

CHOOSE YOUR GAME

GAME	CLASSIFICATION	NUMBER
Alphabet	Active	23
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Help!	Pencil and Paper	49
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Kick the Marbles	Active	40
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Progressive Stories	Quiet	10
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Snowball Ring	Active	25
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Telegrams	Pencil and Paper	45
Think	Pencil and Paper	44
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Toy Symphony	Quiet	21
Trades	Quiet	7
Up Jenkins!	Quiet	2
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Zig-Zag Puzzles	Quiet	5

HOME PLAY

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Home play, in which the whole family participates, will strengthen home ties and do much toward building desirable citizens. A little fun now and then is good for all of us, and the games in this bulletin have been assembled with that thought in mind. They have been selected from many sources, with the idea of presenting material which may be built into evening programs for the family at home. The 50 suggested games have been classified under the three general headings, active games, quiet games and pencil-and-paper games, as an aid to finding desired material. In most cases no equipment is necessary.

Games for larger groups, where more space is available, may be found in the books suggested under "sources of information." This list of games is to serve merely as a guide to useable material.

It is hoped that these home-play suggestions will answer to a certain extent the usual question, "What can we play?"

Quiet Games

1.—**Trades.**—Every player, except one who holds the office of reader, selects a trade or profession which he must retain thruout the game. The reader opens a book at random and reads a passage aloud. When he comes to any common noun he looks at one of the tradesmen, who must instantly name some article that he is supposed to have for sale, or some implement connected with the exercise of his craft. By this substitution of one noun for another, the most pathetic passage is converted into an indescribable jumble of absurdities.

2.—**Up Jenkins.**—The one who is "it" places his hands on the table; all the others put their hands under the table and pass a coin (preferably a quarter) from one to another. After allowing a minute or two the person "it" calls "Jenkins up," whereupon all players must place elbows on the table with hands closed, one holding the coin. When "it" says "Jenkins down," all hands must immediately be placed on the table with palms open. The hands should be brought down simultaneously and with a "slam" to keep "it" from hearing the coin strike the table. "It" then tries to guess which hand holds the coin, indicating in turn each hand he wants raised. Each hand lifted which does not conceal the coin counts against him. Each player is "it" in turn, the one with the lowest score winning the game.

3.—**You Have a Face.**—Players sit in a circle. One player turns to the player on his left and says, "You have a face." The second player asks, "What kind of a face?" The first player answers, "A beautiful face." Then the second player says to the third player, "You have a face." The third one asks, "What kind of a face?" The second one answers, "A beaming face." This continues around the circle, and every time a player is questioned he must answer with an adjective starting with the letter "b," such as "blue face," "blurry face," etc. If the circle is large the game may be started in two or three places. After everyone has been questioned, another letter of the alphabet may be used.

4.—**Ha! Ha!**—The first player starts with the word "ha." The second says, "Ha, ha," the third says, "Ha, ha, ha," and so on, each player adding another "ha." In each case the "ha, ha's" must be uttered without laughing. Each one guilty of laughing drops out of the game. The one remaining longest without laughing, wins.

5.—**Zig-Zag Puzzles.**—Take pictures from magazines or papers and cut each in about nine zig-zag pieces. Place each puzzle in an envelope and have enough to last thruout the evening without using any one twice. The person finishing the puzzle first, wins one point. Everyone must start to put the puzzle together at the same time. Sometimes, the same group of puzzles may be used, merely being passed on to the next person.

6.—**The Four Elements.**—The group is seated in a circle. The player who commences the game takes a knotted handkerchief and throws it suddenly into another's lap, calling out at the same time, "earth," "water," "air," or "fire." If "earth" is called out, the player must respond with the name of some quadruped before the other can count 10; if "water," he must name a fish; if "air," a bird, and if "fire," he must remain silent. Should a player name a wrong animal or speak when he should be silent, he must take his turn at throwing the handkerchief. If he is correct, "it" must continue the game.

7.—**Scouting for Words.**—Select some class of words such as animals, birds, trees or girls' names. In the case of animals each person in turn tries to name an animal beginning with "A" until there are no more. The first person who cannot name another animal beginning with the letter "A" has a point scored against him, and the letter "B" is treated similarly. This goes on thru the entire alphabet and the person with the least number of points wins.

8.—**Menagerie.**—The players are seated in a row, and the leader whispers to each one the name of some animal whose cry he or she must imitate. Each player in turn squeaks, roars, barks, moos,

quacks, meows, according to the part he has to play, when the leader asks some simple question. What each player represents, the others must guess. At the end the leader counts three, and all the cries are given in concert.

