



Recreation Manual
for
Home Demonstration
Clubs

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SUGGESTIONS FOR THE RECREATION LEADER OF THE HOME DEMONSTRATION CLUB

“Recreation is not the highest kind of enjoyment, but in its time and place is quite as proper as prayer.”—S. I. Prime.

The responsibility of the recreation leader in the home demonstration club program is a most important one. It is her duty to help others *have a good time*.

These monthly programs are to be used by the recreation leader as suggestions only. The wise recreation leader will adapt them to the club's tastes, likes and abilities. The “Handbook for Recreation Leaders”* will be helpful in planning each monthly program.

POINTS TO REMEMBER IN PLANNING A PROGRAM

- I. Have the recreation program planned to take only the time given for this part of the program.
- II. Plan your program in detail.
 1. Decide on games to be used and the order in which they shall be played.
 2. Choose games which you think *your* group will enjoy and have fun playing.
 3. Be thoroughly familiar with games to be played, so that you can give directions and lead the game without referring to your leaflet.
 4. Have all material assembled ready to start at the scheduled time.
- III. Materials which the Recreation Leader will need.
 1. Pencils
 2. Paper (small pieces for any contests to be held)
 3. A set of alphabet cards
 4. In some groups a whistle (use this cautiously)

* Handbook for Recreation Leaders, U. S. Department of Labor, Children's Bureau, Publication No. 231, Price 15 cents.

MUSIC IN THE CLUB PROGRAM

“Good music is a vital element in the education of people.”—Philander P. Claxton.

“Music is a kind of inarticulate, unfathomable speech, which leads us to the edge of the infinite, and impels us for a moment to gaze into it.”—Carlyle.

Music has always been a necessary part to various phases of life but more than ever since the coming of the radio and talking pictures. We are actually “flooded” with music, much of which is not worthy of our attention. For this reason, it would be better for us to make our own music, playing and singing, rather than to depend on the worthless music that is so easily heard. We should encourage and stimulate a desire in the home demonstration club women to actively participate in making some of their own music, in their homes and community.

Suggestions for the Leader

1. The song leader should be a person who has an interest in putting into practice the principles of singing.
2. The leader should be diplomatic—one who will not say or do anything to embarrass or hurt the feelings of others.
3. She should try to get the group to express the mood of the song. (The mood of the song lies in the thought of the poem.)
4. Do not let the music drag.
5. Be cheerful. Do not be easily discouraged.
6. Make all motions of directing as simple as possible, so that each member of the group can readily understand what you desire.

(A diagram showing six beats is given on the following page.)

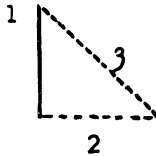
Time Beats With Diagrams Showing How to Use Them

2/4 Time
 "Morning Comes
 Early"



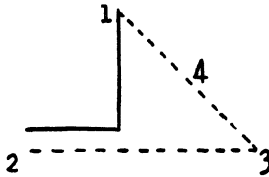
Accent first beat.
 Bring back smoothly.

3/4 Time
 "Lovely Evening"
 "Juanita"
 "Follow the Gleam"



Accent first beat.

4/4 Time
 "All Through the
 Night"
 "Tiritomba"
 "Stars of the Sum-
 mer Night"
 "Goodnight, Be-
 loved"
 "O, Come all Ye
 Faithful"
 "Cherries So Ripe"



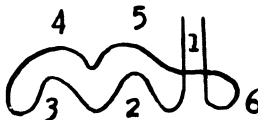
Accent first beat.

6/8 Time
 "Rosa, Let Us Be
 Dancing"
 "Drink to Me Only
 With Thine
 Eyes"
 "Silent Night"



Accent first and
 fourth.

6/8 Time
 "Sweet and Low"
 "Dreaming"



Accent first and
 fourth.

