

1933

EC5598 Recreation in the Home and Community

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COOPERATIVE EXTENSION WORK
IN AGRICULTURE AND HOME ECONOMICS

U. of N. Agr. College & U. S. Dept. of Agr. Cooperating
W. H. Brokaw, Director, Lincoln

Extension
Circular
5598

1933

RECREATION IN THE HOME AND COMMUNITY

The Need

Can one afford not to have some recreation? "All work and no play makes Jack a dull boy," they say and this is just as true of an adult. People differ in their ideas of recreation but the need for it remains the same because it is a wholesome way to relax tired muscles and nerves. It furnishes a change from the daily occupation while at the same time enhancing the mental, moral and spiritual tone.

The quality of the home life or the life of the community very largely determines the personal habits which make up the character of the individuals. It may make for narrowness, selfishness, or for preoccupation with material things. It may be so directed as to make for breadth of sympathy, consideration of others, and interest in the higher values of life.

A community or home that develops the best characters will provide for health, safety, economy, comfort, beauty, and all that is best in family life. A community that does not provide some organized recreation will find its young people seeking amusements elsewhere, perhaps at a questionable movie or recreation hall which is not well supervised.

If parents fail to participate in the active life of their children, their influence declines as the years go by, but when parents deliberately cultivate all interests which young and old can share, mutual affection, respect and confidence will grow. This is not only true of family life but of community life as well.

What Kind of Recreation is Best?

Is the majority of your recreation of an active or a passive kind? Active recreation has been described as that in which one actually takes a part such as reading, singing, playing an instrument, swimming, or playing games. Passive recreation refers to that in which family members simply look on as movies, ball games, plays or concerts. What kind of entertainment and recreation have you bought in the past and can you best afford to buy during 1933?

During 1931 an average expenditure of between \$20.00 and \$30.00 was spent by families of four members as shown by studies of family living costs. More information as to the kinds of recreation bought with this amount of money would be interesting. Now that the family cash on hand is low the wise homemaker will be doing all in her power to choose carefully the necessities and yet provide a means of satisfying the need for recreation.

What is more necessary than recreation or fun at a time when nerves are worn to the utmost, and mental refreshment is needed. In this busy life where recently added tasks have become necessary, a time for relaxing and forgetting the cares of the day are needed to keep up the energy for work.

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What are the values of some active recreation in which you actually participate? Homemade games, puzzles, picnics, hikes, groups for nature study are in the foreground and will be more and more common. All these cost little in dollars and cents but are of untold value in personal development and in satisfaction to members of the family. Now that cash is low and little is to be available for the recreation which we buy, it is important that the family and community supply their own recreation. Let us look at the price tag and judge carefully the quality of recreation we buy in 1933. Emphasis on the economic value of home production applies to recreation as well as to food.

Recreation in The Community

Many communities have a regular meeting time which is spent in having a good time with one another. You will find in such a community the people will not miss the meeting unless necessary and they have a deep feeling of affection and respect for their fellow neighbors.

A chairman appointed in advance is necessary to make each meeting a success. This duty should be passed around among the group from time to time. The duty of these leaders is to select the games and to engineer them so that every one takes part.

Planning the Program

It is best to plan and write out the name of each game and stunt that is to be used beforehand. Be sure to have enough in mind and have all necessary equipment ready.

Consider the following points in planning the program:

1. Alternate the active games with quiet games.
2. Make the formations follow thru, a circle game after a circle game a line game after a line game, or plan how each can be formed without confusion.
3. Build up to a climax just before refreshments; play a particularly good game just before the intermission.
4. Finish with a game preferably musical that is sure to be popular. Stop at its height and sing "Good Night, Ladies."
5. Plan a game for "first arrivals."
6. Use a game to select partners for refreshments. (Suggestions, "As the Proverbs Say")

A leader of games should keep in mind the following points to have the greatest success:

1. Approach the group with a feeling that you are going to have a good time. The feeling is contagious and the spirit of the group is set by your example.
2. Start your program on time and close on time.
3. Understand thoroly what is to be done. Make directions brief and clear. Demonstrate before starting the group.
4. Stand where all can see you. Speak clearly but do not shout. If the group is large, use a whistle.
5. For the first game choose something simple and familiar: Leader should get into the game whenever possible.
6. When "counting off" is done, the leader or assistant does it by running down the line quickly. This saves more time than allowing the group to "count off."

7. Play a game until it is almost at its best, then change to another. It is better to stop while everyone wishes to go on than to let even a few players feel bored or drop out.
8. Have assistants who are responsible for the details.
9. Enforce rules to the fullest extent yet be gracious.
10. The average person does not know more than a dozen games. Teach new games and principles carefully.

Organization of Programs

Choose from the following suggested committees the ones needed for your program.

Invitation. See that individuals or groups are asked by phone, by letters, or by personal calls, dependent upon conditions. The main thing is to see that everyone who should be invited is asked. This group may also be the one to receive the guests.

Program. Decide the nature of the program.

Evaluate talent in group. Select other talent, if needed.
Make all arrangements in connection with every part of the program.

Music. Secure a song leader if needed.

Confer about choice of music for different numbers.
Have piano conveniently placed.
Arrange everything connected with music used in program.

Decorations. Decorations may be planned with little or no spending of money.

Decorations may be brought from the woods.
Secure and place all decorations.
(Be sure the committee follows the theme of the program, the season or the significance of the group giving the program.)

Finance. Make a budget. Be responsible for collecting admission charge if one is made. Approve expenditures of all committees.

Publicity. If the program is open to the public make the stories about it so interesting that people will want to see it. If the program is closed make the story of it count in the special work which this community group is doing.

Homemade posters, magazine cut-outs mounted, water color designs, jingles, limericks, and slogans all make good publicity and interest many people. Contests for best slogan and town song are helpful.

Game. Select and plan the order of games.

Secure all equipment necessary.
Lead group in games.

Refreshments. Decide as to whether a charge is to be made for refreshment. Secure and serve refreshments. It is well to keep the refreshments simple.

The head of the organization or group giving the program or the chairman of the program committee meets all the chairmen of the committees and together the work is planned. Each chairman then meets his committee and the work is definitely divided so that each member of the committee has definite things to do and reports to the chairman. The work of all committees should be tied up in a way which will mean most effective cooperation.

Active Games for a Large Group

Grand March and "Variations" - This game is especially good to put the "pep" into your group before the other games are started, or it may be used at a picnic.

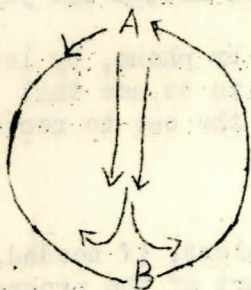


Figure 1

Any good march may be used for music. Form a circle which includes every one. When the circle march is well started send them down the center in couples. At point B the first couple turns to the right and follows around the room to point A again. The second couple goes to the left around the room to point A. Third couple goes right, fourth couple left and so on. At point A two couples meet and march down center in fours to point B. Then the first four go to the right and second four go to the left, etc.