9.—Dumb Crambo.—One-half of the family goes into another room and those remaining select a word that can be acted without speaking. Those who went out are then given a word that rhymes with the word selected and after attempting to decide upon the proper word they come in and act out the word they think was selected. If they are wrong those selecting the word shake their heads. Those trying to guess the word then go out again and try acting another. When they guess the right one, those selecting the word clap their hands and then take their turn guessing while the other group stays in the room and selects a word.

10.—Progressive Stories.—Thrilling tales are frequently the result of this pastime. One player starts telling a story and after a few minutes (perhaps in the middle of a sentence) he says "next" and the next person must take up the story where he left off. This goes on around the circle until the last person caps the story with a fitting climax.

11.—Numerology.—Make up the numbers like this:

1	2	3	4	5	6	7	8	9
A	B	C	D	E	F	G	H	I
J	K	L	M	N	O	P	Q	R
S	T	U	V	W	X	Y	Z	

Write your name—Joe Sharp, for example.

Each letter in your name has a numerical value. Write the vowels above, the consonants below, as follows:

		6	5	1		12		
		Joe Sharp					—	
		1	1	8	9	7	26	
							12	
							—	
							26	

								1+2=	3	
								Put a plus sign between the digits as	— —	
									2+6=	8

This is done so you can get the numbers down to the key numbers.

Key: (1) Creative ability. (2) Action. (3) Expressiveness. (4) Love of detail. (5) Strength of character. (6) Thinker, meditative. (7) Aggressive. (8) Care of others, domestic. (9) Emotional power. (10) Affectionate. (11) Fond of arts. (12) Masterful.

12.—**Spelling Contest.**—The players are seated in a circle. They may use any word having four or more letters, but no word is to be used twice. Each word must be stated first and then spelled. The last letter of the previous person's word is to be the first letter of the words of the next person. The leader states the first word and spells it. The next person to his right has 5 seconds to think of a word and spell it. It is an elimination contest.

13.—**I Went to Paris.**—The players are seated around the room. The first player says, "I went to Paris." The second says, "What did you buy?" The first one answers, "A pair of shoes," and moves his feet slightly, continuing the movement thruout the game. The second player turns to the third, and says the same thing. This is continued around the circle until all are moving their feet. On the second round the first player when asked what he purchased, answers, "A fan," and begins imaginarily fanning with his right hand, at the same time keeping up movements with his feet. On the third round the leader may say he bought a pair of gloves, and wiggles the fingers of his left hand to indicate the apparel. On the next round the leader says he bought a pair of glasses and indicates it by winking fast, at the same time keeping up all the other movements. The next round he has bought false teeth and indicates or illustrates by opening and closing the mouth.

The game may be played much more quickly by having a leader tell what purchases he made and asking the players to imitate, one at a time.

14.—**Teakettle.**—One player is selected to leave the room. The remaining players decide on some word which has a double meaning (such as pane, pain). The absent player is called in and each player in turn must ask a question using the word teakettle instead of the word which was selected, such as, "Did you ever throw a rock thru a teakettle? (pane)" or "Did you ever have a teakettle (pain) in your head?" The player whose sentence gives away the "teakettle" word becomes "it" and leaves the room. Following are a few suggested words:

Vane	Sea	Four	Can	Roll	Sink	Pale	Bow
Pair	Fly	Dew	Walk	Ball	Sew	Watch	

15.—**Dramatic Advertising.**—An interesting stunt number has been developed by using the slogans or trade names of popular advertisers in the current magazines as the subjects for pantomimes. A group of three doing the same thing or each contributing part of the action will work out best. The properties and costumes of each act should be all in readiness before the stunt is announced.

The following suggestions are made, altho many others may be thought up by the group:

The Hoover.—"It beats—as it sweeps---as it cleans"

This may be illustrated by three players, each of them performing one of the motions indicated.

Three-In-One Oil.—This could be illustrated by having three heads appear in a hoop.

Maxwell House Coffee.—"Good to the last drop." Each player holds a saucer and sips the last drop from the cup.

Old Dutch Cleanser.—Be sure to have the big stick.

