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## EC5507 Happy Homes ---Gilt Edge Investments

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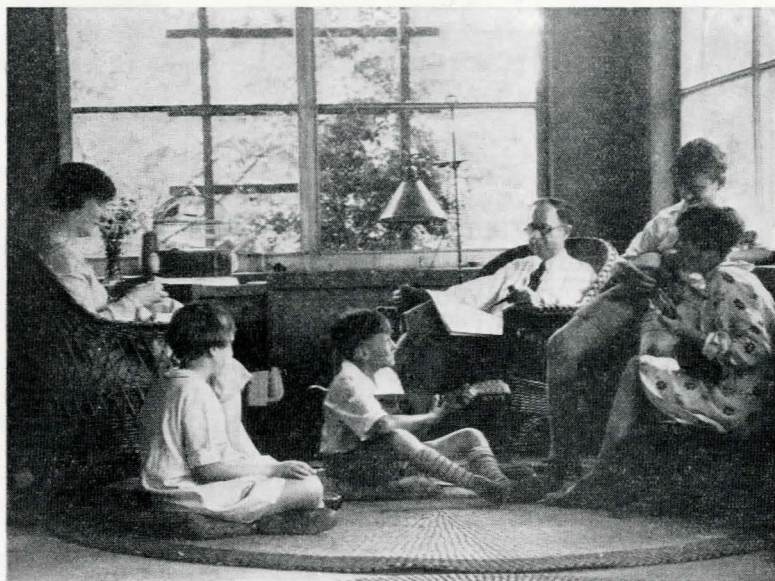
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Extension Circular 5507

June, 1933

## Happy Homes—Gilt Edge Investments



The University of Nebraska Agricultural College Extension Service  
and United States Department of Agriculture Cooperating  
W. H. Brokaw, Director, Lincoln

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# Happy Homes—Gilt Edge Investments

BY GENEVIEVE WOODMAN

Money may vanish and land may prove a liability, but good cheer, gaiety, optimism, sociability, self-confidence, and a host of happy home memories make a wonderful inheritance—a gilt edge investment

The atmosphere of the happy home will be one of happiness. As parents and members of families, we need to cultivate the habit of happiness. Is your home like one a small boy described to his mother as being a "singing home"?

The necessities of life we take as a matter of course. The things we find built into our happy memories are seemingly trivial, yet

## I AM STILL RICH

Reprint from Christian Science Monitor

"It may be true that I have much less to live on than I had a year ago, but it is certainly true that I have just as much as ever to live for. The real values of life are unshaken and solid."

fireside, or when they made a play out of some task.

Do you have memory pictures of gorgeous sunsets or sunrises the family viewed together, of the farmstead transformed into a fairy land by frost, sleet, and snow, sparkling in the sunlight? Do you have memories of clouds piled high, birds singing, the orchard in full bloom, knee-deep alfalfa, fields of waving grain? Appreciation of beauty can be taught by enthusiastically calling attention to the natural beauties. The parents who teach the appreciation of the simple things in life are building memories which will be of untold influence on the lives of their children.

## FAMILY RELATIONSHIPS

"It takes a heap of livin' in a house to make it home." It takes the continual effort of each member to keep the home running smoothly and happily. Courtesy to each other, thoughtfulness, kindness, gentleness, sweetness, graciousness, unselfishness, forgiveness, and the continual practicing of the Golden Rule make for harmony in the home.

Every member of the family should have certain responsibilities there must be interest in each other and mutual interest. To maintain the best family relationships there should be times for playing together as well as working together.

Spoken appreciation by members of the family of individual abilities, services, and achievements go a long way toward making a happy household. Mother, father, brother, sister

how we treasure them—the welcome home from school, the little surprises, the story hour, times the family played around the



all like to hear a word of praise, or thanks for their efforts.

The home exists for all members of the family. It is important that we live with and not for the children. One mother says, "Good traits are like plants, they need the right kind of soil in which to develop. When home soil is acid with criticism and complaint it is impossible to teach courtesy and contentment. If praise were substituted for criticism and appreciation for complaint, courtesy and contentment would thrive."

