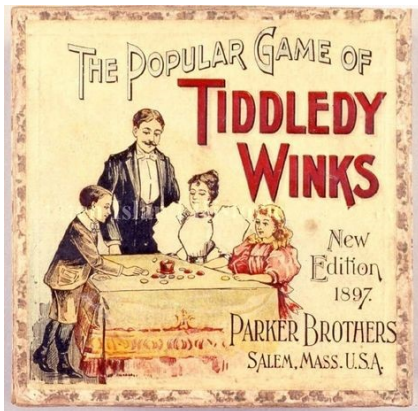


## BAM-AT-HOME

### WOMEN IN AMERICAN IMPRESSIONISM: THREE MASTERWORKS FROM THE SMITHSONIAN AMERICAN ART MUSEUM

#### VICTORIAN PARLOR GAMES

Before the turn of the century, only the upper class had leisure time. Before industrialization, working class people worked long hours farming and producing goods. Chores and household tasks took more time, transportation was slower, and people simply did not have the time or energy for leisurely activities. With the restructuring of the economy during the Gilded Age, daily life shifted and working people were able to gather, socialize, and play more easily. New games became popular. Two of these games, TiddlyWinks and Pick-Up Sticks, are described on page 2.



- What games do you play?
- What games did you used to play in the past? Why do you no longer play?
- What games do you want to play, but have not yet tried? Why are you interested in these games?
- Why do you play games?

#### The Victorian Era and Gilded Age are characterized by...

- New forms of entertainment (dance, theatre, music, magazines, and newspapers)
- Invention of new sports, including basketball, bicycling, and football

#### GAME FACTS

- Stick games appear in many cultures. In 12th-century China, sticks were first used in predictions. The sticks were scattered and the arrangement read. This oracle practice was adapted by the Japanese in the 16th century. The Japanese version of pick-up sticks was brought to the United States in 1936 from Hungary. The name pick-up sticks may have come from a children's nursery rhyme.
- The game *TiddlyWinks* gets its name from *tiddly wink*, which is English slang for an unlicensed pub. Tiddlywinks was first patented in 1888. The name fell into the public domain in 1890 as the game's popularity was picking up steam, and this led to many different manufacturers in both the U.S. and the U.K. to change the game, with various trends. The most popular trend was creating sports themed versions.

## PICK-UP STICKS

You can make your own Pick-Up Sticks set using wooden bbq or craft skewers and coloring them with marker or paint. You can paint the whole piece, or just add a stripe to indicate the color/point value. Plastic straws, or even pencils will work for this game.

- Player 1 holds all the sticks vertically, then drops them on the ground, causing them to scatter.
- Player 1 proceeds to pick up sticks, one by one, careful not to move any other sticks. The only stick that is allowed to move is the one the player is trying to pick up. If any other stick moves, the player's turn is over, and play passes to the next player on the left.
- Subsequent players may continue to pick up the remaining sticks or choose to begin again, by gathering up all sticks, and once again letting them scatter in the playing area.
- If a player successfully picks up all sticks, that player begins again, and continues to play until they lose their turn by moving a stick in the pile.
- Each stick successfully taken from the pile is worth points. The player with the most points wins.

### Color Point Value

**Black 25**

**Red 10**

**Blue 5**

**Green 2**

**Yellow 1**



## TIDDLYWINKS

You can create your own TiddlyWinks set by finding a small container (yogurt cup, small jar), making a target with 5-20 point increments, and gathering small circular pieces as shooters and winks. You can use a quarter as a shooter. For winks, check other games you have at home for usable pieces – bingo chips and winks are the same type of pieces.

- Each player picks a color. Each player takes a "shooter" and six "winks". The shooter is slightly larger than the winks.
- Place a small container in the center of your group. You can also make a target around the container with point values in 5 point increments, 5-20. Take turns attempting to shoot your winks into the container by pressing the edge of your shooter onto the edge of your wink. This will cause the wink to pop into the air. You may attempt to take a shot once per turn.
- If your wink lands in the container (25 points) or on the target (5-20), you get that many points.
- If your wink gets covered by another wink, even slightly, you must wait for your wink to become uncovered before you may shoot it again. You may shoot your other winks during this time.
- The player with the most points wins.