As the "fours" go around the room and meet at A, Fig. 1, they go down the room in eights. (If the crowd is large enough the march may be continued until they come down the center by 16 or even 32 if played out of doors.)

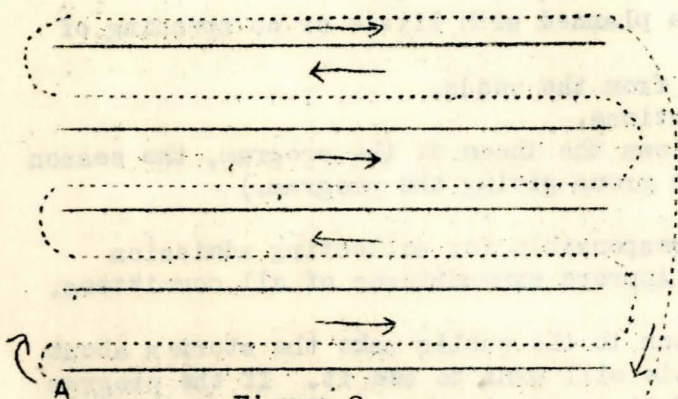


Figure 2

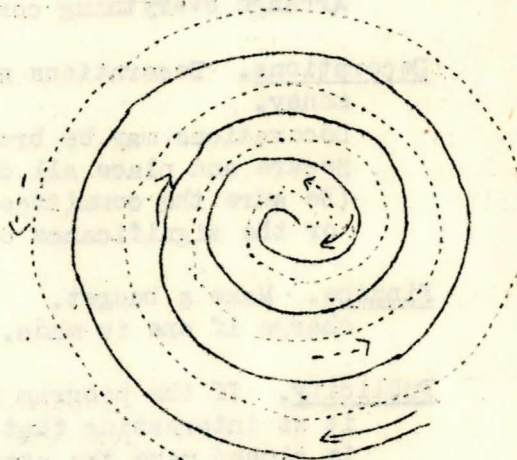


Figure 3

When the rows have come toward the end of the room they are halted and all turned to the right. Everyone in the lines take hold of hands. Do not let go. The leader at A leads the line around following the dotted line indicated in the diagram. Fig. 2

As the end player on the right comes to the end player on the left of the next line they take hold of hands. The leader winds thru all the lines and goes around the room forming a circle. Instead of joining with the last in the line keep right on moving in front of players and on round and round in a spiral as illustrated in Fig. 3. When the leaders reach the center, turn and start back to "unscramble the pile" as indicated by the dotted line in the figure. Keep on going out and form a complete circle facing the center ready for a circle game.

Come Along - Fifteen or more players form a circle, with left hands extended inward with palms up. "It" going around inside the circle to the right grabs a player's hand and holds on, then this one in turn grabs another and holds on, until there is a string of players inside the circle. The whistle may blow at any time, when all run back to their original places. The last one back becomes "It". Players must grab a hand as soon as they are grabbed to make the game lively. If there is a large circle two or three "Its" may be used.

Circle Chat - This is a musical mixer for a large group of strangers. An inner and outer circle are formed, facing each other. When the music starts the circles march in opposite directions. When the music stops the player in the outer circle introduces himself to the one facing him and they chat until the music begins. The circles start marching as before. The pianist should make frequent but brief stops. The leader may assign topics, if desired.

Driving A Pig to Market - Two or more even lines with players behind one another stand behind a starting point. The leader in each line is given a wand (broomstick, yardstick or cane will do) and a pig (any round bottle such as milk or pop bottle). The "pig" must be driven with the wand, to the finishing line and back to the starting line where the wand is given to the next player who does the same thing. When a player finishes his "run" he takes his place at the end of the line. Each line tries to be the first to have every player get the pig to market.

Ball Relay - Two or more even lines with players behind one another stand behind a starting point. The leader in each group is given a ball. At the signal the ball is passed over the head of the leader to the one back of him and so on down the line. When the last player receives the ball he runs to the head of the line and starts the ball back again. This is repeated until all players in the line have come to the head of the line and started the ball back. The line to complete this first, wins.

This may be repeated but passing the ball on the left side, then to the right, then between the feet.

Yale Lock Tag - Scatter the players over the playing space in couples with arms locked. One person is "It" and another is being chased. To save oneself from becoming "It" the one chased must hook arms with one of any couple before being tagged, and the other person becomes the one chased. If there are more than forty players, use two "Its".

Chair Relay - Leaders run with folding chair to goal, open it, sit down, fold it up and run back, giving it to next person in line and he goes to rear of line.

Barnyard Gobble - Divide into two or more teams, depending upon the size of the crowd. Give each team a name such as rooster, mule, turkey, etc. A leader is appointed for each group. The groups are turned loose to find peanuts. When a mule finds one he brays until the leader comes to pick it up. No one can pick up the peanuts but the leaders. The side getting the most wins.

Active Games for a Small Group

Animated Alphabets - Two sets of letters of the alphabet are given out to the two sides competing. More than one letter may be given to a person if necessary, but when a player has several letters pinned on him and the word being spelled calls for only one of them he turns the others over, or covers them with his hands.

A leader reads the following rhymes, and whichever "side" guesses the answer first and assembles the letters in order, scores one. Each side should have a captain.

The rhymes are as follows, with the answer word given in brackets.

A stands for something you must have to fly. (Air)
B stands for sending a ball far or high. (Bat)
C is a person who still is quite young. (Child)
D is a song that two people have sung. (Duet)
E is a call, or repeating a sound. (Echo)
F is for moving, but not on the ground. (Fly)
G is for part of the jaw, or a tree. (Gum)
H is a place made for housing a bee. (Hive)
I is for someone who doesn't like work. (Idler)
J is a dance with a quick, lively jerk. (Jig)
K is to understand well all the while. (Know)
L is a small, snaky, scaly reptile. (Lizard)
M is for stirring together, as cake. (Mix)
N is for clamor that rough children make. (Noise)
O is for animals formerly used on a farm. (Oxen)
P is a reward that has special charm. (Prize)
Q is a cry that is made by a duck. (Quack)
R is to wander or ramble for luck. (Rove)
S is to write in irregular way. (Scrawl)
T is the highest spot, or toy for play. (Top)
U is unbeautiful; none like to be it. (Ugly)
V is for something we hear, but we can't see it. (Voice)
W stands for a lady who's wed. (Wife)
X for the rays that shine clear thru your head. (X-rays)
Y is the farthest from being old. (Young)
Z is for weather that we know is cold. (Zero)

The Quaker's Quest - This is an old trick masquerading in such a disguise that even the "Wise" fall for it.

The one who knows the trick goes around the room to each player and says, "My friend Obadiah, the son of Jeremiah, bids me to inquire of thee if thou wilt go with me to aid him in his quest." When the player expresses willingness to go, the leader says gravely, "Put thy finger to thy lip to keep thyself from unseemly mirth, follow me, and do as I do."

