

LIVE
BORDERS
MUSEUMS
GALLERIES
& ARCHIVES

**Toys and Games Loan
Box**

Contents

Page 3	Introduction to Loan Boxes - What to do during a Loan Box session
Page 4	Toys and Games - Content Information, Leather ball, Dominos
Page 5	Pick-up Sticks, Scrabble, Pop Gun
Page 6	Marbles and Archboard
Page 7	Rubber Diablo and Rods, Yo-Yo
Page 8	Cup and Ball, Five Stones, Gird and Cleek
Page 9	Pull along animal, Jacob's Ladder
Page 10	Skipping Ropes, Flick book
Page 11	Spinning top and top Whip, Tiddlywinks
Page 12	Scraps
Page 13	Book – Kennin the Pitch, Leaflet – Peever
Page 14,15	What questions should I ask during a Loan Box session?
Page 16	Activity Ideas
Page 17	Object images at a glance – to check off
Page 18	Hazards/Risks
Page 19	What to do before returning the Loan Box

Introduction to Loan Boxes

LIVE Borders Loan Boxes have been designed to expand people's experience and knowledge of history through object handling. All the objects in this Loan Box are designed to be handled. Fragile and heavy objects are marked accordingly on the [Hazards/Risks](#) page 18 of this Loan Box booklet.

People viewing the Loan Box objects will be very curious about them and where they came from, what they were used for, and how were they made. What we do know about the objects contained in this Loan Box is in the [Content Information](#) section of this booklet, Pages 4-13. We have also provided prompts for [Questions and Activities](#) to aid further learning and understanding of the objects in this guide - pages 14-16.

What to do during a Loan Box session

- All the objects in this Loan Box have been checked and packed securely before being dispatched. Please inform us immediately if objects have been damaged in transit.
- All the objects should be handled with care - the most fragile/heavy have been marked on the [Hazards/Risks](#), page 18 of this booklet.
- Make sure the objects are in a safe, clean environment. Be especially careful of heavy, awkward, and/or fragile objects and supervise/display them accordingly.
- Handle objects with clean, dry hands, and keep away from potential damage hazards such as water, paint, and pens.
- Encourage handling of the objects for a better understanding of what they are.

Toy and Games - Content Information

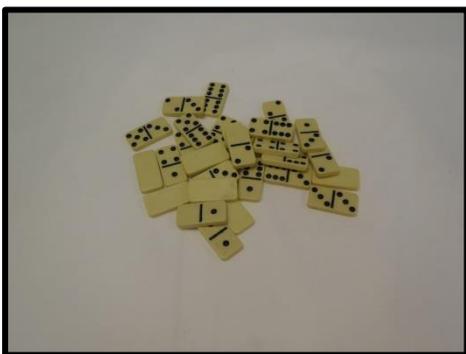
Leather Ball



Ball games have been a common activity for people since the beginning of civilisation. Rounded objects such as pebbles and seeds would have influenced play in humans and animals, and inspired humans to make their own balls so that they could have dedicated, well-formed objects for play.

Archaeologists working in Mexico and Central America have unearthed rubber balls dating back to 1600 BC as well as terracotta figurines from around 1200 BC of players of a game called *ulama*. Over 1,500 ancient ball courts used by the Olmecs and subsequent Mayan and Aztec civilizations have been discovered over North and South America.

Dominoes



The earliest form of dominoes was found in China and have been dated 1120 AD, and was introduced to Europe via Venice and Naples early in the 18th century.

The name "domino" most likely comes from the resemblance to a kind of carnival costume worn during the Venetian Carnival, often consisting of a black-hooded robe and a white mask.

Dominoes have been made of wood, stone, metals, clay, and even glass or crystal. Modern dominoes are made from plastic or resin.

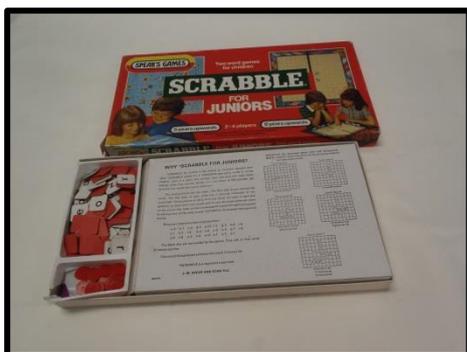
Pick-Up Sticks



Pick-up Sticks is known by many names in different parts of the world: Spillikins, Spellicans, Mikado, Jackstraws, Jonchets, and Chien Tung. The game has been played all over the world for centuries and is thought to have originated in China, where dropped sticks were used in fortune-telling.