Another parent makes this observation: "I have noticed that boys and girls who are constantly reminded of the fact that the home in which they live belongs to their parents, leave it just as quickly as they possibly can for what they hope will be a home of their own. This often results in unsatisfactory early marriages, many of which end in the divorce court. If young people are made to feel that the house in which they live belongs in part to them while it is their home, they are not going to leave it without thoughtful consideration."

"We haven't much in worldly goods to show," said an old man, "but we can show you our four children in whom we have invested love, time, money, and thought. They have proved a truly wonderful investment and all of us have a host of happy memories we have built along the way."

"It is awfully nice not to have to wear your rubbers unless you want to," said a college freshman away from home for the first time.

"By the time you've been away from home four years," said a senior, "you'll wish you had somebody around to be interested in you, to care whether or not you wore your rubbers." She had discovered one of the great and lasting values of family life—some one who is interested in us.—LITA BANE.

Home has been defined thus: "Home is a domestic sanctuary wrought out of desire, built into memory, where kindred bonds unite the family in sharing labor, leisure, joy, and sorrows."

We need to ask ourselves, "What kind of a home would my home be if every member were just like I.

#### HELPING THE TINY TOTS TO AMUSE THEMSELVES

What are some of your earliest home memories? Do you remember a sand pile where you spent many happy hours?

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"The depression has not lowered the value of a single friendship. Neighbors still greet us in the same old cordial way, our sons hold us in high respect. The wife's welcome at the close of the day has not depreciated in the least, and our daughters continue to lavish their affection upon us with the same old extravagance."

Mother can not always play with the tiny tot as much as she may like to. It is well, too, for a child to learn early about amusing himself, to learn to be self-reliant, able to enjoy his own company.

Few parents realize the value of giving to a child gifts which are alive; a bowl of goldfish, a bird, a turtle, a hardy plant, will be a marvelous source of inspiration and a real factor in the gain of scientific knowledge. It should be the child's very own and he must learn to be responsible for its welfare. This idea of entire responsibility will add deep enjoyment if gently, patiently, and unwaveringly insisted upon.

Toys may be constructive and educational as well as playthings. Blocks are ever a source of pleasure. What child does not enjoy a good-sized ball? An orange crate or a cupboard and a few dishes are favorite playthings. Every child enjoys having a place to swing. Hammer, nails, and a block of wood may keep a child amused for hours. A plank across two solid low boxes will furnish much fun for the small children who love to teeter.

The older tots will also enjoy playing with modeling clay, bean bags, blowing soap bubbles, and painting pictures on wrapping paper with vegetable water colors.

These are a few of the playthings with which a small child can be taught to amuse himself.

#### PLAYING TOGETHER AS A FAMILY

Playing together as a family offers excellent opportunity for building happy home memories. A study made by one of the large insurance companies of the country shows that in 25,000 cases of nervous breakdown between the ages of forty and fifty, over 80 per cent showed an absence of normal play life in youth. **Play is important.**

It is participation and not looking on which brings satisfaction, the improved morals, the spiritual growth we need. Sound character is built by exercising sound body traits. Play and recreation under the finest leadership give the maximum opportunities for exercising such traits.

Some of the things a family may do for recreation are:

**Reading.**—Reading aloud, perhaps taking turns. Libraries are available to most of us.

**Sing together, or Play instruments together.**—This brings much enjoyment to many homes.

**Puzzles.**—Puzzles offer opportunities for some families to spend happy evenings together.

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*"This depression is a challenge, not a catastrophe."*



**Fun at meal time.**—Meal time offers an excellent opportunity for pleasant recreation. Jokes may be told. It is a good time for each to tell the interesting things which have happened or been seen during the day.

**Picnics.**—Tramping together, a “town day” gives pleasant diversion if well planned. Eating out-of-doors even tho it be only on the porch or in the yard makes something different and is usually enjoyed by all.