16.—Shadow Pictures.—All the equipment necessary is a large sheet moistened with a sponge, and a lamp, preferably a low tin lamp or an electric bulb. This sheet, drawn very tight, is put up between double doors with the audience in one room, the actors in the other. The light is placed about 6 feet back of the center of the sheet on the floor, protected by a box placed just behind it. The more distant the light from the front stage, the smaller will the figures appear. All other lights should be extinguished. Actors play behind the curtain or by the sheet, as near it as possible without touching it and always present a side view.

The picture may be done in pantomime alone or to reading or spoken dialogue by the actors. Shadow plays may be evolved from many subjects. One group may act out jokes on the others, another may act out limericks, etc.

An excellent book for assistance in this type of entertainment has been written by Sarah L. Stocking, called "Shadow Pictures," and may be secured from T. S. Dennison Company, Chicago, for 40 cents.

17.—Charades.—The participants are divided into two groups. One group selects a word, the syllables of which can be effectively acted out; the other group tries to guess the word represented. The usual method is for each syllable to be acted out and then the word as a whole. It is quite possible to give a charade without rehearsal.

Illustrations of simple impromptu charades are such words as "in-gra-ti-ate (a girl in gray, eating), Man-hatt-an (a man with a hat on). Other words are pass-port; pa-triot; bug-bear and tight-wad.

"Acting Charades" by Laura E. Richards, published by Walter H. Baker and Company, 41 Winter Street, Boston, Mass., for 75 cents, contains a great number of suggestions.

18.—**Musical Story.**—All that is needed is a piano and a pianist. The pianist announces that he is going to tell a little romance, and that when there is a break in the story, the few chords he will play will provide the cue. Any man who wants this cue repeated must call out "Encore," and it will be played a second time. Too much of any one tune must not be played—just a few chords.

Anyone from the group may guess the song played. A bean is given to the person making the first correct answer or guess, and the player receiving the most beans may be given a small prize.

Here is the story: I once knew a young fellow, such a nice chap. Let me see, his name was **Robin Adair**. He had a nice girl and her name was **Katie, Beautiful Katie**. They had known each other for years and met **Comin' Thru the Rye**. She said, "For you I will leave **My Old Kentucky Home**." So they were married and the bridesmaid's name was **Annie Laurie**, and the nicest part of her costume was **Oh, Dem Golden Slippers**. She wore a green dress because she loved **The Wearing of the Green**. After the wedding the bride said, **Oh, Boy, Oh, Joy, Where Do We Go From Here?** For their honeymoon trip they went **Marching Thru Georgia**. And then Robin went **Over There**. Going over, he was **Rocked in the Cradle of the Deep**, while she watched the papers every day to see what would happen **When Pershing's Men March Into Picardy**. Before he left, Robin said, "**Keep the Home Fires Burning**," I will soon be back when we have wound up the **Watch on the Rhine**." He had a friend in the same platoon named **Private Michael Cassidy**. Both of them talked every night about the **Old Folks at Home**. Private Cassidy also had a sweetheart. Her name was **Kathleen Mavourneen**. He said he wanted to see her but it was a **Long Way to Tipperary**, and he could not go there for the week-end. They would often have **Just a Song at Twilight**. Finally, the Americans got to the **Beautiful Blue Danube** and conquered **Fritzie Boy** and Robin returned to **Home Sweet Home** and his country, **America**.

19.—**Singing Proverbs.**—The players are divided into two groups. One group secretly selects a proverb and gives one word to each player, or to more than one if the group is large. At a signal the group sing their words to a given tune while the other side tries to guess the proverb.

When there are only a few players, send one player out of the room while the group decides on a proverb. The extra player tries to guess, and as soon as he is successful, he sends someone else out in his place.

20.—**Music Memory.**—Play victrola records and see who guesses the most of them correctly. Old songs might be played on the piano.

21.—**Toy Symphony.**—Most of the equipment for this form of entertainment may be bought for 5 or 10 cents as follows: Two sticks with sleigh bells attached, 20 cents; three small bells, 30 cents; one small tin-head drum, 25 cents; two kettle lids (cymbals), 20 cents; small xylophone, 25 cents; small warbler whistle (water) 10 cents.

At a blacksmith shop five bars of tool steel may be obtained which will take the place of triangles. The sizes are 24 inches, 16 inches, 12 inches and 8 inches. From the same source four 7-inch pieces of iron may be secured for hammers. The bars may be $\frac{3}{8}$ or $\frac{1}{2}$ inch round, square or octagonal. Cost of this material is \$1.25.

At a music store two metal tambourines may be purchased at 40 cents each. The steel bars may be replaced by additional bells of different tones. Some of these bells may be used as triangles by removing the clapper and striking them with a piece of metal. It is also possible to use two hard sticks which are struck together to produce a castanet effect.

