

Send North America: Philadelphia

Children's Games

Let Freedom Ring

Items Needed:

- Large play area with places to hide
- Bell

Goal: This game resembles team “Hide and Seek.” The goal of the seeking team is to catch and imprison every member of the hiding team. The goal of the hiding team is not to get caught and if caught, to be freed by a teammate into religious freedom.

Play: Gather a minimum of eight people and choose teams. Make sure the teams are even and fair.

Choose a spot to be the prison with space to hold everyone on a team and easy ways in and out. Designate a similar area to be religious freedom. Establish boundaries for the hiding area, but make sure they are widespread. Have the hiding team also hide their bell in a safe spot.

Decide which team will hide and which team will seek first. The seeking team will cover their eyes and wait 1–2 minutes in the prison.

While the seeking team is counting or waiting, the hiding team will scatter and hide within the boundaries.

When the seeking team is finished counting, they will all run out and search for hiding players. If they find a hidden player they have to catch him or her, but the hiding player is allowed to run. To catch the hiding player, they must hold on to the player and say, “1-2-3, you are my prisoner!”

When caught, the hiding players must walk to prison. The only way for them to get out is to be rescued by someone else on their team or for a player of the hiding team who has not been sent to prison to ring the bell and yell, “Let freedom ring!” At that point everyone in the prison is then set free and can enter religious freedom. However, if the child trying to free his teammates is caught, he must also go to prison with the bell.

The game ends when, eventually, every player on the hiding team is either caught or has entered religious freedom. The players then switch roles.

Philly Games

Stickball: Stickball is a street game related to baseball that is popular in Northeastern cities such as New York and Philadelphia. The equipment consists of a broom handle and a rubber ball, such as a tennis ball (no gloves). The rules come from baseball and are modified to fit the situation; for example, a manhole cover may be used as a base or buildings for foul lines.

We suggest playing stickball outside, but if that is not possible, the game can be played inside. Try using a soft, foam ball if playing inside.

Double Dutch Jump Rope: Double Dutch is a game in which two long jump ropes, turning in opposite directions, are jumped by one or more players jumping simultaneously. Double Dutch is growing in popularity as a sport among urban youth. There is even a National

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Double Dutch League with both male and female competitors. Girls are typically the jumpers, but boys jump, too!

Deadbox: Deadbox is similar to the game called Skully that is played in New York City. A squared section of the street is marked off in chalk with 6 feet to each side. Within the square are small numbered boxes in the corners and mid-zones, and in the center of the square is a dead zone. In Philly, a skull is drawn in the dead zone. Using caps from soda bottles or similar materials, players shoot from one box to another, hoping to be the first to run through the course and eliminate the other contenders.

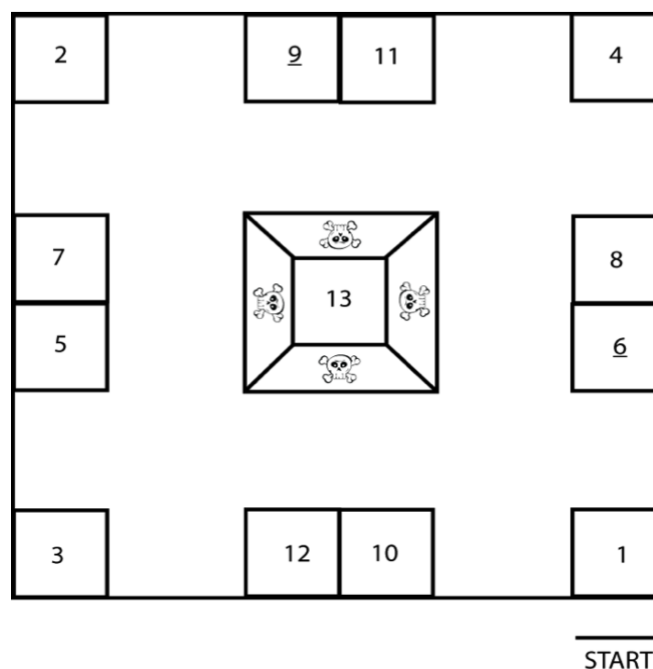
The basic idea is to use your fingers to shoot your playing piece (a bottle cap, poker chip or other small item) through the course while attempting to knock opponents' playing pieces onto a line or into the dead zone.

The game will need to be played outside on pavement or indoors on a piece of plywood. Use sidewalk chalk to draw a game board similar to the one below. Use bottle caps or similar items as playing pieces. Caps may be filled with wax for added weight.

Players will take turns flicking their caps from the start line onto the board and into square 1. The object of the game is to move from box 1 to box 13 and back again, sequentially, without landing on a line. If a player's cap lands on a line, he does not advance and the next player takes his turn. Players advance as long as their caps land completely in a correct box. Players may knock an opponent's cap out of a box or onto a line with their piece, causing that player to go back to the previous box.

If a cap lands in the middle square, known as the skull or dead zone, he is stuck there until another player knocks him out.

For more complete rules and play instruction, go to the following website: streetplay.com/skully/board.shtml.



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