**SUGGESTED MONTHLY RECREATIONAL PROGRAMS FOR HOME
DEMONSTRATION CLUBS**

Month	Songs	Page	Games	Page
January	Oklahoma	31 ⁴	Shopping	12
			Watch Tapping	12
February	Lovely Evening Row, Row, Row Your Boat	70 ³	Famous Facts	11
			Snip	11
			Four in a Boat	25
March	Tiritomba	5 ²	Right and Left Spelling	10
			Clothespin Relay or Peanut Pass	18 20
April	Juanita	34 ¹	This and That Alphabet Race	12 20
May	Stars of the Summer Night Cherries So Ripe	33 ² 34 ⁴	Watch Tapping	12
			Sourwood Mountain	28
			Two Part Cities	12
June	Follow The Gleam Rosa, Let Us Be Dancing	34 ⁴ 33 ⁴	My Father's a Merchant	11
			For He's a Jolly Good Fellow	21
July	Morning Comes Early	3 ²	Stock Exchange	14
			Virginia Reel	23
			Word Choice	12
August	Sweet and Low	25 ¹	Alphabet Scramble	20
			Fetch and Carry Relay	19
			Put and Take Relay	19
September	Drink to Me Only With Thine Eyes Goodnight, Beloved	46 ³ 34 ⁴	Electric Shock	17
			Hunter, Fox, and Gun	22
October	All Through the Night	41 ³	Initial Fortunes	13
			Fire in the Mountain	29
November	Come, Ye Thankful People	165 ¹	Guggenheim Snatch the Hand- kerchief	13 22
December	Silent Night Oh, Come All Ye Faithful	77 ¹ 65 ¹	White Elephant Gifts	17
			Bundle Relay	18

¹ Twice 55 Plus Community Songs

² Folk Songs and Ballads

³ The Golden Book of Favorite Songs

⁴ Recreation Manual for Home Demonstration Clubs

SUGGESTIONS FOR THE RECREATION LEADER*

Although the types of games and arrangement of material are important in successful recreation programs, by far the most vital factor is the leader. The person who helps others to have a good time must approach a group with the feeling that he, as well as they, is going to have an enjoyable experience and that the program is something neither would miss willingly. He should radiate enjoyment and enthusiasm. They are contagious. The players give back the spirit set for them by the leader.

A few general rules help both the leader and his group. These may be summarized as follows:

- A. Understand thoroughly what you want done and make your directions brief and clear. Demonstrate the action when possible.
- B. Stand where you can face everyone. Speak so that you can be heard, but do not shout. Expect the players to listen. If the group is large, use a whistle, but use it sparingly. It has been found helpful in handling large groups to have the whistle mean just one thing, "stop" and "listen."
- C. Go into the first game without hesitating. Choose something that is familiar, or that is easy to explain in a few words, and get the group actively interested at the very start. More difficult material may be presented after the players have gained confidence in themselves. This is especially true of older children and adults who are not familiar with games.
- D. 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 by too much of one thing.
- E. Play the game yourself. Do not stand by and passively watch after you have started it. Stay in it, actually playing, or watch with live interest.

Given an enthusiastic leader, the next requisite for a successful program of games is a plan. Here, again, certain rules make the program easier for the leader and more fun for the group:

* Handbook for Recreation Leaders—U. S. D. A., Children's Bureau, Washington, D. C.

1. Plan your program in detail. Do not try to fill even a short period without setting down the order of games on a card or slip of paper, so that you may progress quickly and without hesitation from one number to the next.
2. In making your plan consider the following points:
 - a. Have groups of active games alternate with quiet games.
 - b. Make your formation follow through, a circle game after a circle game, a line game after a line game.
 - c. Build up a climax just before refreshments; that is, play a particularly good game just before the intermission.
 - d. Finish with a game, preferably musical, that you are sure will make a hit. Stop it at its height, sing, "Good Night, Ladies," and end decisively.
3. Have an abundance of material. It is better to omit some numbers than to run short.

GAMES

Brain Teasers

Likenesses—One player is "It." She says to each person in turn, "I am thinking of something; what is it like?" Even though he doesn't know what the thought may be, each player names some object such as, tree, tiger, streak of lightning. When all have answered, "It" tells her thought. Then each player must explain where the likeness comes in between the object he mentioned and the thing that was thought of. For example, "It" thought of her pocketbook. The player who named "tree" may say they are alike since both sometimes bear useful objects; the one who chose tiger, because they are covered with hide; the one who chose streak of lightning because the gold in them is very transitory.

Right and Left Spelling—The players may stand in line as for a spelling match, or they may be seated and spell around the circle. Those who miss drop out. The leader announces words that abound in A and T. He explains that neither of these letters may be said but instead A is indicated by raising the right hand, while T is shown by raising the left hand. Thus the word "cat" would be spelled C, right hand raised, left hand raised. In a group in which the players are not too young, other letters may be indicated by gestures, as follows: A, right hand raised; E, left hand raised; I, touch eye; O, point to mouth; U, point to leader; R, a brief whistle; S, shake head.

Proverbs—The player "It" withdraws. The other players decide on some familiar proverb, each taking a word of the proverb which she must use in answering the questions put to her by the player "It." "It" tries to pick out the significant word in the answers made to the questions she asks. After she has discovered the hidden proverb, she names the player whose answers gave her the first clue, who then becomes "It."

