



## Pilgrim Fox and Geese Game

Even though Pilgrim children might have worked in the cornfields, helped take care of animals or watched younger children, they still had time to play. Many Pilgrim parents thought that the best kind of games and sports for children were those that exercised their bodies or their minds, like running races, draughts (the 17<sup>th</sup>-century name for checkers!) or Fox and Geese. Children might also play games to practice skills that they would need later in life, like playing with dolls, which the Pilgrims called poppets.

### TWO PLAYERS

### MATERIALS

Board game and game pieces templates  
(see next two pages)

### MAKING YOUR GAME

Print the game template on the next page. To make playing easier, place the paper on a table or adhere it to a hard surface like a piece of cardboard to make a game board.

Print and cut out the game pieces.

### HOW TO PLAY

One player is the geese, the other is the fox.

For the geese to win, they must corner the fox so that he can't eat them.

For the fox to win, he must eat all the geese.

Put the fox and geese pieces on the board using the template above as a guide. The large, dark circle in the center is where the fox starts, and the dark smaller circles are where the fifteen geese start.

Either player can take the first turn. The pieces move along the lines one space at a time.

The fox can move in any direction (forward and backward, side to side, or diagonally).

The geese can move forward and backward or side to side, but cannot move diagonally.

The fox eats the geese by jumping over them to an empty space, just like jumping in checkers. A goose that the fox jumps is taken off the board. The geese cannot jump the fox, but move along the lines trying to corner the fox so that he cannot move. The fox wins if there aren't enough geese on the board to corner him. The geese win if they have cornered the fox and he cannot move.

It takes a lot of skill to win. Good luck!