Soon all are following, each with the first finger of his right hand to his lip. Then the leader puts his left palm to his brow as if to shade his eyes, peering at something he seems to see in the distance. The players imitate him, all in sober silence. Finally, with the hands still placed at lip and brow, he kneels down on his right knee, with all close beside him in the same position. When all are settled, he suddenly leans sideways and all the players, one after another, collapse on the floor. "The quest is over," he says. "I have found my friend's geese. I thank thee."

Coo-Coo! - Give out slips of paper on which are words pertaining to a clock, as: hands, hour, or "our", face, time, figures, one, two, three, four, or "for", "before", slow, fast, minutes, run, etc.

A story teller directs that when one of these words occurs in the story, that player or players must immediately step out of line, flap wings, and say, "Coo coo! Coo Coo!" Anyone not responding immediately, is out.

The story: Once upon a time, two lovers were strolling slowly along in the country hand in hand. He said, "Let's eat our lunch under one of the trees." She replied, "Oh, let's. There is an hour before train time. The train leaves at two, you know." So they sat so as not to face the sun which seemed too bright just then and for a while were very busy with the lunch basket, their figures shaded by the great tree.

Suddenly she cried, "Oh, it's time to go. Hurry fast, before it is too late, for we have only three minutes or so."

They took hold of hands to run for the train, and just caught it as it started slowly.

A much longer yarn may be prepared playing on these words.

Outdoor Games

Stride Ball - All the players with the exception of one form a circle (up to 25 can play) and they stand in stride position with feet touching those of the next players in order to form a barricade for the ball. The odd player should stand in the middle of the circle and try to throw the ball outside of the circle between the feet of the players. Those in circle should try to stop the ball passing between their feet, but should use only their hands in doing so. When the palyer in the middle succeeds in getting the ball thru, he changes places with the one between whose feet or on whose right side it passed out. If any of the players in the circle move their feet, they must immediately change places with the center player. If the center player is clever, he can fool the players by making believe that he is going to throw the ball in one direction and will then suddenly throw it the other way.

The Last Couple Out - All the couples stand in a double file clasping hands facing the front. The player who is chosen "It" stands in front of the first couple with his back to the players. The proper distance between the "It" and the players is ten feet. When the "It" calls out "Last Couple Out," the last two players separate and run, each on his own side of the file, and try to join hands in front of the one who is "It" before he can tag them. If they succeed they are safe, but if the "It" catches one of them, that one becomes "It" and the other two become the first couple. Then the next to the last couple becomes the "last couple" and so the game goes merrily on.

Hound and Rabbit - The players stand in groups of three, with their hands on each other's shoulders, each group makes a small circle which will represent a hollow tree. In each of these trees there is a player who is to be the "rabbit." There should, however, be one more rabbit than there are trees. One player is also chosen for the "hound."

The hound chases the odd rabbit, who may take refuge in any of the trees, and he can run in and out under the arms of the players forming the tree. No two rabbits should be in the same tree; so as soon as a hunted rabbit enters a tree, the rabbit already there must run out looking for another tree. When the hound catches a rabbit then the rabbit must be the hound and the hound must be a rabbit. A hound may at any time be a rabbit by finding an empty tree, whereupon the rabbit left out must then be a hound. Change players frequently.

Snake's Tail - The Japanese children have a little game out of which they get a great deal of fun called "The Snake's Tail," A similar game is known under the name of "The Ribbon's End."

In order to play it you arrange all the players in a line according to size, from the biggest down to the smallest. Each one puts his hands on the shoulders of the one in front of him, and the smallest child thus becomes the snake's "tail". The game is then for the biggest child, or "head" to catch the "tail", without anyone taking his hands from the next one's shoulders.

While the "head" tries in every way to catch the "tail," the players forming the body of the snake try to prevent this by doubling and turning. Every time the "head" starts in the direction of "tail", the whole snake writhes its "tail" as far away as possible - but it must not break in two.

You can adopt the rule if you want to that any player who takes his hands off the next one's shoulders must move to the "tail" and that the "tail" when caught becomes the "head". In that case you have to give up having the players arranged according to size - but it passes the fun around better.

Quiet Games for a Large Group

Quarter Slap - Divide the crowd into teams of equal numbers. Ten on a team works well. Teams line up in parallel lines.

No. 1 in each line is given a quarter, and stands facing No. 2, who with the others in line holds hands out, palms up. When the piano starts playing a march, No. 1 in each line slaps the quarter from his right palm into the left palm of No. 2, who, in time with the music, slaps it into his own right palm, and then back to the left palm of No. 1. No. 1 then slaps it back to his own right palm and steps in front of No. 3 where the same routine is repeated.

When No. 1 has reached the end of the line, he takes his position at the foot, and the quarter is passed back to the head, from palm to palm (always slapping the quarter, never touching it with the fingers) and in time to the music. No. 2 then goes down the line, and others in turn. The line which finishes first wins. If a coin drops, it is picked up by the one who drops it and the race is resumed.

The Four Elements - The players all seat themselves in a circle. The player who has been selected to start the game takes a knotted handkerchief and suddenly throws it into another player's lap, calling out at the same time either "Earth", "Water", "Air" or "Fire". If he calls "Earth" the player into whose lap the handkerchief has fallen must name some quadruped before the other can count 10. If "Water" is called he must name a fish; if "Air" is called, a bird, and if "Fire", he must remain silent.

If the player names a wrong animal or speaks when he is supposed to keep silent, he must pay a forfeit and take his turn at throwing the handkerchief into some other player's lap. In case the player answers correctly or keeps silent according to the element named, he simply throws the handkerchief back to the first player who tries again. Altho it is a simple game, there is almost no end to the absurd errors the players make when called on unawares.

Follow the Ring - The players sit in a circle, holding in their hands a long piece of string tied at the ends so as to form a circle large enough to go around, a small ring having been put on this string. One player is chosen to be "It" and stands in the center.

The players who are seated then pass the ring from one to another, the object being for the player in the center to detect who has the ring. The other players will try to deceive him by making passes to indicate the passage of the ring, even tho the ring is not in their hands. When the player in the center thinks he knows who has the ring, he calls out the name of that player. If right, he sits down, and that player must take his place in the center.

Uncle Joshua Died Last Night - This can be played standing or seated. The leader says to the one next to her, "Did you know Uncle Joshua died last night?" "No, how did he die?" asks the second. "With one eye shut," answers the first, closing one eye. The second repeats the same to the third and all the way around the room until it comes back to the leader. The second time around there are the same questions, then the leader answers, "With one eye shut and his mouth awry". She still keeps her eye closed and screws the corner of her mouth around. Third time around she says, "With one eye shut, his mouth awry, and his foot on high," and raises foot. Fourth time, "One eye shut, mouth awry, foot on high, waving good-bye," and waves hand.

The players will get a big laugh out of this because the positions are so ridiculous.

Electric Shock - Two equal lines of players are joined at one end by the leader who becomes the connecting link. Players clasp hands. At the signal the end players squeeze the hands of the next players, these players in turn pass the "shock" on to the next, and so on down the line. The line that shocks the leader first wins. The one rule to this game is that "you can't squeeze until you've been 'squozen'." This is a good ice breaker for a group of thrity or over.