Snip—The players sit around in a ring, and one tosses a handkerchief across to another, at the same time saying a word of three letters, and immediately beginning to count up to twelve, finishing—"eleven, twelve, *snip!*" The one who received the handkerchief tries, before "snip" is said, to reply with three words, each beginning with one of the letters of the original word, in their proper order.

Thus, if "now" is called, the response might be "nuts, out, white."

When the reply is given in time the successful player throws the handkerchief himself to someone else; but if he fails and "snip" cuts him short, he must give the handkerchief back to the one who threw it to him that it may be thrown to someone else.

Famous Facts—Each guest is told to learn the name of his neighbor on the right and to connect with it an item he remembers about some specified famous character. A person who is "It" stands in the center and points at a player, who must give his neighbor's name and the remembered fact or incident before "It" can count 10. For instance, if Abraham Lincoln is the character announced, the player may say, "Mary Smith—split rails," or "John Jones—freed slaves!" When the group is accustomed to the game the left neighbor may be added, and "It" will ask for the right or left neighbor as he pleases, thus: "Right, 1, 2, 3," and so on. If a player fails to answer before 10 is reached, he becomes "It."

My Father's a Merchant—The players sit in a ring—some of them should know the game, and some should not—and the rounds continue until everyone has discovered the catch. The secret lies in mentioning objects which the players are actually touching at the time. Of course, this touching is done in a way that it will not be noticed.

The leader turns to his right-hand neighbor, and says: "My father's a merchant!"

"What does he sell?" the second must inquire.

"Collars," the first may say, or *eyelashes*, or *chairs*, or *watches*.

The second player must now hold the same conversation with his neighbor, and if the second has not caught the secret he may mention "tea," or some other incorrect thing—incorrect because he cannot be touching it as he speaks.

Shopping—The player who is "It" stops before one in the circle, saying, "I am going to Denver," and then counts ten. If the player approached fails to name three things beginning with "d" (such as dishes, ducks, and dogs) before the "Traveler" counts ten, he becomes traveler. Any town may be used and the things bought must always begin with the initial letter of the town names.

Mystery Games

Watch Tapping—The group thinks of a number up to 12. The tapper tells them to begin with a number they have thought of and count each tap he makes until they reach 20, when they must tell him. He taps anywhere on the face of his watch, beginning to count at 1. When he reaches 8 he must be touching 12 and from there on he taps counter-clockwise until the group says "20," at which time he will be pointing to the correct number.

Two-Part Cities—Two players agree that the second city named after a city with a two-part name such as Los Angeles or Baton Rouge will be the city chosen by the group. One of these players leaves the room and the group selects a city, for example, "Baltimore." Then the player returns. His partner says, "Is it Boston?" The answer is "No." "Is it Sioux City?" "No." "Is it Philadelphia?" "No." "Is it Baltimore?" "Yes," for that was named second after Sioux City, the two-part city.

Word Choice—Four objects are placed in a row. A player goes away. The group selects an object. The player returns and his partner indicates which object is selected by the number of letters in the first word of his question. Thus if the second object is chosen, he may say he points to any one of the four, "Do you think it is this?" Since "do" has two letters, the player points to the second and says, "No it's this." "I say it's this" indicates the first; "How about this?" the third, "What do you think of this one?" the fourth.

This and That—Four objects are placed thus:

+	+
+	+

A player and his partner secretly name these objects as follows:

This This one
That That one

The player leaves the room while the group selects one of the objects. When he returns his partner will indicate the object chosen by giving it its right name when he points to it. For example, he may point to the upper left object and say, "It is that?" Because its name is "This" the player will answer "No." The partner asks, "Then is it this one?" pointing to the upper right object. The player replies "Yes" because the correct name was used in the question.

This game may be made more baffling if the player and his partner agree that after a certain number of questions have been asked the names of the objects shall be reversed. Still later the object selected may be indicated by the wrong name instead of the right one.

Paper and Pencil Games

Guggenheim—
Vegetable
Cars
Rivers
Boys' Names

M	A	R	Y

Direction Card: Each player draws a chart like the above for himself, fills each space with a word beginning with the letter at the top of the column and belonging to the class of words at the side. Thus, the first line for Mary might read: "Mushroom, artichoke, radish, yam." Score 4 for every entry selected by no one else and 1 for entries chosen by others.