Someone who plays the piano, may lead the orchestra. The smallest children can learn the rhythm by first going thru the familiar piece selected, humming it and clapping their hands on the beat. Try out your orchestra with the old familiar pieces first and then branch out into those which are more difficult.

Active Games

22.—**Where's My Chair?**—Players sit in a circle, with one chair vacant. Leader stands in center and calls, "Change right" while he tries to get the empty chair which keeps changing. It may be varied by calling, "Change left." The player who fails to move to the empty chair on time must stand in the center.

23.—**Alphabet.**—In a doorway hang a big pear-shaped pumpkin on whose surface all the letters of the alphabet have been cut or burned. Keep it rapidly twirling while the guests, in turn, try to stab some letters with long meat-skewers. The letter hit will designate the initial letter of your fate.

24.—**Clothes-Pin Race.**—A clothesline is stretched across a given space. Players are given 18 clothes pins each and a certain space on the line. The pins are placed on the ground. With one hand behind his back, the contestant places the clothes pins on the line, one at a time. The players are allowed 1 minute to see how many they can place.

25.—**Snowball Ring.**—Make some paper balls by crushing crepe paper into round wads. These "snowballs" are to be thrown thru

cardboard rings which have been suspended about 4 or 5 feet from the floor. A score of 1 may be given for each ball thrown thru the ring. An added feature might be a small bell tied to the top of the ring. If the ball rings the bell, a score of 5 might be given.

26.—Tissue-Paper Race.—Each player cuts a square of tissue paper and puts upon it some initial or mark by which it may be identified. Four inches is a good-sized square. At one end of the room two book-ends may be set up about a foot apart. A 2-foot space is good for the first game. At the other end of the room the players are lined up, armed with fans. When the word “go” is given, each starts to fan his square the length of the room and thru the goal posts. The first to waft the tiny paper thru the goal posts wins.

27.—Egg Polo.—This game is played much like “Tissue-Paper Race,” but without the fans. An empty egg shell is placed in the center of a table. Each player tries to blow his shell across to the opposite side of the table. This variation may be adapted to team play, with a group of players trying to blow the egg shell thru their opponent’s goal.

28.—Parcel Post.—The guests are seated, while the leader stands at the front of the room. Each player must take the name of a city. When the caller says, “A parcel is going from Chicago to Boston” (or any two cities chosen), the two representing Chicago and Boston must change seats while the caller tries to secure one of the seats. If the caller fails to get a seat, he continues as caller, or a forfeit may be required of him.

29.—Horse Race.—Each player is given a tape about 1 yard long by one-half inch wide, and a pair of scissors. At the signal “go,” the tape is cut in two thru the middle, lengthwise, the player finishing first being the winner. This can be made funnier by providing manicure or embroidery scissors.

30.—Flower Game.—Divide players into two groups, each with a leader. One group prepares to act out the name of a flower, while the other group guesses. If they guess correctly they take one player. If they cannot guess, they give up one player. Some flowers that can be acted out are: Johnny Jump-Up, Pansy, Rose, Jack in the Pulpit, Buttercup, Sun Flowers, Phlox, Marigold, Lady Slipper, Shooting Star, Indian Pipe, Tulips, Poppies.

31.—Bean Pick Up.—Have a water glass, about 15 beans or peas and 2 toothpicks for each player. Using the 2 toothpicks in one hand, each player must put the beans into his glass. The player who finishes his task first is the winner.

32.—**Bean-Bag Board.**—A board about 2 feet wide by 3 feet long is necessary for this game. Four holes to represent the eyes, nose and mouth of a face should be cut in the board—two circles 5 inches in diameter for the eyes; an 8-inch triangle for the nose; and a 10 by 4-inch ellipse for the mouth. The board should be placed against a wall or be supported by a hinged prop. The players stand at a line from 10 to 15 feet from the board and attempt to throw the bean bags into the holes. A bag thrown into the mouth counts 5; into the nose, 10; into either eye, 20. The player wins who first scores 100, or the highest player after all the players have had a certain number of turns to throw the bean bags.