I Say - This is a good game to play if the audience is tired from sitting. All players stand. When the leader gives a command with "I Say," the players do as commanded. If the command is given without "I Say," the players should not follow. As fast as a player makes a mistake, he sits down. Commands may be "hands on hips, hands on head, up on toes, down on toes, bend knees, etc." The leader should do all these commands herself whether she says "I say" or not, to confuse the players.

Quiet Games for a Small Group

Up Jenkins - Ten or more players are seated around a table. The group should be divided equally with a captain for each group. No move is made by the players except at the command of the opposite captain. One group is given a quarter which is passed up and down the group. This passing of the quarter should be done below the edge of the table, out of sight of the other group. At the command of the captain the group having the quarter should bring their elbows up on the table, fists closed. At the next command they bring their hands palms down on the table with a loud "bang". The loud "bang" is to enable the person having the quarter to get it down under his palm without the opposite group detecting it. The object is for the opponents to find the quarter and to have all hands off the board except the one containing it. To do this hands are raised at the command of the captain.

The number of hands down after the quarter is revealed counts against the side not having the quarter.

The other group is then given the quarter and the procedure repeated. The group having the lowest score wins. If any number who is on the side which has the quarter raises a hand at the direction of any one except the captain of the opposing side then the quarter is given up also.

Koo Koo - Prepare slips of paper having one of the requests listed below on each slip and then place them in a receptacle in center of table. Have the players walk in turn to the table and take out any one of the slips they choose. The players must then take turns to do whatever this slip indicates. If a player is not willing to follow the instructions as specified on his slip, he is "Koo Koo." After all have taken a turn and have done the stunt called for, all the Koo Koo's must stand in center of the circle of players. The others will then select one of the slips already drawn or a new one, and all of the Koo Koo's must do the stunt together and at the same time. The game may be repeated and requests on slips may be changed to suit the occasion.

Requests:

Yawn until you make somebody else yawn.
Hold right foot in right hand and hop and bow to three players.
Say, "Black bugs blood" fast, five times.
Imitate a man in church with an ant down his collar.
Bow to the boy with the most B's in his name.
Hold left foot with right hand and pick up magazine on end with teeth.
Write your name. At the same time spell Mississippi.
Duplicate the funniest sneeze you ever heard.
Pretend you are an old maid with a mouse in the room.
Wash your face like a cat and purr.
Imitate an eleven year old girl stringing her chewing gum.
Act as if you were crossing a muddy street in the rain.
Blindfold yourself and propose to the first person or thing you touch.
Tell a fish story about someone in the crowd.
Imitate a dog just after getting out of the water.
Give a four line stanza with the words, "sweet, gold, feet, old."
Ask a question that can not be answered in the negative. (Ex. What does "Y-e-s" spell?)
Pay a compliment to three players in the room in turn.
Imitate Charlie Chaplin turning a corner.
Bend arm. Place coin on elbow. Lower arm and catch coin with same hand while it is falling.
Grasp hold of your toes and walk on your heels.
Get on a chair and bark like a dog.
Make a newspaper cornucopia and balance it on your nose.
Pick out a partner and blindfold yourself and him or her. While being blindfolded, feed each other raisins with a spoon.
Imitate a pig that is caught by the leg.
Choose a partner and dance. Pretend that you never danced before.
Sell papers like a newsboy.
Sing out like a vegetable peddler.
Kneel in front of ten players and meow without laughing.
Be a traffic cop and make everybody move.
Act in pantomime like a cross old doctor.
Get down on floor and show how a kitten plays with a ball.
Imitate a fat lady stuck while putting on a small apron.
Smile ten distinctly different times.

Zoo - Each player is provided with any number of playing cards, arranged irregularly in a pile. The players gather around a table, each one being given the name of an animal the sport of the game will consist largely in choosing unusual or difficult names, such as yak, gnu, hippopotamus, rhinoceros, Brazilian ant-eater, kangaroo, manchurian wolf, lynx, etc. Each player holds his cards with the numbers turned downward. The first player turns up his upper card so that the number is visible and lays it down in front of him. In doing this he must turn it away from himself, so that the other players see it first; the next player then does the same. Should the two cards happen to coincide in number, for instance, should the first player have turned up number five and second player turn up number five, they at once call each other's names, as "Lynx", "Hippopotamus", or whatever name was given them. The one who first calls the other's name, gives away his card to that other, the object being to get rid of one's cards as fast as possible. Should the card turned up by the second player not correspond in number to that turned up by the first, he also lays it down in front of him; the third player then turns his up, and this is continued around the circle, until a card is turned that corresponds in number with any that has already been turned up, when those two players must immediately call each other's names, as before explained. The player wins who first gets rid of all his cards. It is well to pair black cards and red cards. In case one player has a pair of cards, he may place same in center since these should not count against him. This is an exceptionally good "quiet" game.

Indoor Fishing - A good toy for the youngsters to entertain their boy and girl friends which can be made at home in a few minutes at little cost. Simply take a smooth round stick about a foot long, which serves as the fishing rod, and attach a short cord to it for the line. To the end of the line attach a small horseshoe magnet for the hook. Then draw the outlines of a number of small fish on cardboard, and cut these out. Stick an old or used phonograph needle in the mouth of each paper fish, leaving the blunt end of the needle exposed. A large box lid colored pale blue, will serve as the pond. The magnet readily picks up the fish. Each fisherman is timed and the one catching the greatest number of fish is entitled to the prize, if one is offered. If not, he is simply the best fisherman.

Games for Children

Hitting the Pig - To play this game a paper bag filled with crumpled-up paper or rags should be suspended from the ceiling of the room at a height of about three feet from the floor. One of the guests is blindfolded, turned around three times and then told to "hit the pig" (the paper bag) with a stick which has been put into his hand. The chances are that he will go to a part of the room directly opposite from that at which the bag is hung and will strike wildly about in his efforts to "hit the pig". His movements will prove highly amusing to the lookers-on. Each player should be given three chances and then he should have to surrender the stick to someone else.

Monkey in Sight - All of the players but one are sent from the room. The remaining player then hides a penny or dark colored flat button where it can be seen without climbing and without lifting any object in the room. The players are then permitted to re-enter the room and are instructed not to pick up the penny when they see it but to look in another direction after saying, "Monkey in sight." The game is continued until all have seen the "monkey" or acknowledged defeat. The one who is first to see the "monkey" is "it" for the next game and gets to hide the penny or button.

My Ship Came In - The fun of this game is the laughter provoked by absurd movements. The players are seated around the room. The leader says to the one sitting next to him, "My ship came in." Says the other, "What did it bring you?" "A fan," answers the first, who starts fanning with one hand. The second person turns to the third and the conversation is repeated.

When this goes all around back to the leader she tells of a second article which is a pair of scissors. With the other hand she then moves index and middle fingers as tho using scissors. Next is a pair of shoes at which both feet are in motion. Then comes a pair of glasses (rapidly blinking eyes), false teeth (opening and closing the mouth), a hat (nodding the head). No doubt the fatigue point will be reached by this time.