Traditionally the sticks were made from bone, ivory or wood but now they are often made from plastic.

Scrabble for Juniors



The first known published crossword puzzle was created by a journalist named Arthur Wynne from Liverpool, who is usually credited as the inventor of the popular word game. It first appeared on December 21, 1913, in a Sunday newspaper, the *New York World*.

Scrabble is a word game invented in 1938 by an American architect named Alfred Mosher Butts. The game was originally called "Criss-Crosswords", and sold poorly at first. It did not reach mainstream popularity until 1952 after being slightly redesigned and renamed Scrabble.

Pop Gun



The popgun shares a history with blow darts and air rifles. Various types of popguns have been described in the late 19th and early 20th centuries, where they were made of hollowed-out wood which fired wads of paper.

Similar tube-and-plunger toys, firing small stones, were used by the Plains Indians and Native Americans of the Pacific Northwest. Similar toys were found in other Native American cultures.

Marbles & Archboard



Marbles were originally made by hand and were a common feature of civilizations through time as they were easy to make and many games could be played with them. Stone or ivory marbles were made by grinding them into spheres. Clay, pottery, ceramic, or porcelain marbles can be made by rolling the material into a ball, baking them, or letting them dry, and can be left natural, painted, or glazed.

Clay marbles, also known as 'crock marbles' were traditionally made from local clay or leftover earthenware ("crockery"), rolled into balls, then glazed and fired at low heat, creating an opaque imperfect sphere that was cheap and easy to make. They entered mass production in the late 1880s when the United States created a machine that formed the clay quickly and easily.

Glass marbles were mass-produced in 1915, using a machine that consisted of a screw conveyor made up of two grooved cylinders which rotated next to each other. Pieces of molten glass were placed between the cylinders on one end and were gradually carried down to the opposite side, simultaneously cooled, and shaped into a sphere by the rolling grooves. This is still the most common way to make marbles today.

Glass marbles can also be formed using a more "hand-made" approach, where glass is layered and shaped by manual tools.

Rubber Diabolo & Rods



Archaeologists theorize that the Chinese diabolos (or Chinese yo-yo) originated from the Chinese spinning top. It was introduced to Europe in the 19th century, where it went through periods of being in and out of fashion. Some people considered the toy too dangerous, and the game was once banned on the streets of Paris.

The term "diabolo" is derived from the Greek *dia bolo*, roughly meaning "across throw", although the word shares roots with *diabolos*, which means "devil".s Confusion about the origins of the name may have arisen from the earlier name "the devil on two sticks", although now this often also refers to another circus-based skill toy, the devil stick.

Yo-Yo



The Yo-Yo is believed to have originated from a Chinese toy known as the Diabolo. However, the first historical record of a yo-yo as we know it is a Greek vase painting from 440 BC which shows a boy playing with one. Greek records from the period describe toys made out of wood, metal, or painted terra cotta. The terra cotta disks were used as ceremonial offerings as the toys of youth to certain gods when a child came of age - discs of other materials were used for actual play.

Cup & Ball



The cup and ball likely emerged in the 14th century and it exists all over the world, where it goes by a variety of names.

In North America, it was both a child's toy and a gambling device for adults and involved catching a ring rather than a ball.

In Japan, *kendama* is a traditional skill toy. It has three cups and a spike that fits into the hole in the ball.

Five Stones



Five stones are believed to have originated in Asia around 1100 BC. It is played by two or more players, using five small stones. Animal knucklebones were also used, as they were a more useful size and shape for the game.

Versions of Five stones have been played through the centuries - it is now more commonly played as jacks.

