



No Plugs, No Batteries! Games

What non-powered games did your grownups play as kids?
Find out and try them out. Here are some old favorites.

Kick the Can is played in yards, barnyards, school yards, and parks. There should be a clear area for the can and plenty of hiding spaces. Usually the place for the can is marked so that everyone knows where it goes after it is kicked. Any empty can will do (a ball can also be used).

How to play:

Pick someone to be It.

One of the other players, usually a strong kicker, kicks the can as far as they can. Everyone runs and hides while It gets the can, puts it back in the marked space, closes their eyes, and counts to 10.

The object for It is to spot the other players, call out their names and where they are hiding, and then beat them back to the can. Everyone It spots and beats back to the can is in Jail, which is wherever It decides, usually near the can.

Players are freed from Jail when another player beats It to the can, kicking it as far away as possible. This means that It also has to guard Jail while scouting around for the players who are still hiding. If someone beats It to the can, or sneaks in and kicks it, It has to start all over: retrieving, counting, hunting.

The game continues until It gets everyone in Jail or until everyone is worn out.

Clothespins (or Pencils or Pens or Markers)

This is a very simple time-filler that can be played anywhere, anytime.

How to play:

Place an open-mouth jar on the floor. Each player takes a turn standing straight up over the jar and trying to drop clothes pins, one at a time, into the jar.

The winner is the player who drops the most pins into the jar.

The game can be made more challenging by switching to a jar with a smaller mouth or by having the players stand on a short stool or chair or both.

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