The Laughing Game - Players are seated in a circle. The first player starts with the word "Ha," the second says, "Ha, ha," the third, "Ha, ha, ha," and so on, each one adding one more "ha". The players continue to utter "Ha". In each case the "Ha, ha's" must be uttered without laughing. Before the circle has been completed the entire circle is in peals of laughter. Each one guilty of laughing drops out of the game. The one remaining longest without laughing wins.

Mystic Wishes - Mind reading is always interesting, especially when it is not understood. Ask each person to write on a small slip of paper not more than four words expressing a wish for the coming year. See to it, however, that these slips are all the same size and color. As fast as they are written, let each player place his slip, face downward, on a small table before the mind reader. Allow none of the guests to look at the slips or sit near the table.

The mind reader has a confederate and knows what wish is written on her slip, for example - "a new red dress." This slip is brought to the table first and placed at the bottom of the pile.

The reader now asks for quiet, closes his eyes, and with great earnestness picks up one of the slips (any one except his confederate's), places it on his forehead, blank side to the audience, rubs his fingers over it gently and says, "Some one has wished for a new red dress." He opens his eyes to see if he is right, and, of course, his confederate holds up her hand as the writer. The mind reader looks pleased, takes the paper from his forehead and casually glances at it, seemingly for verification. In reality he looks to see what wish is really on it, to use in "reading" the next slip. Having done this, he places it face down on the table, closes his eyes, picks up another slip and for that reads the wish that was on the first.

His colleague's paper is the last he picks up, and, for this wish, he, of course, reads what he had seen on the paper just before.

Stunts and Tricks

Crazy Cane - This stunt is best used in a small group where everyone knows one another. A cane, wand, or yardstick is used. Have the person place one end of the cane on the floor, place both hands over the upper end, then rest forehead on the back of the hand. With eyes shut turn around in this position twice, then straighten up and walk in a straight line across the room.

Pick up the Paper - Place a piece of paper on the floor; stand the player so that toes touch the paper. Have him look at the paper to get its position. Blindfold and instruct him to take three steps backward, turn around twice, and return and pick up the paper.

Translated Proverbs - These may be written on a slip of paper and used as a guessing game.

1. Never subject a presented equine to denticular inspection.
(Never look a gift-horse in the mouth.)
2. You gather the centimes and the monetary units will have a care for their own welfare.
(Take care of the pennies and the dollars will take care of themselves.)
3. A vessel under optical supervision never reaches a temperature of 212° F.
(A watched pot never boils.)
4. Plumaged bipeds of the same species congregate in common.
(Birds of a feather flock together.)
5. An asinine party and his collateral are soon estranged.
(A fool and his money are soon parted.)
6. Who hooks my mesh bag becomes a stealer of nothing.
(He who steals my purse steals trash.)
7. A canine who gives vent to his sentiments by a series of vocal efforts rarely finds use for his bicuspid.
(A barking dog never bites.)
8. If it can be done in twenty-four, never do it in forty-eight.
(Never put off until tomorrow what you can do today.)
9. The humidity is not comparative but it is absolute.
(It never rains but it pours.)
10. A polished steel instrument used at the psychological moment will be tantamount to the saving of three times three.
(A stitch in time saves nine.)
11. Accidents often occur between the drinking vessel and the facial aperture.
(There is many a slip twixt the cup and the lip.)
12. Accelerated execution produces faulty results.
(Haste makes waste.)
13. One feathered biped imprisoned digitately is equal to twice that many at large.
(A bird in the hand is worth two in the bush.)

As the Proverb Says - This is an interesting mixer. Write on white slips of paper:

- 1, The Barber's Proverb; 2, The Farmer's Proverb; 3, The Doctor's Proverb;
- 4, The Weatherman's Proverb; 5, The Boatman's Proverb; 6, The Insurance Man's Proverb;
- 7, The Butcher's Proverb; 8, The Poultryman's Proverb; 9, The Banker's Proverb;
- 10, The Cook's Proverb; 11, The Nurseryman's Proverb; 12, The Blacksmith's Proverb;
- 13, The Sock-mender's Proverb; 14, The Stableman's Proverb; 15, The Jeweler's Proverb.

Then write on the slips of blue paper what the proverbs are:

- 1, Pay as you go; 2, Make hay while the sun shines; 3, While there's life, there's hope; 4, It's an ill wind that blows nobody any good; 5, Paddle your own canoe; 6, Honesty is the best policy; 7, What is one man's meat is another man's poison; 8, Don't count your chickens before they are hatched; 9, A penny saved is a penny earned; 10, The proof of the pudding is in the eating thereof; 11, As the twig is bent, the tree's inclined; 12, Strike while the iron is hot; 13, A stitch in time saves nine; 14, You can lead a horse to water but you cannot make him drink; 15, All is not gold that glitters.

The men are given the white slips, the girls the blue. Then each man interviews every girl until he finds the one holding his own proverb. Then, together, they make up a story which illustrates the truth of their proverb.

Try This on One of Your Men Guests - Tell one of the men present who wears a vest, that you don't believe he can button up and unbutton his vest inside of one minute by the watch. He will be very sure that he can, and you must let him try it. Watch him as he does the buttoning however, and see if he "buttons up" his vest. The chances are a hundred to one that he will button it down instead of "up". Then you will have the laugh on him.

He Can Do Little Who Can't Do This - Player takes a stick in his LEFT hand and thumps the floor with it, saying, "He can do little who can't do this." Then he hands the stick to another player, who will most probably use his RIGHT hand when holding the stick and thumping the floor. If he does he is told he has failed in the simple task, and the stick is handed to another. The game goes on until some one discovers that the secret of the trick is to copy the leader exactly, and therefore the stick must be held in the LEFT hand.

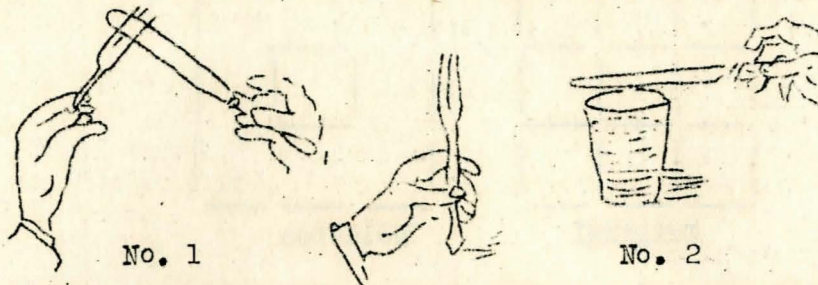
Puzzling Feat with Glass of Water - Here is an interesting stunt that may be used with good effect by the amateur magician or even by one who never tried a magic trick in his life. You bring forth an ordinary glass tumbler and set it on a level table. Then you pour water into it from a pitcher, slowly and carefully, until it is full to the very brim. You have everyone present inspect the glass and ask if it would be possible to get anything more into it without water overflowing. All doubtless will agree that it is filled to its capacity. You then produce a pin and drop it carefully point first into the water. The water does not overflow. Drop another. Same result. Everyone will wonder now whether you are exercising some strange and hitherto unsuspected magic or are tricking them. Gravely you take from your pocket an entire paper of pins and begin dropping them one by one gently into the water just as you did the first two. To the wonder of all beholders you can put quite a number of pins--comprising in the aggregate a relatively large volume of metal--into the water before any will run over the top.

