run back to home plate during the next kick, there could be more than one player on the plate at once. Players in the field would also try to get the batters out by touching them with the ball or trying to catch it. Any players still left on the plate by the time the last batter kicks, they are considered to be out. Once everyone has kicked, the teams rotate. The players that make it safely to home are worth a point. Games can be played based on a set of rounds or whoever gets a certain amount of points first.

Kick the Can

Kick the can is a fun game that can be played with at least 5 players. One player is considered to be “it”. This player stands in the middle of an area with a can. They close their eyes and count aloud to 30 while all the other players hide nearby. After the person that is “it” is done counting, they try to find the players and send them to “jail”. Players in jail are considered out. While the person that is “it” is trying to capture

people hiding, other people that are hiding try to run out and kick over the can. If they successfully kick over the can, all players that were in jail are freed.

Cops and Robbers

Cops and Robbers is played with two teams: One are cops and the others are robbers. The objective of the game is to either have all of the robbers placed into jail by the cops or have the robbers safely get their object to the safety zone. There is a designated jail area and a home area on the playing field. In the middle, there is an object (can be whatever you want). The cops are trying to prevent the robbers from stealing the object from the center. They are trying to tag the robbers which sends them to jail. Robbers are trying to steal the object in the center and bring it to the safety zone without being tagged. Robbers may also tag other robbers that are in jail to bring them back in the game. The game ends when either the cops have successfully sent all the robbers to jail or the robbers have successfully gotten their object in the safety zone.

Jump Rope

Try to see how many times you can jump the rope. Can be done by yourself or with two other friends (each friend holds one end of the rope while you jump).

Go Fish

Go Fish can be played with any standard deck of cards. If only two people are playing, each player gets 7 cards. Any more and they get 5 cards each. One player will start off asking for a card that matches one in their hand. If the other player has the card they are wanting, that player must give it to them. Continue asking for cards until the other player doesn’t have the desired card. That player will say “Go Fish” and then it is their turn to ask for cards. As you get two of the same numbers, place those pairs down in your area. Continue going back and forth until there are either no more cards in the draw pile or left in your hand. The player that has the most matching sets wins.