

1st & 2nd Class
History



Tricky Task

Pick a day and try not to use any electricity, starting as soon as you wake up in the morning. If there's someone else in the house, get them to join in and see who can go the longest without using anything that requires electricity! It's a great way to get an idea of what it was really like in Ireland before electricity came along.



Blindfold Blackout

Electricity is so important to us in our daily lives, but even nowadays it can happen that the electricity cuts out. This is usually due to storms damaging power lines and we call it a 'blackout'.

Here's a game that gives you a good idea of what it's like when the lights go out! There's an outdoor version of the game and an indoor one, so you can try both depending on the weather and the space you have!





Outdoors (3+ Players)

- 01** Find a piece of material to use as a blindfold. A small scarf works well.
- 02** Choose someone to be the person whose electricity has just cut out and tie the blindfold over their eyes so they can't see anything.
- 03** Make sure there are no objects in the person's way or things that they might trip over!
- 04** The person has 60 seconds to try and catch the other players, whilst blindfolded. As each person is caught, they have to stand out to the side, because they are out.
- 05** The other players should keep as quiet as possible during the game, but can make a noise as a hint if they feel the person might need it.
- 06** The game ends when everyone has been caught, then a new person is chosen to wear the blindfold.

Indoors (2+ Players)

- 01** As before, find a piece of material to use as a blindfold and pick someone to be the person whose electricity has just cut out and tie the blindfold over their eyes so they can't see anything.
- 02** Choose at least 10 objects from around the house and have them ready. You can have more than 10 if you want.
- 03** Set a timer for 60 seconds, hand the objects one at a time to the blindfolded person, and see how many they can identify correctly in that time limit.
- 04** Note down their score, then the other person gets to choose different objects and the game begins again!
- 05** The person with the highest score wins.