**Ball or yard croquet** may be played by the family.

“The thing I remember most vividly about my father,” remarked one man sadly as he told how he had never learned to play, “is one night when we boys were playing baseball after a hard day in the field. Father came out and said, ‘Well, ain’t had enough work, eh? Get out into that garden and pull some of them weeds.’” What a desolate memory of a father to leave behind!

#### OBSERVING ANNIVERSARIES

Are birthdays, anniversaries, holidays simply ordinary days to you? These days offer splendid opportunities for enriching the treasure house of memories.

The birthday cake means much to the person in whose honor it is made. A favorite dessert, simple decorations, a guest, a surprise, a game or a party can each help to make a happy memory.

A wedding anniversary may be made a pleasant occasion honoring father and mother. It would be interesting to hear the story of the wedding, perhaps to use the “pretty” dishes. Father might tell where he and mother first met. Perhaps mother could show the wedding dress or scraps of it. She might tell what they had at the reception or wedding breakfast.

Some families make an event of some pioneer date, such as the date the grandparents arrived in their new home; perhaps they duplicate each year the meal like the first they had in the new home.

Others make an interesting ceremony of measuring the children’s height occasionally.

Christmas holidays can mean more than stuffing the family with good things to eat. The Christmas story, the joy of doing for others, the basket prepared for some needy family, toys made for other children, decorating the Christmas tree, singing carols for some invalid, sharing our happy day with

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*“The deepest satisfactions of life—those which come from sharing and serving—remain secure.”*

some lonesome person are some of the ways families will enjoy celebrating.

Thanksgiving offers another opportunity for sharing with others. Each member might tell or make a list of the things for which he is thankful. Other suggestions are drawing a picture of the Mayflower and telling of Pilgrim customs.

On Easter read the Bible story. Have each member tell what thing he has seen during the week that shows the coming of spring. Easter lily place cards the children have made, add a nice touch.

Have the family make a ceremony of planting a tree, trees, or shrubs on Arbor Day. Details and plans should be worked out beforehand.

On patriotic holidays have some simple table decorations, tell facts or stories about the day or man honored, play games, and make the day more than just an ordinary day.

Three mothers were making cakes. Each was asked what she was doing. The replies were as follows:

"I'm making part of a meal for my family."

"I'm stirring up a cake."

"I'm building a happy memory."

#### THE FAMILY'S RELATION TO THE COMMUNITY

The unit of society has shifted from the family to the individual. But the unit of the community still and must of necessity continue to be the family. The moment you locate any number of families in a given territory or proximity you are face to face with the problems of community life.

Naturally, the home and the community would have interests in common. Here is the field where happy mem-

"A financial crisis can wipe out profits and bring business to a stand still, but character is beyond its reach. The crisis can rob us of all we have but it can not affect what we are."

ories haunt us all in our experiences of childhood days in communities where we lived. Here is found the explanation of the fact that each generation is talking of the "good old days". The impressions were made from the viewpoint of childhood. That's exactly the reason the children of today, notwithstanding the "hard times", may be talking of the days as "the good old days" when they are grown up.

The family's obligation to the community is not discharged by paying taxes. The family to be an asset to the community will observe the laws of the community, take part in its

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*"All sunshine makes the desert."*



activities, and boost for the development of agencies that help the community.

Boys and girls of six and seven are citizens just as truly as are men and women over twenty-one. Preparation for good citizenship includes health, strength, knowledge, skill, industry, self-respect, self-confidence, self-restraint, truthfulness, activity, and a clear recognition of one's own duties and of the rights of others. It takes the intelligent cooperation of parents to train the child from babyhood. Play is a valuable means of teaching these traits.

In social life the happiest individual is usually a good mixer. Qualifications for a good mixer are adaptability to circumstance and the respect for the interests and ideas of others. These traits can be cultivated within the home again as the family mixes with the other families in the community. Wholesome recreation offers an opportunity for the development of good citizenship. Evenings the family spends in enjoyable recreation with other families offer another means of building happy home memories.