Initial Fortunes—Each player writes his initials at the top of the page. The papers are collected and redistributed so that no one gets his own. Using the initials, each person answers the following questions as the leader reads them aloud. Suppose the initials were "H. H." the answers might be like this:

- | | |
|---|-----------------------|
| 1. Q. Of what does she remind you? | A. Happy Humbug |
| 2. Q. How old does she look? | A. Half (a) Hundred |
| 3. Q. What is her chief charm? | A. Happy Humming |
| 4. Q. What is her chief wickedness? | A. Hooking Hats |
| 5. Q. What is her chief hobby? | A. Highhatting Hugh |
| 6. Q. What is her chief hope of heaven? | A. Hymns and Humility |

Word Buying—Draw a chart like the following:

Cost

IT	
OF	
AC	
SB	
ID	
PA	
CL	
WU	
IR	
AD	
Total	

The letters in the spaces may be selected on any page of print by any system. A simple one is to put together the first letter in the first line and the first in the second, then the third and fourth and fifth and sixth.

The point of the game is to add as few letters as possible before or after the pair to make a word. Thus "sit" in space one and "off" in space two would cost one point each while "asbestos" in space four would cost 6 points.

If no word can be thought of, the penalty is 15 points. Proper names and abbreviations are prohibited and letters may not be inserted between the two that are given. In this game the player with the lowest score wins.

Stock-Exchange—The players sit around a table and each is given a sheet of paper and a pencil. Each draws a square and divides it up so that there are five small squares horizontally and a similar number vertically. Thus there are twenty-five small squares within the large one.

The game begins by somebody calling out a letter of the alphabet. Everybody has to put this chosen letter in one of the squares. It does not matter where it goes, and there are, of course, twenty-five possible positions for it. When all the players say "right," which means that they have taken down the letter, it is the turn of the person sitting on the left of the individual who called the first letter. He selects any letter he chooses, it may even be the same as the original one, and everybody has to put it down in one of the vacant squares. The game continues in this way around the table until twenty-five letters have been called and the whole of the large square is filled.

The aim of each player is to arrange the letters chosen so that words are formed, both in the horizontal rows and in the vertical ones. Naturally, it will hardly ever arise that all the lines will consist of actual words; but the aim should be to obtain as many as possible. A letter may not be changed once it is written down. Proper nouns are not recognized, nor are words of less than three letters. Naturally the letters in a row must be consecutive in the case of four- or three-letter words. The counting is done as follows: For a word of five letters, 5 points; for a word of four letters, three points; for a word of three letters, one point. Both horizontal and vertical rows are counted, but short words written within longer ones are not credited. Thus "meats" may not be "eat" or "eats" also.

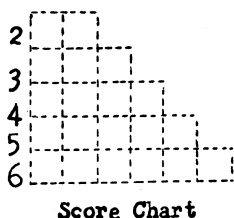
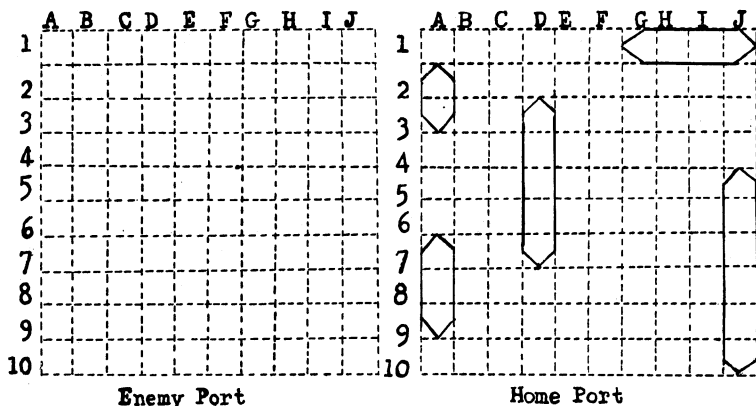
Words and Things—Each player is provided with a sheet of paper and a pencil. Someone is asked to select a word of six letters. If preferred, a dictionary can be opened at random and the first six letter word on the page is the one to be used. The word is then printed in a column on the left-hand edge of the paper and on the right-hand edge it is printed backwards. Thus, if "parted" happens to be the selected word, it is put down like this:

P	D
A	E
R	T
T	R
E	A
D	P

Each player writes a word beginning with P and ending with D and consisting of as many letters as possible, "predicted," for example. When P and D are disposed of, the longest word beginning with A and ending in E must be

thought of. Similarly with R and T, T and R, E and A, and D and P. At the end of the allotted time everybody counts up the total letters used in making the six words, and the player with the highest number wins.