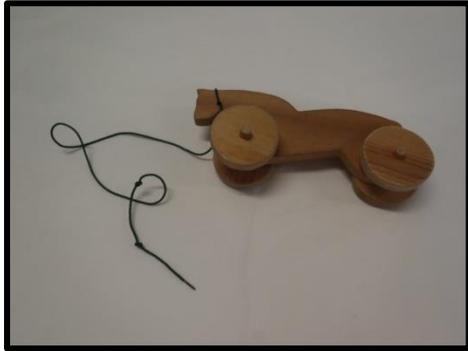
Gird & Cleek



Hoop rolling has been documented in Africa, Asia and Europe since ancient times. The game is ubiquitous throughout most of Africa, and in North America it has been played by a great number of unrelated tribes.

Gird and cleek are the Scots word for hoop (gird) and hook (cleek). Some gird and cleeks were designed with a small ring at the end of the cleek holding both together, which was very difficult to use. The easier version to use had a U shape at the bottom of the cleek which pushed the gird.

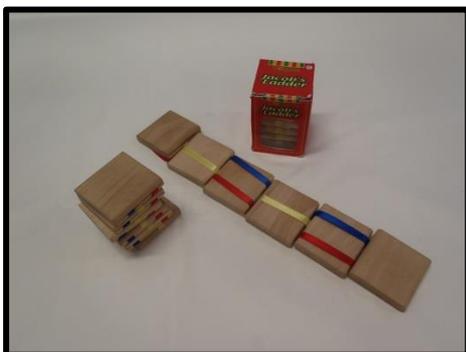
Pull-Along Animal



Pull-toys have been found at Ancient Egyptian and Greek sites, which date back to 2000 BC. Many of the earliest pull toys were carved and painted wooden or clay animals that rode on simple platforms, the ends of which were supported by a wooden axle and a pair of wheels. Sometimes the painting on these toys was realistic, accurately depicting, for example, the mane of a horse or the feathers of a duck, but many more pull-toys were crudely made and often suffered a lot of damage whilst being played with.

Traditional wooden pull-toys were joined by toys made with tinplate in the mid-to-late 1800s. This material was both durable and lightweight. While the metal edges of tin plate pull-toys would not meet today's safety standards, they were enthusiastically manufactured during the industrial revolution. Today, these toys are usually made from either wood or plastic.

Jacob's Ladder



A Jacob's ladder (also known as magic tablets, Chinese blocks, and klick-klack toy) is a toy consisting of blocks of wood held together by strings or ribbons. When the ladder is held at one end, blocks appear to cascade down the strings. This effect is a visual illusion that is the result of one block after another flipping over. It may be considered a kinetic illusion, where the blocks appear to change position when they do not. The name Jacob's Ladder comes from the biblical ladder to heaven.

Of unknown origin, the earliest known mention of the Jacob's Ladder is a short 1889 Scientific American article that describes how it is built and works.

Skipping Ropes



Although the exact origin of skipping is unclear, there is evidence of it in some form in Ancient China. Other versions may have originated from Egypt in 1600 AD and skipping children can be seen in medieval paintings. Skipping in some form or another spread through Europe to the Netherlands, and eventually to North America via early Dutch colonisers, which would explain the skipping game "Double Dutch."

In 1700s Britain, skipping was seen more as an activity for boys as it was considered too physical for girls. This attitude started to change in the 1800s, and both boys and girls were allowed to enjoy skipping.

Flick Books



Although there have been cases of sequential art throughout history, the oldest known documentation of the modern flick book appeared in September 1868, when it was patented by John Barnes Linnett under the name *kineograph* ("moving picture"). As the name suggests, flick books were a kind of early animation technique, one which was used by artists, photographers, and film-makers.

In 1894, a mechanized form of flip book called the Mutoscope was invented, which mounted the pages on a central rotating cylinder rather than binding them in a book. The mutoscope remained a popular attraction through the mid-twentieth century, appearing as coin-operated machines in arcades and amusement parks. In 1897, the English filmmaker Henry William Short marketed his "Filoscope", which was a flip book placed in a metal holder to facilitate flipping.

Spinning Tops & Top & Whip



People have probably played with tops ever since pine cones, acorns, and cone shaped stones have existed, as spinning tops are among the oldest toys ever discovered by archaeologists - a clay top unearthed in Iraq was dated to 3500 BC - nearly six thousand years ago.