Happy homes are usually those in which religion has a place. Not merely the attendance of Sunday school and church, but the kind of religion that carries the principles of Christian living into family life each day and the kind that shows itself in the relation of the family to other families in the community.

True neighborliness means more than borrowing and lending; it means giving help to those in distress, sharing joys and sorrows. Doing for others as a family brings lasting satisfaction.

#### COME ON, LET'S PLAY

The colorful thread of wholesome recreation needs to be woven into the life of every community. These games are mostly indoor games and supplement Extension Circular No. 5598. It is hoped that this circular and supplement will be found helpful in the recreation of Nebraska homes and communities thruout the winter months.

#### HOME GAMES

**Hearts** (with small blocks or cubes of sugar).—The equipment consists of six half-inch cubes with the word *hearts* printed on each cube (one letter to each side of the cube). Players are seated in a circle. Each player in his turn is given an opportunity to roll out the six cubes at once. The scoring is done by the letters that appear face upward.

Five points are allowed for H-E, ten points for H-E-A, fifteen points for H-E-A-R, twenty points for H-E-A-R-T,

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*"A merry heart doeth good like a medicine."*

and twenty-five points for H-E-A-R-T-S. If three H's appear at one throw the player loses all of his score and has to start anew. One hundred (100) points constitute a game.

**Whirr.**—Write all the words you can think of that start with *W* and end with *R*. Score one point for every two words.

**Table Games.**—Lotto, dominoes, Old Maid, Jack Straws, tiddle-di-winks, fish pond, checkers, Friends, Pit, Rummy, and Rook are a few popular home table games. Tit-tat-toe and initial box are popular also.

**Sweethearts Forever.**—The tips of all the fingers are put together, except the middle ones which are bent down so that the middle knuckles touch or almost touch. Now separate father and mother (the thumbs) and put together again. Separate uncle and aunt (the index fingers) and put together again. Separate brothers (the little fingers) and put together again. Separate sweethearts (the ring fingers).

**Waste Basket Ball.**—Set an ordinary waste basket at one end of the room and get the players to stand about sixteen feet away from it. Let them have turns trying to throw a soft rubber ball into the basket. Each time a player gets a ball in the basket he gains one point. Fifty points win the game. If more than two play you can have even sides and increase the score to 100 points.

#### PLANNING A PARTY

Most recreation leaders find that at least twice as much time must be spent in planning the program as is to be spent in executing it. A system as follows may be found helpful:

1. Select a central theme.
2. Decide on items of decoration, publicity, and refreshments.
3. Select the games.
4. Plan the music.
5. Test the total program.

For more help on plans and organization, see Extension Circular 5598.

Parties may be built around special occasions as New Year's Eve, St. Valentine's Day, Washington's and Lincoln's birthdays, Hallowe'en, etc., or may be planned around some one idea as a kid party, a masquerade party, a progressive game party, backward party, auto party, sight-seeing party, etc. They may be based on local conditions as outdoor sports, which include coasting, skating, etc., or as informal as "kitchen parties" where boys and girls cook bacon, toast

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*"Silence is the greatest art in conversation."*



marshmallows and apples, pop corn, crack nuts, and make candy. If the night should be someone's birthday, a birthday cake could be made in advance.

A suggested list of parties appropriate to different months of the year follows:

January—Outdoor winter sports, kitchen parties.

February—Washington's birthday, Lincoln's birthday, Valentine's Day.

March—St. Patrick's Day, spring party.

April—Easter party, April Fool's Day, tree party.

May—May Day, picnic breakfasts.

June—Picnics, lawn parties.

July—Fourth of July, picnics, parties.

August—Old time straw ride.

September—Hiking party, weiner and marshmallow roast, beef steak fry.

October—Harvest party, Hallowe'en.

November—Thanksgiving.

December—Christmas, New Year's party or watch party.

#### DEVICES FOR SECURING PARTNERS

For many programs, it is desirable to match up all the players by means of some informal and pleasant device. Following are a few useful means of "partnering".

**A. Grand March.**—Ask men to line up on one side and the women on the other. The two lines march around and meet, the players, side by side, becoming partners.

