

# The Game of Graces

## Make Your Own

What you'll need:

- Two 9" wooden hoops (the inner circles of embroidery hoops work well)
- 1/4" satin ribbon in three or four different colors
- Four 3/8" wooden dowels between 15" and 2' long



## How To Play

Graces is played with two people. Each person gets two rods. One player takes a wooden hoop and, pushing apart the two rods, makes the hoop fly in the air for the other player to try and catch with their two rods.

To throw the hoop, hold the ends of both rods and insert into the hoop. Cross rods in an X shape. Quickly pull rods apart, sending the hoop flying through the air.

The winner is the player who catches the hoop ten times first.

## Instructions

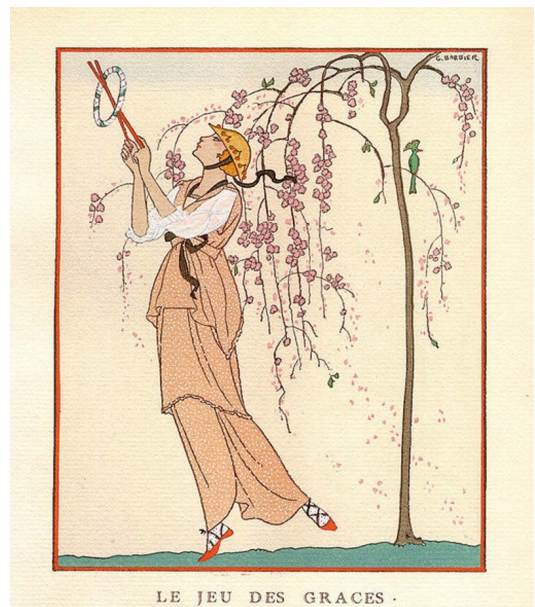
Remove outer wooden embroidery circles, retaining inner hoop.

Hot-glue the ends of lengths of the colored ribbon to one point on each hoop.

Using a crisscrossing pattern, wrap each hoop all the way around.

Tie off the ribbons close to the hoop, leaving roughly 6" to hang from the hoop.

Optional: Sand one end of each dowel so it begins to narrow roughly 3" towards the end.



# 19th Century Games

When the Bellamy children played games, those games were often meant to teach the children a skill. From fine motor skills that would later be used for sewing to competitive games that taught good manners — games had a purpose! Can you name skills each game below might have taught a young boy or girl in the 1860s? Do games you play today help you learn any skills??

## Trundling a Hoop



## Cup-and-Ball



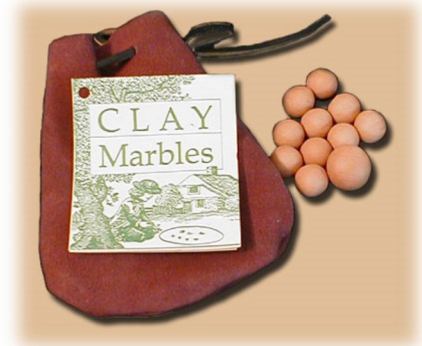
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## Jacks



## Marbles



## Jacob's Ladder