Wood-carved whip tops discovered in Egypt are aged between 2000-1400 BC. In China and Greece, whip tops were found dating from 1250 BC. Some Greek pottery dated around 500 BC are decorated with scenes showing top spinners, some of which include women playing with tops. While many would have been made out of wood, it appears that ceramic tops could have been used to honour the gods. Some may have also been a sign of affluence and at times were placed in tombs as an item to be taken into the afterlife.

Tiddlywinks



Tiddlywinks began as an adult parlour game in Victorian Britain. The original patent for the game was filed in 1888 and the name was trademarked in 1889. John Jaques and Son (who also distributed the *Happy Families* card game you may know) distributed the game. It became one of the most popular crazes during the 1890s, played by both adults and children. In its earlier years, many different varieties were produced to meet marketplace demands, including those combining tiddlywinks rules with tennis, basketball, croquet, golf, and other sports.

Scraps

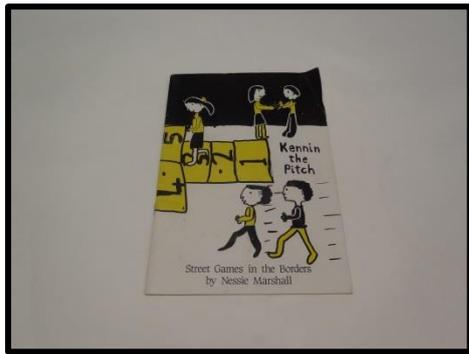


Keeping a scrapbook was a popular 19th-century pastime, especially for women and children. The earliest known date for the word "scrapbook" is 1854, although other methods of collecting mementos were popular since the 18th century.

Some scrapbooking albums were made with elaborate covers, engraved clasps and locks. They were a useful way to illustrate and educate at a time when it was not easy or cheap mass production of children's books. Women's magazines from the 1800s often describe the making of a scrapbook as an essential "rainy-day occupation" for children and include a list of scrapbooking supplies to be kept on hand for such a day.

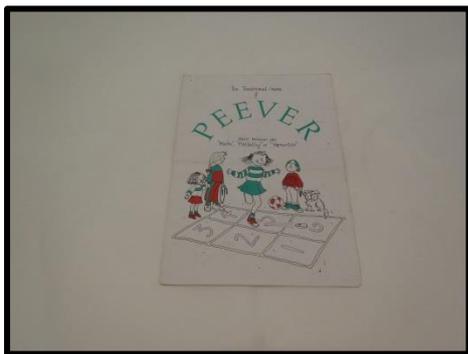
From the early 1800s publishers produced picture sheets that were black and white or, at extra cost, hand coloured and sold by stationers and booksellers. These colourful reliefs were embossed and glossy. They are said to have been imported to Britain in the 1850s and soon became popular as decorative additions to Christmas and valentines cards. They were also used to illustrate historical as well as popular events of the time and were kept as souvenirs or traded with others.

Book – 'Kennin the Pitch'



This book collects accounts given mostly by Nessie Marshall, a Selkirk resident who delivered a talk to the Selkirkshire Antiquarian Society. Nessie was born in 1894, and this collection of stories and songs provides a link between the games she played (and the places she played them) and their modern-day equivalents.

Leaflet – 'Peever'



Peever is a version of Hopscotch where the stone was not picked up or thrown, but skited along the ground to its target.

The first recorded references to hopscotch in the English-speaking world date to the late 17th century. A manuscript *Book of Games* compiled between 1635 and 1672 by Francis Willughby refers to 'Scotch Hopper'

This leaflet contains instructions for variations of the game.

What questions should I ask during a loan Box session?

The question prompts below can help you to get the most out of using the objects for learning.

Questions about the physical characteristics of an object		
What does it look, feel, sound, smell like?	How big is it?	What shape is it?
What is it made of?	What colour is it?	How heavy is it?
Is it mass produced or unique ?	Does it have any marks , which show us how it was made, used or cared for?	Is it complete or part of an object?
Is it in good condition or worn/used?	Has it been altered, adapted, repaired or changed ?	Does it look like anything modern?