**B. Pantomime Partners.**—The men and girls are directed to different ends of the room. Duplicate slips of characters (which can be impersonated) have been prepared in advance, one set of which is handed out to the men, the other to the women. At a signal the groups meet and each person impersonates by word and gesture the character named on the slip, by which method partners are located. The list might include such characters as (1) traffic cop, (2) classic dancer, (3) auctioneer, (4) Statute of Liberty, (5) Jewish pawn broker, (6) choir director, (7) trombone player, (8) star gazer, (9) lawn mower, etc.

**C. Hum It.**—Duplicate slips containing the names of familiar tunes are handed out to men and girls. Each player must locate his partner entirely without words, by humming his tune until he finds a partner who is humming the same tune.

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*"The only one who should put faith in a rabbit's foot  
is a rabbit."*



**D. Arithmetic.**—Give problems in arithmetic to the boys and answers to the girls. Players complete the problem and then find partner.

**E. Proverbs.**—Write out a large number of proverbs on slips, cut each in half and give one-half to the man and the other half to the woman. A stitch in time—saves nine.

**F. Old Sayings.**—One-half of an old phrase, such as "Neat as a", is written on one slip and the word to complete it, "pin", on another. The first parts are given to the girls, the ending to the men, and partners are thus found.

**G. Riddles.**—Each man is given a copy of a riddle and the lady holds the answer. The man hunts until he finds the answer and thus finds his partner.

**H. Pictures.**—A large number of pictures cut from magazines or advertisements are cut in half, one piece given to the lady and the other to the man. Completing the picture wins the partner.

**I. States.**—Ladies have the names of states, men the capitals of the states. A little travel will bring them together.

**J. Affinities.**—Prepare a number of affinities, both persons and objects; give one-half to ladies, the other to the men. (Adam and Eve, Jack and Jill, salt and pepper, bread and butter, etc.)

**K. Opposites.**—May be used same as affinities. (Black and white, hard and soft, sweet and sour, etc.)

The leader should use tact in deciding what method of "pairing off" to use depending entirely upon the group and the circumstance. If there is an uneven division of sexes, careful provision should be made by forming groups of three or four rather than partners. Again if there is a tendency to snobbishness, by all means, use a grand march or some automatic method of pairing off to avoid the "leaving over of the less popular players".

#### PARTY GAMES

For first comers the leader can use some kind of puzzle games. Advertisement pictures without the name of the product advertised may be pinned about the room. Slogans such as "hasn't scratched yet", "that school girl complexion", "babies cry for it", may be guessed by first comers. The idea may be varied in any number of ways. Cut-out pictures of flowers may be guessed, or pictures of prominent people may be used.

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*"God counts not result but effort."*

**Autograph Hunt.**—Equipment: A small pencil, blank slip, and a card for each player. Ask each guest to shake hands and secure the autographs of as many players as possible. Name of home town, color of eyes, etc., may be added. This is a good mixer.

**Four Friends in a Row.**—This is a novel get-acquainted game for banquets or parties. Equipment: (1) a large card or sheet of paper, (2) a pencil for each player, (3) a supply of shelled corn, lima beans, or paper clips, (4) small cards on which each player writes his name. Collect the name cards in a box or hat.

Game: Provide each player with paper and pencil. Five horizontal and five vertical lines (making sixteen large squares) are drawn on each paper. If the group is small nine squares are enough; twenty-five or thirty-six squares may be used for larger groups.

Each one writes his name in one of the squares and passes the paper to the right. All the papers are passed and each one writes his name in a square until the papers are full. (If there are a few extra players in the group, some squares will contain two names. If less than enough players, some names will appear in two squares.)

Supply each person with a handful of beans. The leader draws a name from the box and calls out the name. Each person finds the name where it happens to be on his paper, and places a bean in that square, and so on until some player has four beans in a row and calls out, "Four friends in a row", for which he wins a point. The winner then reads the names of the players whose squares were occupied and each player lifts his hand in order that all names and faces may be connected.