33.—**Bean-Bag Golf.**—Ten small boxes, weighted to prevent tipping, and bean bags and small shovels, one for each player, are all the equipment needed. Players take turns, each one with a bean bag. The boxes are set in a circle some distance apart. Standing at a distance of about 2 yards from the first box, each player tries to throw (with the shovel, which is the size of a child's sand shovel) his bean bag into the first box. If he fails, he tries again, each time throwing the bean bag from the place it landed. When he has succeeded in getting the bean bag into the first box he tries the second from a place about 1 foot from the first, continuing as before. Scores are kept, the one who made the circuit with the least number of tosses being the winner. This may be played indoors or in the backyard. If space is limited, use four boxes and make two complete rounds for a game.

34.—**Rice Relay.**—A bowl in the center has rice in it. There is a saucer in front of each guest and toothpicks near the bowl. When the bell rings, each guest lifts out 10 pieces of rice, one at a time, on a toothpick and deposits them in the saucer. The player finishing first is the winner.

35.—**Chicken Game.**—A number of straight rows of kindling wood are laid on the ground, within easy hopping distance apart. The players who are the chickens stand at the heads of the lines. At a signal each chicken begins to hop over the sticks in his line. Only one foot must touch the ground at a time so it isn't an easy journey. When the end of the row is successfully reached the last stick is kicked away, and the chicken hops back to his starting point. As soon as he reaches the first stick that too may be kicked away, and he goes on hopping forward and backward, until only one stick is left in his row. The player who does this first, wins the game.

36.—**Christmas Quoits.**—Paste wreaths from Dennison's Decorated Crepe Paper No. X970 on cardboard and cut out. Wrap a round

stick or dowel with Red Crepe Paper No. 81 to represent a candle and fasten it firmly with wire and glue to a cardboard or wooden circle. Throw the wreaths over the candle as in the game of quoits. The large wreath should count only 1 point and the smaller ones 2.

37.—Soap-Bubble Polo.—Each player has a penny clay pipe. The players are divided into equal sides and sit at opposite ends of a long table which is covered with oilcloth fastened down. At each end of the table is placed a tumbler upside down and a bowl of soapsuds. The object of the game is for each side to blow its soap bubbles past the tumbler, which is the goal, at the opposite end of the table. At a signal, all players dip their pipes in the suds and make bubbles, and proceed to blow them to the other end of the table. Neither side may blow the bubbles made by the other side, but each player may try to blow his own bubble so that it will hit or break the bubble of the opposing side. Each time a bubble passes the opposite goal 1 score is made by the side putting it across. Any player may encroach upon the opposite side of the table in endeavoring to blow his bubble across.

38.—Peanut Pass.—Players form in two lines facing each other. Place a dish of peanuts beside each leader and an empty dish at the other end. Everyone in line clasps the right wrist of the player on his left with his left hand. At the signal "go" the leader picks up one peanut at a time and passes it down the line. If a peanut is dropped it must be picked up with the player's hands still clasped. The side which first passes all its peanuts from one dish to the other gets all the peanuts.

39.—Peanut Tossing.—Place a hat in the middle of the floor. Each one has 10 peanuts which he tries to toss into the hat from a certain distance. The one throwing the largest number in, wins.

40.—Kick the Marbles.—This game is best played upon a rug or carpet. It is a game for two—two players, two marbles. The first player places the two marbles on the floor as he likes. He then says to his companion, "Kick this marble (indicating one) north." The other points of the compass may be substituted if desired. Only a single kick is allowed. If the player succeeds in kicking the indicated marble north and past the other marble without touching it, he wins 1 point and gets one more kick to try to hit the marble which he just successfully passed, in which case he wins again and gets 2 points. Each player tries to leave the marbles in as difficult a position as possible for his successor and here is the peculiarity which makes this game unique. If the position proves too difficult to play, the "successor" may refuse to kick the marbles, in which event the first player is obliged to play his own game, and failing, loses a point.

41.—Marble Golf.—Lay out a nine-hole course around the ground, sinking small tin cans into the ground. Four players start off shooting marbles. They keep count of the number of shots each requires to get the marbles into the cans. Hazards may be arranged in the form of little bushes, some pieces of 4-inch pipe thru which it is necessary to shoot the marbles, and boards with 4-inch holes thru which the marbles must go.

42.—Hopscotch Golf.—The layout may resemble a miniature golf course. Place nine or more "holes" in a circle about 25 feet in diameter. The holes (about 4 inches in diameter) may be either drawn with chalk on the cement pavement or may be made by sinking the lids of baking powder cans or old pie tins in the turf of the backyard. Choose a particular spot, perhaps a post or wall, for the starting point from which to kick off the chip. Each circle is numbered, beginning with one. The player kicks the chip, hopping all the time, and with as few "strokes" as possible, tries to put the chip into the first hole. After she has succeeded the next player takes her turn. Every player must keep track of the number of strokes required to make the first hole. After all players have made the first hole, the first player tries for the second hole; then the others try in succession. The object is to make each hole and to go over the whole course in as few strokes as possible.