Questions about the functions of an object		
Why was it made?	What is it used for?	What would it have been like to use it?
How might it have been used?	Who might have used it?	Where might it have been used?
What skills were needed to use it?	Might it have been used with other objects ?	Has its use changed ?

Questions about the design and construction of an object

What material is it made of?	Why were the materials it was made of chosen?	Could different materials have been used to make it?
Is it attractive to look at?	When and where might it have been made?	Is it hand-made or machine-made ?
Who might have made it?	How was this object made?	How might this object work ?
Can it be taken apart ?	If it can be taken apart, then how is it put together ?	What do these tell us about the people who made and/or owned the object?
Is it decorated or plain ?	Are there any marks or images on the object?	What does this object tell us about the period we are studying?

Questions about the value and importance of an object

What difference did the object make to people's lives?	What does the object tell us about the people who owned it?
How important was the object to the people who made it and/or the people who used/owned it compared to today?	Is it mass-produced, rare or unique ?
In what way is the object important today ?	Is the object financially, sentimentally, culturally or historically valuable ?
How much do you the object cost when it was made?	How much do you think the object is worth now?

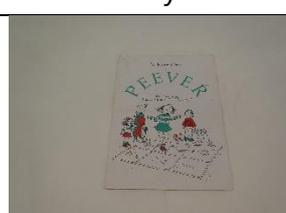
Activity Ideas

Below are some ideas for activities that will help your students get the most out of learning from the objects in the Loan Box and the period they came from.

Before & After	
<p>At the start of a Loan Box session, place the objects either on general display or divide a few objects amongst smaller groups of students. Set a timer for 2-5 minutes, and get them to spend the time quickly looking at the objects and writing down guesses as to what they are. A rule can be set that objects are not to be handled to make guessing more difficult. Once the time is up, reveal the answers either in one go, or spread throughout the session as part of the introduction to that object. At the very end of a Loan Box session, return to the original answers to review what the students have learned about the objects since their initial guesses.</p>	<p>Skills developed:</p> <ul style="list-style-type: none">• Descriptive• Observational• Questioning• Thinking Skills

Asking and Answering Questions about Objects	
<p>Get students to write down all the words they can think of that would be used to describe an object that they have with them (e.g. their school bag), then get them to write down the questions they would need to ask in order to identify the object. They could also prioritise the questions into categories (i.e. physical characteristics/descriptive, design and construction, function and value) and importance (i.e. pick five questions that are essential to understanding this object).</p>	<p>Skills developed:</p> <ul style="list-style-type: none">• Descriptive• Questioning• Thinking skills• Categorising

Object images at a glance - to check off

		
1x Leather Ball	1x Dominos set	3x Pick up Sticks
		
1x Box Scrabble	1x Pop Gun	1x Bag of Marbles
		
1x Archboard	1x Rubber Diabolo & Rods	1x Yoyo
		
4x Cup & Ball	1x Five Stones	2x Gird & Cleek
		
1x Pull-Along Animal	3x Jacob's Ladder	2x Skipping Ropes
		
3x Flick Books	2x Spinning Tops, 6x Top Whips	1x Tiddlywinks
		
5x Scraps & info page	1x Book, Kennin the Pitch	1x Leaflet, Peever

HAZARDS/RISKS

FRAGILE OBJECTS

Leather Ball

HEAVY OBJECTS

Gird & Cleek x2

What to do before returning the Loan Box

- Check the objects against the [Object Images at a glance](#) page, above. You can print this page out to help you ensure all pieces are present.
- Pack the objects securely into the box, making sure that fragile objects are protected and in original packaging.
- Please let us know if any items are damaged or lost by phone or email.
- Pack any damaged items separately with a note inside the box.
- Boxes can either be returned directly to St Mary's Mill in Selkirk, or left at your nearest library. You will already have arranged which library this is when you booked the loan box. For any queries please get in touch at libstock@liveborders1.org.uk

Feedback Form

Before returning the Loan Box, please fill in the feedback form with this pack.

This will help us to try and improve our services. Please send the completed feedback form to libstock@liveborders1.org.uk

We hope that you have enjoyed your Loan Box experience. We have more in our collection! Please get in touch or see the live Borders website for more details. www.liveborders.org.uk