**Penny in Crowd.**—Give a small coin to each of several people secretly. Then on a signal announce that the fifteenth, twentieth, and twenty-fifth persons to shake hands with the holders of the coin get the coin. During the handshaking people may be instructed to give the following information about themselves: Name, residence, politics, etc.

**Face to Face.**—Single-circle formation with partners facing. One odd player stands in the center of the ring and calls "Face to face", "Back to back", "Face to face", "Back to back". As soon as he wishes, he may call, "All change", whereupon all players seek new partners, including the center

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*"Keeping your nose to the grindstone won't sharpen  
your wits."*



player. The person left without a partner then takes his place in the center and gives the commands.

**Telegrams.**—Provide each person with a sheet of paper (a blank telegram if possible) and a pencil. Choose a word of any number of letters. The season of the year or a particular holiday may suggest names such as Christmas, Valentine's Day, Thanksgiving, St. Patrick's Day, etc. Each player writes a telegram, the words of which begin with the letter of the word chosen in their regular order. Read the telegrams after a reasonable amount of time has been allowed to compose them.

**Abbreviation Letters.**—The leader says, "Name an insect", etc. The players answer by using letters of the alphabet that make a word.

Example:

an insect	.... B ....	an Indian home	.....
not difficult	.....	a girl's name	.....
a creeping vine	.....	a boy's name	.....
a foe	.....	to behold	.....
a number	.....		

**Alphabet Game.**—Players are divided into two groups which are assigned to different parts of the room. Each person in each group is provided with a letter of the alphabet which is large enough to be seen across the room. The leader pronounces a word and the group, the members of which first correctly spell the word by forming a line with the necessary letters, scores a point. Two sets of letters on differently colored cardboard are needed. Leader will make out a list of words beforehand so that all players have a chance to spell some word.

**Akimbo to Jerusalem.**—This game is played like Marching to Jerusalem except that people are used instead of chairs. Half the group stands in line—the first two people facing each other; next two facing, etc. Each person in line puts his right hand on his hip. The remainder of the group (which should number one more than the number of people in line) now marches around the line. When the music stops each person marching must link arms with a player in line. The person who loses out must drop out. When the music begins, one of those in line also drops out. This continues until one player is left.

**Moving the Junk.**—When guests are invited they are asked to bring with them some article they long to get rid of,

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*"Manners are the happy ways of doing things."*



wrapping or boxing it so that its identity is completely hidden. Players form a circle, each holding a parcel. At a signal all start "moving the junk" to the right. When the whistle blows, the passing stops and players are given a chance to feel their bundles, examine size, wrappings, etc. If they think their package promising, they leave the circle, but must not open their surprise until all are satisfied. Then the signal is given for the passing to be resumed. This goes on until the leader announces the exchange closed. Guests then open parcels and learn the worst. The game is livelier if accompanied by music.

**Lightning.**—The company is divided into two groups. One person is chosen from each side to leave the room while both sides decide on a common letter. Then the two are called back. At a signal they are told the letter and immediately they must call out every word they know which begins with that letter, score keepers keeping the score of the number of words. They are allowed one minute. Usually they are so confused that stammering takes up most of the time.

**Modeling.**—Each guest is given a stick of gum, a stiff white card, and two toothpicks. After the clay is reduced to the proper consistency for molding, each proceeds to work out in an allotted time some likeness to his or her fancy or the leader may designate what is to be modeled.

**Photo Gallery.**—The group is divided into couples, each provided with a piece of plain wrapping paper about two feet square and a pencil. Each draws a shadow picture profile of his or her partner. After a definite time the "photos" are portrayed and everyone guesses who it represents.

#### CONTEST GAMES

When the group is large it may be divided into two- three, or four smaller groups and contest games played for a time.