43.—Parlor Baseball.—All the equipment necessary is 1 bean bag and a square 6 feet by 6 feet, drawn on the floor and divided into 2-foot squares. In each of these 9 squares, the principal positions of baseball are marked. The game is seven innings and the scoring is as in baseball. The officials are a referee and a scorer.

Players are divided into two teams. Team winning the toss pitches first; that is, one at a time and in regular order the players stand on the pitching line and pitch the bag toward the squares. Should the bag land on a line it counts one strike (3 strikes make an out). Should the bag land on square marked "two-base hit," player takes his place on second base. Follow rules of baseball. Game proceeds according to square in which the bag lands. Three outs, then the side is out.

Pencil-and-Paper Games

44.—Think.—Each player is given a slip of paper with some word written perpendicularly upon it, such as Christmas, Thanksgiving, etc. They must then write beside the letter "C," for example, the name of something to wear, beside the next letter, something to eat, etc. The time is limited for "thinking up" words and the player having the greatest number of words not written by other players, wins.

45.—**Telegrams.**—Everybody has paper and pencil. Some word, such as “poinsettia,” “dictionary” or “valentine,” is used. They must use the letters in a telegram in the order in which they come. About 10 minutes could be allowed for this game.

46.—**Tip-Tap-Toe.**—In this game a section of paper or blackboard is divided into numerous small squares with a number in each one. With eyes closed, a player takes a pencil and moves it about on the sheet in rhythm with the following couplet:

“Tip-tap-toe, round I go
If I miss, I’ll take this.”

The number on which the pencil rests, on the word “this,” is the score made and the other player has a turn. Scores are added to determine the winner.

47.—**Progressive Poetry.**—Each player is given paper and pencil and asked to write an original line of poetry. He folds over this one and tells his neighbor on the right the last word of the line. The neighbor adds a second line to rhyme with the first. This is folded over and passed to the next player. When the poems have been around the circles, each person reads aloud the complete poem.

48.—**Cootie.**—Get a cube numbered on each side from one to six. Two or more players can play this. Each has a paper and pencil. Each person in turn throws the cube and receives, as score, the number appearing on top. The score is kept in the form of a cootie. Each number represents one part of a cootie (1, body; 2, legs; 3, head; 4, tail; 5, feelers; 6, eyes). When a person scores a number he draws that part of the cootie on his paper. Of course he must score 1 first and begin with a body; nor can he add feelers until he first has a head. Each player in turn continues to throw the cube until he scores some number which he can use in adding to his cootie. The player who completes his cootie first, wins.

49.—**Help!**—Take names of well-known cities and disarrange the letters so they won’t be recognized. The same list should be given to all. The player wins who corrects the largest number. Instead of cities, musical instruments, kitchen utensils, animals, trees, etc. may be used.

50.—**Initials.**—Each player is furnished with paper and pencil. At the head of the paper are written the initials of some person; under this a series of questions (the papers are drawn from a hat or from the leader’s hand). The players are asked to answer the question with as many words as there are initials at the top of the sheet, the words to begin with the initials in their proper order.

Stunts for Two People

1.—**Hurdle Race.**—Sing two words of any song, then omit two to the end of the song. The one who fails to get thru pays forfeit.

2.—**Tug of War.**—Tie a prune, a piece of gum or candy in the middle of a string and have two people chew the string to see who get the prize.

3.—**Make a clockwise** circle with the right foot on the floor and at the same time describe a figure “6” in the air with the right hand.

4.—Spell Constantinople backward.

5.—**Catch Penny.**—Put two pennies on elbow, shake off and catch with the same hand.

Forfeits

1.—Say three nice things about yourself.

2.—Put 4 feet against the wall (chair).

3.—Place one hand where the other can't reach it (elbow).

4.—Leave room with two legs, come back with six (chair).

5.—Imitate three barnyard noises.

Numerous amusing stunts and forfeits may be found in “What Can We Do?”

Any one of the following suggestions might be used as a complete home-play program :

Charades	Music memory	Progressive poetry
Toy symphony	Shadow pictures	Progressive stories
Dramatizations	Musical story	Dramatic advertising
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