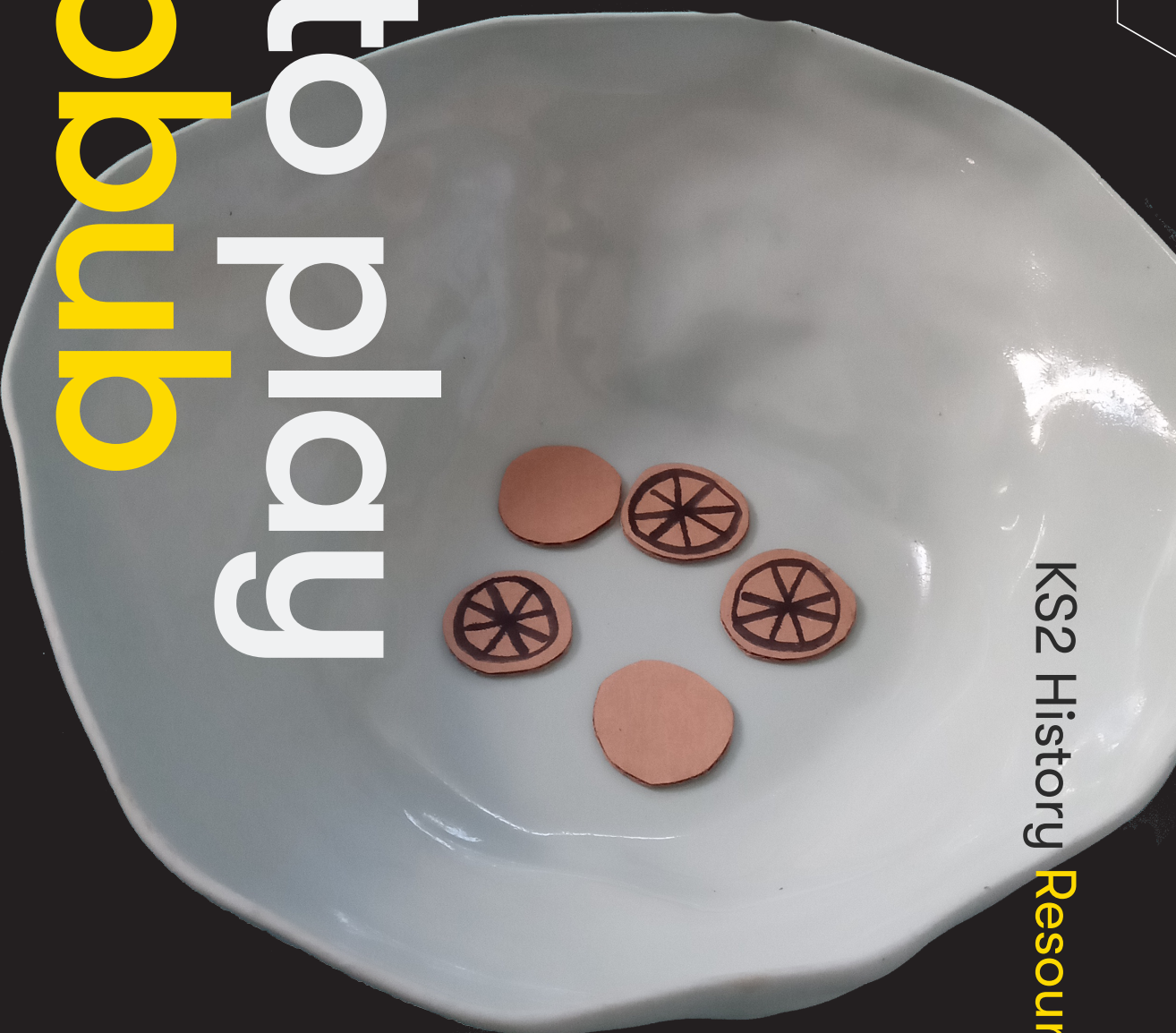


KS2 History **Resource**

How to play

Hubboub



The Box is Plymouth's new multi-million pound museum, gallery and archive. With brand new exhibition spaces alongside state-of-the-art facilities for research and learning, it's the perfect place to teach, inspire and engage students of all ages.

