

GAMES DAY POST-VISIT ACTIVITIES

Option 1

Think about all the games you played at Drayton Hall. How was each game similar to a game you play today? How was it different?

Example:

Crick-Crack-Croc

<i>Same</i>	<i>Different</i>
<i>like tug of war</i>	<i>has villagers</i>
<i>two teams</i>	<i>has crocs</i>
<i>need a rope</i>	<i>people in the middle</i>

Option 2

1. *Design a new game.*
2. *Compose a list of clear and easily understood instructions.*
3. *Write the instruction on the chalkboard/wipeboard and explain your new game verbally.*
4. *Have the class play your game. Is this a game that you could have played in the 1700s? Why or why not?*
5. *Did the class understand your written and verbal instructions?*

Option 3

1. *Draw a picture of your house and a picture of Drayton Hall.*
2. *How is your house similar to Drayton Hall?*
3. *How is your house different from Drayton Hall?*
4. *If you were going to name your house, what would you call it? Why?*