**Hunter, Fox, and Gun.**—Two lines of players stand on opposite sides of the room facing each other. The end players from each line decide whether their line shall represent the "hunter", the "guns", or the "foxes". The decision is whispered to the rest of the line to prevent the other side from hearing. Upon a given signal from the leader each line falls into the position and makes the noise of the object it is representing. For example, if a line has decided to be "hunters", upon the given signal, each player stands erect with hands on hips and says, "Oh!" If "guns", all stand in position as tho shooting a gun and say "Bang!" If they are "foxes", they put their thumbs in their ears, waving their fingers at

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*"A long face shortens your list of friends."*

the other line and cry "Yip, yip, yip". Points are scored on the following basis: Foxes defeat hunters, hunters defeat guns, guns defeat foxes. For example, if one team represents "foxes" and the opposing team "hunters", one point is awarded the "foxes". Five or ten points constitute a game.

**Indoor Football.**—One player is chosen from each side. An inflated balloon is in the middle of the room. A line about three feet on either side of the ball is marked as a goal line. Each player has a fan or newspaper and without touching the balloon endeavors to get it over his opponent's goal line, thereby winning a point. If the ball is touched the opponent's side scores one point.

**One Yard Dash.**—Three players are chosen from each group. Each player is handed a string about a yard long at the end of which hangs a stick of candy. Each contestant holds his hands behind his back. At a signal all start chewing the string. The team, all of whose members are first to reach the candy, score five points for their side.

**Tearing Contest.**—Each player is given a piece of paper and at a signal starts tearing it to make some object named by the leader such as a pig, a cat, or whatever might be appropriate to the occasion. At the end of a given period the group that produces the best looking animal wins a point.

**Talking Tilt.**—Each group is asked to name its best talker. The contestants chosen may be given subjects relating to club work or other points of general interest, with one assigned the affirmative and the other, the negative; or each may be told to sell the other some article of merchandise. They talk at the same time and absolutely continuously. The leader, watch in hand, stops them at the end of two minutes and the judge decides which has talked more continuously and loudly. Neither should stop to breathe or laugh.

**Originality.**—Each group is given a definite time to work out an original stunt, song, or yell. These are then given before the entire group.

**Bawling.**—A contestant is chosen by each group. At a signal each contestant starts "bawling". The one whom the judge decides can bawl the best scores a point for his side.

**Shot Put.**—Each entrant stands on a chair and tries to drop ten beans, one at a time, into a glass jar placed on the floor. Use dried beans and a quart jar or milk bottle. Score to winner.

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*"Good resolutions—like a screaming child—should be carried out."*



**Warming Words.**—Members of various groups get together and make a list of all the “warming” words they can think of. Score to group having longest list. Examples: Sizzling, melting, etc.

**Slang Words.**—Groups get together and see which group can make the longest list of slang terms. Score goes to group having *shortest* list.

**Blowing the Candle.**—Blindfold player. Place lighted candle on table. Have blindfolded player take three steps backward from table, turn three times, take three steps forward, and blow out candle.

**A Farmer's Love Letter.**—My darling sweet.....: Do you.....all for me? My heart.....for you and my love is as soft as a..... I am for you strong as an..... You are a.....with your.....hair and.....nose. You are the.....of my eye, so if we.....then.....be married, for I know we will make a happy..... (Fill blanks with some product of the garden.)

**Olfactory Contest.**—Equipment: Twenty small bottles containing different odors. Suggestions are:

alcohol	bay rum	ether	rose water
anise	camphor	gasoline	peppermint
ammonia	cinnamon	lemon	turpentine
asafoetida	cod liver oil	onion	vanilla
			wintergreen

Each bottle is numbered from 1 to 20 and a list of each kept by the leader. The players are to smell each bottle and write down their guess.

Variation: Various kinds of products such as wheat, rice, beans, flour, salt, sugar, etc., sewed in small bags and have players tell by feeling what is in each bag.

#### REFERENCES

The following publications are available from your county extension agent:

5598—Recreation in Home and Community	551—Recreation Suggestions
501—Let's Have a Picnic	553—Picnic Programs
540—What Shall We Play and How?	580—Value of Courtesies in Home
546—Suggested Table Games	581—Family Recreation
	587—Making Dreams Come True