For variety dimes or pennies may be used instead of pins. Fill the tumbler to the point of overflowing as directed above and then carefully and gently drop the coins, one at a time into it. You should be able to get 20 or more dimes in without any water running over the top. No trick or deception whatever is involved; you simply take advantage of a well-known principle of physics. The addition of the metal makes the water rise all right--everywhere but at the rim of the glass. Because the surface tension of the water is not broken there is no overflow.

The Mysterious Music - While you are sitting at a table, try this little trick; it will amuse and puzzle your friends. Place a glass of water on the table. Take a knife and place the blade between the tines of a fork, as shown in view No. 1. Then quickly withdraw the knife from the fork and pass the knife over the glass of water, as illustrated, and listen carefully. A clear, though faint musical tone will be heard.

In order to mystify the guests all the more, explain that the pitch of tone depends on the amount of water you have in the glass. Then they will all want to try the trick, but no matter how hard they try they will not be able to produce any audible tone--unless they are already in the secret. Let them keep at it, all diligently working with knife and fork and listening for the sound that will be produced when their knife is passed over the glass, until they get tired.

Then explain to them that they have been barking up the wrong tree, and that it is the fork, and not the knife, that has been producing the sound. While you are passing the knife over the glass and pretending that that is what makes the musical tone, you quietly bring the fork handle down on the table, as shown in view No. 2.



This makes a "tuning-fork" of it, for the vibrations of the fork tines are communicated to the table and you hear them as a musical tone. If in doing this trick you keep your own eyes on the knife and pretend to be paying no attention to the fork, you can "sell" the onlookers every time.

Match Game - Here is something interesting for two persons who want to while away th time. Put 14 matches on the table. Each player can take from the pile either one, two or three matches at a time--but never more than three. The one who gets the last match loses the game.

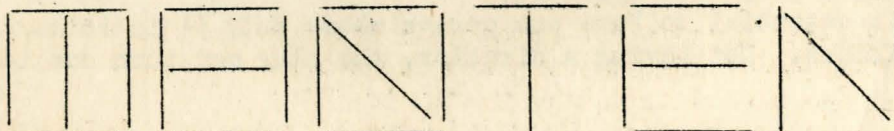
There is a certain trick about it, and if you know this trick you can usually win--provided the other player doesn't also know it and get ahead of you. There are two things you must remember--one is that you must get the fifth match drawn, and the other is that you must next draw just enough matches to leave five on the table. Then, no matter whether the other player picks up one, two or three matches you can pick up all the rest but one and leave that for him.

Supposing, for instance, that A knows the trick while B does not. A starts by drawing one match first. This leaves 13. Then no matter whether B takes one, two or three, A can with his next draw get the fifth match drawn, thus leaving nine.

B on his second draw can again take one, two or three, and in either case A can next time reduce the number to five. Whether B next draws one, two or three, A can then draw such a number as to leave him the last one.

Unless B knows the scheme it will not do him much good to have the first draw, as he is pretty sure to leave the way open for A to get the fifth match, and then B can't beat him. If both players know the catch, then of course it is merely a matter of which has the first go, and there is not much game to it.

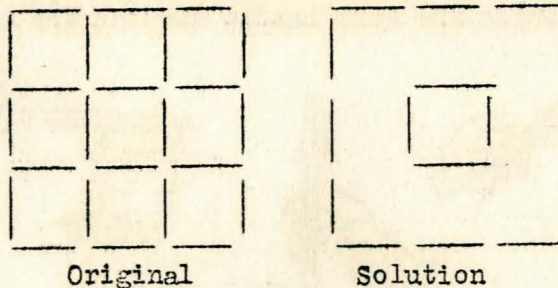
A Catch Match Trick.- Here is a stunt with matches that you can try out on your friends with good effect. There is nothing difficult about it but it will keep the smartest of them guessing a long time unless they are "old hands" at solving match puzzles. You lay down 15 matches forming three squares, the first divided vertically into two rectangles and the second divided horizontally into two rectangles, and the third divided diagonally into two triangles. The problem is to remove six matches and leave 10. When all have had a try and admitted that they are stumped you remove six matches so that the nine remaining ones plainly spell out "TEN."



Original

Solution

Match Trick - Construct 9 squares with 24 matches. Take away 8 matches and leave 2 squares.



Telling the Date - This is an old "catch trick" but a good one to know. The "magician" announces that he will demonstrate something of his power as a "mind reader" if someone in his audience will volunteer to help him a little. From those who offer their assistance, he selects a chap who "knows it all" and then asks him to produce a coin from his pocket. "Now, Mr. A.," he says, "Note the date on the coin and then clasp it firmly in your hand to make sure no one can see it. I will undertake to tell you the date. Are you all ready?" When A says he is ready the performer blankly calls out, "May 14th, 1926," or whatever the actual day of the month happens to be. This will leave Mr. A in an embarrassing position, but the rest of the crowd will enjoy it immensely.

Rhyming Words and Definitions - This game may be played by young and old. Any number may take part. The leader thinks of a word, suppose it was "core." He begins by saying, "I'm thinking of a word that rhymes with "door."

Mae: Is it what my feet are on?
Leader: No, it is not floor.
Fred: Is it a word used with neither?
Leader: No, it is not nor.
Mary: Is it how my cut finger feels?
Leader: No, it is not sore.
Ted: Is it the inside of an apple?
Leader: Yes it is core.

It is then Ted's turn to think of a word.

Coaching Community Plays

Plays, particularly one act plays, are coming to form an important part in many community programs. The desire to play is universal; some satisfy it thru play, others repress it and often become crabby or cross; while still others work it out in unsocial channels.

The production of a play will not only provide opportunity for people to satisfy this desire, but it also provides amusement for both the participants and the spectators. Many times a play is the means of developing a valuable latent talent. Plays suitable for project clubs are available at the County Agent's office.

The following are a few suggestions to keep in mind while producing a play.

1. Select a competent director.
2. It is essential to have one person whose duty it is to make the final decisions. Not having a director, the play may turn out lacking in

unity. This person must have the confidence of the group and be their choice. She need not know dramatization but she ought to understand the group and know how to make them work harmoniously. Of course this person must be open to suggestions and use them when they are good ones.

2. Choose a willing cast.

It is difficult to put on a play with a few people disgruntled or missing rehearsals. Let everyone cooperate. The success of the plays depends upon every player doing his part well whether the part is the lead or one having few lines. All make up the play; one part is not effective without the other.