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About this resource

This resource is for teachers, parents and carers to help you to learn how to play the Native American game Hubbub!

This resource has been created alongside the ***Mayflower 400: Legend and Legacy*** exhibition. The exhibition has been developed by The Box and acts as the national commemorative exhibition on the subject of the 1620 sailing of the ***Mayflower*** and its contemporary legacies in America today.

Created in partnership with the Wampanoag Native American Advisory Committee, and with the help of over 100 museums, libraries and archives across the UK, US and The Netherlands, ***Mayflower 400: Legend and Legacy*** presents an epic journey of survival and imagination.

Through objects, images and ideas, the exhibition explores early English attempts to colonise America, recognises conflict and coexistence with Native America, addresses the political and religious context for the sailing of the ***Mayflower*** in 1620, details the lives of its passengers, and considers the cultural, demographic and personal legacies of the story.

The history of Hubbub

Hubbub – or ‘the bowl game’ – is a traditional game, played by the Wampanoag people and other Native American groups across America.

The game originally didn’t have a name. It gained the name Hubbub because European settlers in the 1700s who witnessed the game heard players say “*hub, hub, hub*” while they were playing it.

‘They have a kind of dice game which are plum stones painted, which they cast in a tray with a mighty noise and sweating.’

- Roger Williams, 1643

Hubbub was a game for fun and entertainment. There is rich symbolism in it too, which European audiences can only partially understand. For example, the pieces decorated on only one side to represent a balance between the positive and negative in life. In addition, learning the lessons of how to win and lose are important parts of the game.

Hubbub was sometimes used to settle disagreements, or between different groups of Native American people.

About the Wampanoag people

Wampanoag means People of the First Light.

The Wampanoag people were sophisticated and successful. They understood the rhythms of the seasons, the land and the sea. This had ensured their survival for over 12,000 years.

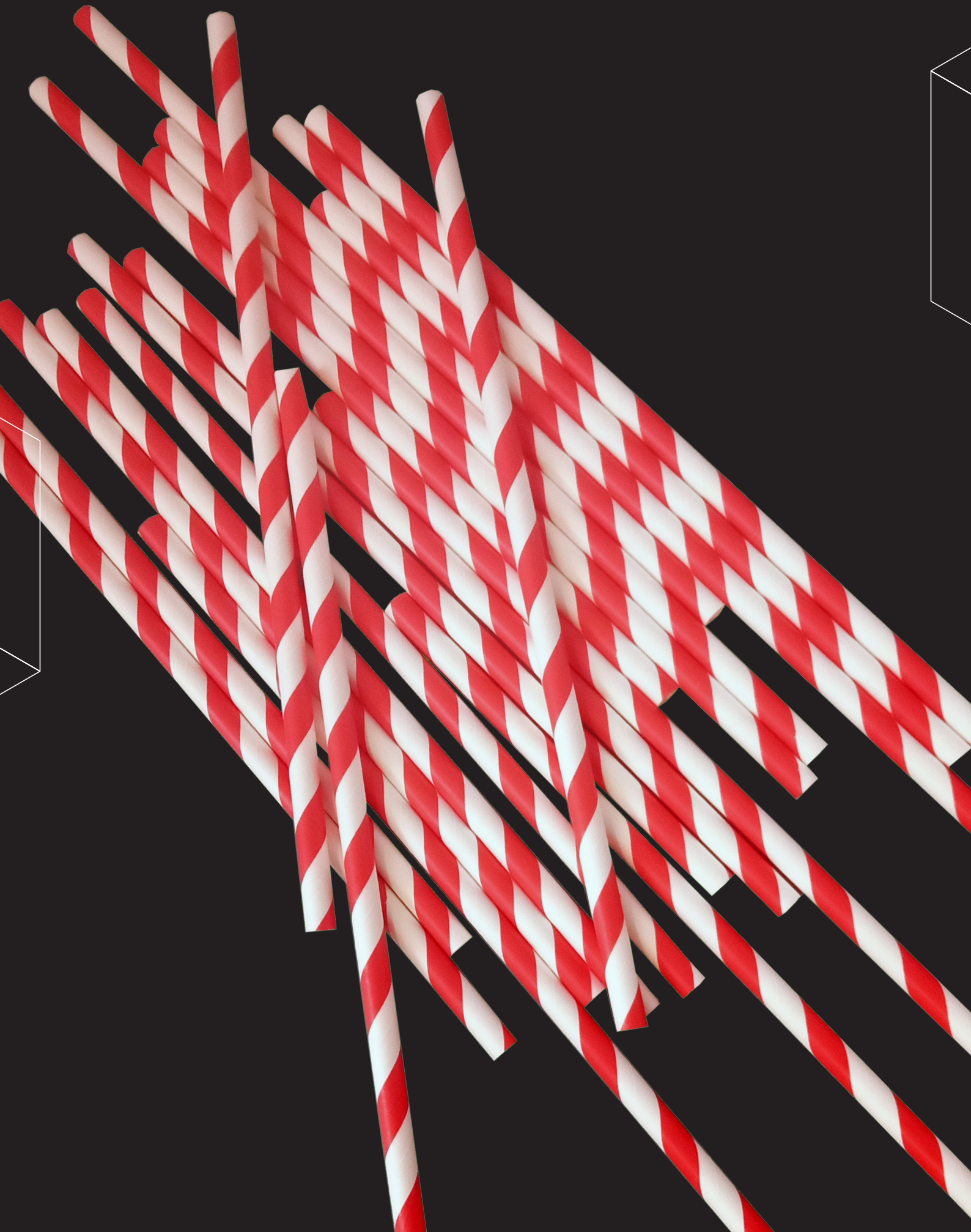
They lived in 96 villages across a nation stretching up to New Hampshire, down to Cape Cod and inland to the Merrimack River.

