

Victorian Christmas



Activity Book



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Welcome

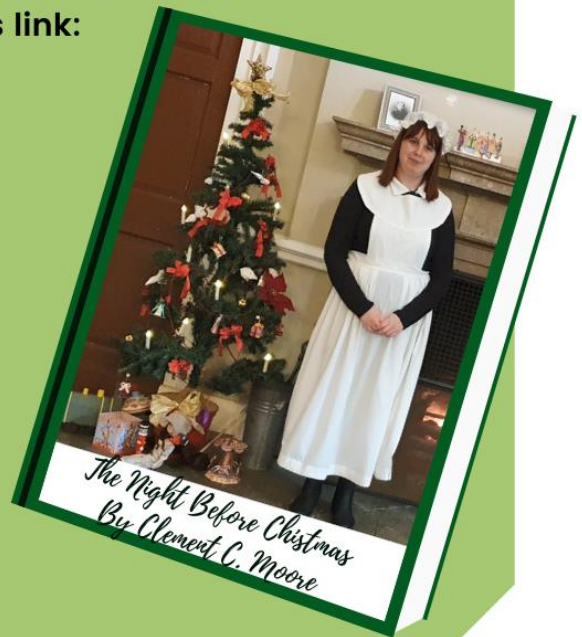
The Heritage Doncaster Museum Education service would like to wish you a Merry Christmas

As our gift to you we have created this activity booklet filled with parlour games, and a Victorian Craft.

If you would like to hear one of the maids from Cusworth Hall read you a Christmas story follow this link:

<https://youtu.be/BpcUEVnnGk0>

MERRY
CHRISTMAS



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PARLOUR GAMES

A parlour game is a game played indoors in a group. These games were extremely popular among the upper and middle classes in Great Britain during the Victorian era.

Lookabout

Resources:

A small item: such as pen, teaspoon or small ornament

Rules:

One person is chosen to remain in the room. Everyone else leaves. The item is then placed somewhere. It must remain on view, but could be placed high or low or even with other items. The other players return and look around to find the item. When they find it they sit down without saying where they found it. (It is usually best to move some distance away from the item so as not to give it away.) Play continues until the last player finds the item, and then it becomes their turn to hide the object and the game starts over again.

Pine Cone Race

Rules:

Children are divided into 2 groups. Children are each given a pinecone. Children will race against each other to the other end of the classroom and put their pinecone in the basket at the other end.

First team sat down in a line with all their pinecones in the basket, wins!

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PARLOUR GAMES

I have a Basket

Rules:

Player form a circle. The first player begins the game by announcing

"I have a basket"

The person sitting next to them asks

"What's inside?"

The first person has to name something that begins with the letter A. The next person then has to name something that begins with the letter B.

The game ends when a player cannot think of something that begins with the letter that falls on their turn.



Granny's Sleeping

Rules:

Choose one child to be Granny or Grandad

Granny stands at one side of the room with their back turned towards the other children.

The rest of the children must stand in a line at the other side of the classroom.

Quietly children must sneak towards Granny.

If Granny hears them coming towards her she must turn and say 'you are naughty children'

The children must then go back to the start.

The first person to reach Granny wins.



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PARLOUR GAMES

Pass the Slipper

Resources:

Slipper or a small item

Rules:

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 he does so the slipper is passed from player to player behind their backs. When the person in the middle opens their eye, the passing of the slipper immediately stops and the player must guess who hold the slipper. If they are correct, they change places, otherwise the player closes their eyes again and play continues

Laughing Game

Rules:

All players sit in a circle.

Each player takes it in turn to say 'Ha', 'Ho', or 'Hee'

The first player to start laughing loses and is out.

The person who manages not to laugh for the longest is the winner!



Make a Decoration

CLOVE ORANGE POMANDER

Pomanders are a type of scented decoration. They were very popular with the Victorians and they would exchange them as gifts during Christmas and New Year.

To have a go at making your own pomander you will need:

- an orange
- cloves
- a ribbon
- a marker pen
- a pointy skewer



What you need to do:

1. Using the marker pen put dots where you would like to put your cloves. What pattern will you make?
2. Now take the skewer and poke holes everywhere that you have put a dot.
3. Insert a clove into each hole that you have made.
4. Take the ribbon and tie it around the middle of your orange and tie a bow.