3. Points to look for in coaching a play.

a. Movements of the characters on the stage must be carefully balanced. The movements are definite and indefinite. When an actor has an objective he moves to accomplish it. Other actors must keep the stage balanced and move casually so as not to attract too much attention. All movements must be natural.

b. Suit the gesture to the sense of the lines that are spoken. Do not act too soon or in any way reveal that the lines have been heard before. An actor should keep up his interest even tho he is not speaking at the moment.

c. Whenever possible face the audience while speaking, but if the acting is with the back to the audience, do so, but be careful that the lines are not muffled or lost. Make turns toward the audience.

d. When two or more characters enter together the speaker enters last. This allows him to throw his voice forward.

e. In general all eyes should be on the speaker.

f. Stand still, unless the part demands motion.

g. Let the motion precede the spoken line a little. The eye is often more important than the ear.

4. Stage facilities.

Stage settings help to make a play more effective. They may be made simply with little expense.

A good background may be arranged with unbleached sheets fastened with safety pins on a wire.

Curtains for the front can be made the same way or by using some heavier material - portiers for instance.

When available, folding screens may be used as a background or for partitions.

Good lighting may be obtained by reflector bracket lamps or if electricity is available, place the bulb inside a shiny new bread tin. This will help to throw the light upon the stage. Lights should be hidden from the audience.

5. Costumes and make-up.

Costumes must be suited to the play. Actors should "look the part." Each actor should gather together his own costume with the help of the others and subject it to the approval of the director.

"Make-up" is important but not essential. For a dry make-up, apply a bit of cold cream, line the eyebrows, eyelashes and wrinkles with dark brown; rouge lips and cheeks and dust on dry powder.

For indicating age use appropriate base (cold cream), use less rouge, make "crow's feet" around the eyes, exaggerate forehead and face wrinkles, darken the hollows of the face, whiten the eyebrows and temples, then dust on powder.

Beards, mustaches, and eyebrows may be fashioned from raveled-out crepe wool, rope, or hair attached with spirit gum.

Enter into the fun of the play, do it for the relaxation and do not take it too seriously to become nervous over it, but enough to make it a success.

Community Singing

Music is recognized as a means of creating and sustaining good fellowship in groups of almost every type. Some one has said "Give me the making of a nation's songs and I care not who makes it's laws." Community singing is a beneficial social force, the influence of which can not be over estimated.

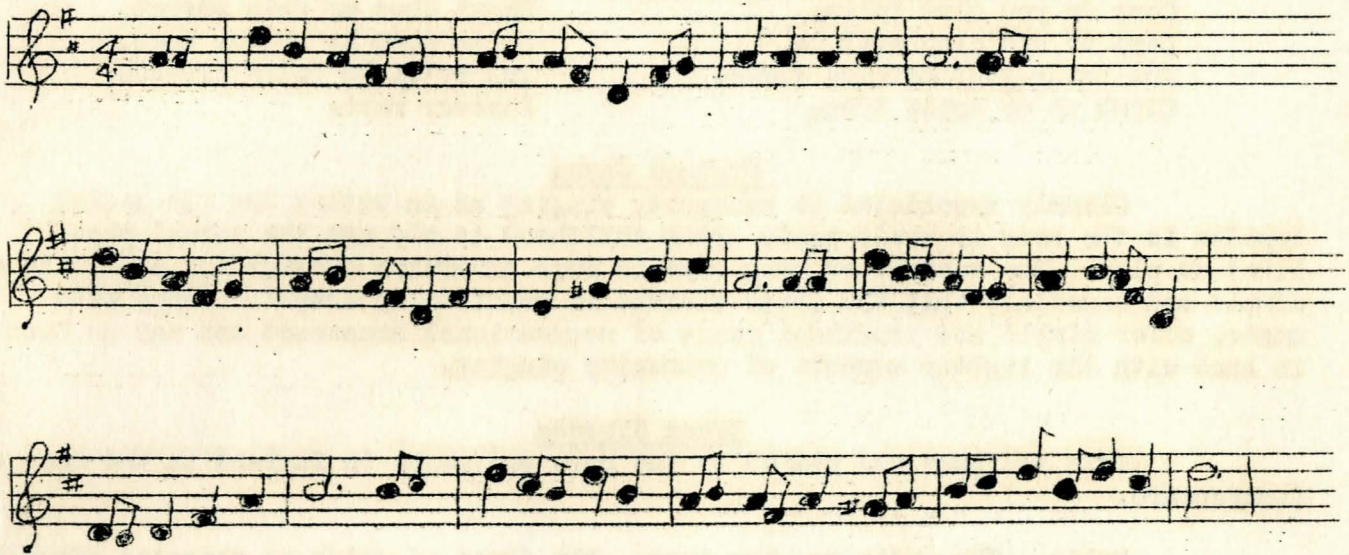
A song leader is necessary. He or she needs not have a good voice. What the song leader should have is self confidence, a sense of rhythm and above all the song leader should not take himself too seriously. A good accompanist will help. If the songs sung are unfamiliar to the singers, copies of the words should be in the hands of all. Community singing can be used as a part of any program.

The following are a motion song and two rounds which will add fun to your community singing:

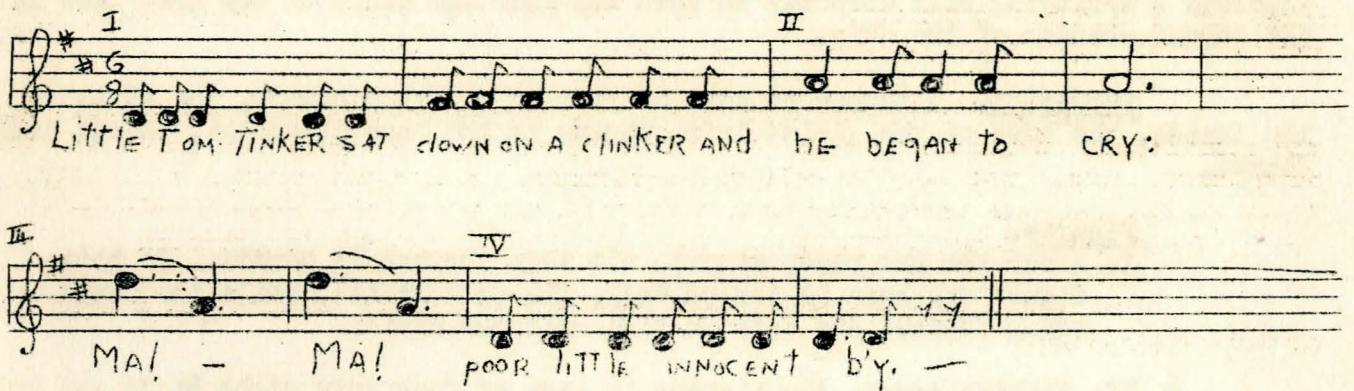
"The Crocodile"

