

Jump Rope!

In the 1930s, during the Depression era, children often jumped rope because the game required only a used clothesline to be played. Its popularity continued into schoolyards of the 1950s and 60s.

At least three people are needed to play Double Dutch. Two participants hold the ends of two ropes and turn them simultaneously in opposite directions while one jumper, situated between the two ropes, jump over them as they turn. The activity is often accompanied by a chant or rhyme that gives the game additional structure.

In some forms of the game, the jumper loses a turn if the rope catches the jumper's feet. If the ropes are still turning at the conclusion of a given rhyme or a set number of rotations, the jumper jumps out and the next player jumps in and begins jumping.

Miss Lucy had a baby.
She named him Tiny Tim.
She put him in the bathtub
To see if he could swim.

He drank up all the water.
He ate up all the soap.
He tried to eat the bathtub,
But it got stuck in his throat.

Miss Lucy called the doctor
The doctor called the nurse.
The nurse called the lady
With the alligator purse.

"Mumps" said the doctor.
"Measles" said the nurse.
"Nothing" said the woman
With the alligator purse.

Miss Lucy hit the doctor.
Miss Lucy slapped the nurse.
Miss Lucy paid the woman
With the alligator purse.

Out ran the doctor.
Out ran the nurse.
Out ran the lady
With the alligator purse.