In the summer, they lived in wetus (houses) on the coast to take advantage of fresh seafood. In the autumn they moved inland, building new homes for protection from the weather while they hunted and farmed.

The Wampanoag lifestyle was self-sufficient, effective and enduring. They grew corn, squash and beans. Women managed the agriculture and farmland was passed down through the female line.

This Native American society was ancient, organised and evolving. Its traditions have been passed down orally through surviving generations. Hubbub is a traditional game played by Wampanoag children and Native American children across the continent.

How to make and play Hubbub



What you will need

Phew - this list isn't too difficult!

- **2 players**
- **1 large bowl**
- **5 pieces or 'dice'**
'Dice' are round, flat two-sided objects that are decorated so that one side looks different from the other. We've used cardboard, but you could also find and decorate natural objects such as flat stones, peach pips, bottle tops, or something else that's round and flat-ish.

Your decoration could be a solid colour, a shape, a letter, whatever you like! Just make sure you leave one side undecorated on each dice.

- **21 counting sticks**
You can use sticks that you find, straws, wooden dowels, pencils, skewers – any small stick will do.





How to play

There are lots of different ways to play and score Hubbub. Here's the version we like.

1. Place the bowl in between the two players, with the counting sticks beside the bowl.
2. One team goes first.
3. Put five dice into the bowl.
4. Shake the bowl three times (shouting “*hub, hub, hub*”)
5. Count how many dice have landed with the decorated side up.
6. The player who has thrown the dice gets one stick every point they score.
7. If they have scored, they continue with another turn. If they haven't scored, it's now the other player's turn.
8. The winner is the player who has the most sticks once they've all been taken from the pile.

DON'T FORGET!

The most important part of this game is distraction. Make loud noises to distract the team that is throwing the dice! You could try shouting “*hub hub hub*”, squawk like an Eagle, or blow and shake like the wind to throw the other team off their game. **Good luck!**



How to keep score

Just so we have no arguments...

- Five decorated or five undecorated dice – **you win three sticks**
- Four of one side and one of another – **you win one stick.**
- Two of one side and three of another – **you score no points.**
- If a dice falls out of the bowl, you also **score no points**, and when you score no points, it's the other players's turn.



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