Oh, she sailed away on a sunny summer's day (flutter hands)
On the back of a crocodile (makes crocodile mouth)
"You see," said she, "he's as tame as can be (pat back of hand)
I'll speed on him down the Nile." (Flutter fingers)
The croc winked his eye as she bade them all goodbye (point to wink,
wave goodbye)
Wearing a happy smile (outline smile)
At the end of the ride (whirl hands)
The lady was inside (hands on stomach)
And the smile was on the crocodile. (Outline smile and make crocodile
mouth)

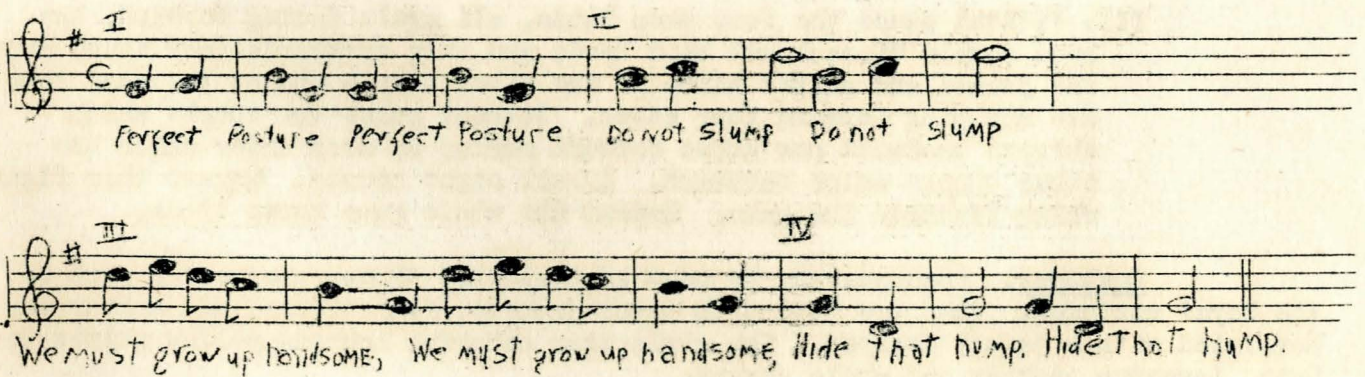
Crocodile Song



Little Tom Tinker



Perfect Posture



Come on You Club Folks - Tune "Fair Iona"

Come on you club folks,	Shout down my rain barrel,
Come on and play with me,	Slide down my cellar door,
And bring your dollies three.	And we'll be jolly friends,
Climb up my apple tree,	Forever more.

Musical Games

Closely associated to community singing as an outlet for the social impulse is the song or music game. From childhood to old age the normal person likes to play. The musical or song game is pure diversion because its appeal is so simple and immediate that the study element is practically absent. Games with music, offer simple and practical means of recreational amusement and may go hand in hand with the lighter aspects of community singing.

Green Sleeves

This old game was played by the boys and girls in England in the days of Shakespeare.

Music.- The music has two tunes, the first of which is repeated after the second. It is counted 1, 2, 3, 4, 1, 2, 3, 4.

Step. A rollicking skip is used thruout the game. If this is too vigorous a springing walk step may be used but half the charm of the game lies in the joyous abandon of the skip.

Formation. A number of sets of four in a double circle, the girls on the inside, the boys on the girls' left, facing in the same direction, inside hands joined.

Figures.

- I. After the get ready signal, all skip forward 16 counts. In this figure the head is thrown back, the face lifted, while the hands swing forward and back in time with the music.
- II. Without pause, the players in sets of four join right hands and skip in a circle eight counts. Without pause they drop hands, each turn in place, join left hands and all skip in a circle eight counts.
- III. Without pause the four drop hands, all again facing forward, the head couple of each set bend heads and skip backwards four steps under the joined and raised hands of the other couple who at the same time are skipping forward four steps. Without pause the couple which skipped backward now skips forward making an arch under which the other couple skips backward. In all eight counts. Repeat this figure which finishes the game. Repeat the whole game three times.

Costumes. Costumes may be used if desired. "Green sleeves" a part of the boys' costumes. They are worn with black jackets, gray tights, and a gray cap decorated with a jaunty feather. The girls wear colorful looking yellow skirts and hats, lavender jackets and white aprons.

This is a splendid number for a large group in a fete. It is equally good for a small group, for as described above, only four players are necessary.

The Virginia Reel

The Virginia Reel, music: Turkey in the Straw, Pop Goes the Weasel, or American folk tunes. It is counted 1, 2, 1, 2, 1, 2.

Step. A light springy walk.

Formation. Any number of sets of six or eight couples, girls and boys in opposite parallel lines; partners facing each other.

Figures.

- I. All forward four steps, bow, move backward four steps to place. Repeat.
- II. All forward, partners join right hands, swing once around and back to place (eight counts)
- III. All forward, partners join left hands, swing once around and back to place.
- IV. All forward, partners clasp both hands, swing once around and back to place.
- V. All forward, partners passing each other, right shoulders touching. After passing each partner takes one step to right, partners then passing back to back (dos a dos) and each returns to place walking backward (8 counts).
- VI. All forward, partners passing each other left shoulders touching. After passing each partner takes one step to left, partner passing back to back (dos a dos) and each return to place walking backward (8 counts).
- VII. All forward, partners hook right elbows, swing once around and return to place.
- VIII. All forward, partners hook left elbows swing once around and return to place.
- IX. All forward, partners hook right elbows, swing half way around, release elbows, each turns in place, partners hook left elbows, complete swing and back to place.
- X. All turn, facing toward the top of the set. The first couple leads, turning out and down the outside of their respective lines to the foot of the set, the others following.
- XI. When the first couple meet, they join hands, making an arch under which the others pass, returning to original places. The first couple remains at the foot of the set, the second couple now becoming the top couple.

Continue the dance until each couple in turn has been head couple.

Sample Programs

Large group (indoor)

1. Guessing game (translated proverbs).
2. Grand march.
3. Come along.
4. Circle chat.
5. Green sleeves.
6. Follow the ring (sitting).
7. The Quaker's Quest.
8. A trick or two.
9. Electric shock.
10. Quarter slap.
11. Merry-go-round.
12. As the Proverbs say (for partners).
13. Refreshments.
14. Virginia reel.
15. Good Night, Ladies.

Small group (indoor)

1. Guessing game (advertisements).
2. Barnyard gobble.
3. Coo coo.
4. Follow the ring.
5. Koo Koo.
6. Confusing anatomy.
7. Zoo.
8. Pig.
9. Mystic wishes
10. Moulding gun or tearing paper.
11. Partner game.
12. Refreshments.
13. Tricks.

Outdoor Program

1. Yale lock tag.
2. Stride ball.
3. Come along.
4. Dodge ball.
5. Ball relay.
6. Last couple out.
7. Hound and rabbit.
8. Animated alphabet.
9. Races for each group.

Under 11

Peanut hunt
Candy kiss scramble
Skipping race
Potato race

Ages 12 to 15

Potato relay
Driving pig to market
Electric shock

Women

Balloon bursting
Slipper kicking
Relay clothes pin
race

Men

Tug of war
Chariot race
Horse shoe

Everyone

Treasure hunt
Refreshments
Snake's tail

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