Ships—This game is played by two persons. On a large sheet of paper, each player draws the following charts:



The two large squares are ports, the "Enemy Port" and the "Home Port." In his Home Port each player draws five ships, a 2-ton, 3-ton, 4-ton, 5-ton, and 6-ton, each covering the number of squares indicated by its weight. The ships may be placed horizontally or vertically. Neither player knows the location of his opponent's ships. The object of the game is to sink the enemy's ship by placing a shot in each of the squares it covers. To fire a shot call the number of a square by its letter and number, 5-j. If the enemy has a ship over this square, a hit has been made.

Either player may start the game by firing three shots at his opponent. If he says "A-3," he puts a figure 1 in the A-3

square of his Enemy Port chart. The other player puts 1 in his Home Port chart. The next selection may be A-6 and the last J-9. If his opponent had the chart given above, the first shots would be marked as they are given and shots would be placed in the 6-ton and 2-ton ships. The player who fired the shots would ask if he hit anything and would keep a record of his shots in the Score Chart by putting 1 in the 2 square and 6 square lines. Of course, the enemy does not tell in which squares the shots hit his ships since he tries to keep their location a secret.

It is now the second player's turn to fire. He does as the first did, putting 1 in each square he selects in his Enemy Port and checking his results in the Score Chart.

For the second volley of shots, 2 is placed in the selected squares. If he has made a hit, the player tries to place his shots near the first in an endeavor to locate the ships. When a ship is sunk by having a shot in each square that it covers, it is customary for the aggressor to draw it in on his Enemy Port so that he will not fire more ammunition around it.

Miscellaneous Games

Electric Shock—The players in each team stand side by side with hands joined, one team facing another. When the whistle blows, the first player presses the hand of the second, the second then presses that of the third, and so on down the line. As soon as the last player in a team has been reached, he holds his hand over his head. This also may be played by passing a light pat on the shoulder down the line.

White Elephant Gifts—White elephant gifts are inexpensive prizes brought by each player. They may be simple boxes of things or ridiculous gifts. Each is wrapped and tied.

When the music starts the players stand in a circle each holding her gift. The gifts are passed around to the left until the whistle blows. Each player keeps the gift she has, turns her back to the group, and unwraps it. If she likes it, she sits down with it, but if she does not like it, she re-wraps it, ties it and passes it on when the music starts. Repeat about four times when those players still standing keep their gifts.

Magic Writing—The player who claims to be a magician leaves the room, and the group chooses any word. The magician is called in, and his partner goes through the pretense of writing on the floor with a cane or stick. The scratches and flourishes he makes are of no interest to the magician, who in

fact is listening to the taps his partner makes in connection with the "Writing." By these the partner is spelling the chosen word. One tap means A, two taps mean E, three mean I, four mean O, and five mean U. He indicates the consonants by using them in their proper order for the initial words of short sentences. For example, he may spell the word CAT in this way: He says, "Can you read this?" while he moves the stick around; next he gives one tap for the letter A; then he says, "This isn't easy," to indicate the letter T.

Line Games

Clothespin Relay—Form relay teams of not more than 10 players each. The captain of each team holds 15 clothespins. At the signal to start, he puts all of them on the floor in front of player next to him. This one must pick them up, and place them in front of the one next to him. Each player must have all the clothespins in his hands before he can lay them in front of his neighbor. The side that can first pass them down its line and back to its leader wins.

Spoke Tag—The players stand in a single file facing a common center like spokes in a wheel. For a small group there may be three lines with three or four players in a line while a large group will adapt the length and number of its lines to the available space. "It" goes around the rim of the wheel and tags the last player in a line. This player tags the man in front of him and the tag is passed along until the whole line knows it is to move. As soon as a player sees that his line has been touched he tags the man in front of him, sets off after "It" and tries to get back as fast as possible to his line. The last one back is "It." The fun in this game is in keeping watch to make a quick start and also in pushing and trying to pass those in front of you on your way around the circle.

Bundle Relay—The captain of each relay team is given a ball of cord. The players stand shoulder to shoulder. At the command to go, the captain winds the end of the cord around his finger and passes the ball down the line to the end man who turns as does the rest of the team and passes it up the other side so that the whole team is bound around with cord. The second race is the one in which the ball is rewound in passing it back over the same route.

Over and Under Relay—The first player in each team is given a bean bag, ball, potato or other object. When the whistle blows he passes this object over his head to the second player, who passes it between his knees to the third, who hands

it over his head to the fourth. Thus the object goes alternately overhead and between knees to the last player, who runs to the head of the line and starts it back over his head. The game proceeds until a line has regained its original order, with the first player at the head again. The line finishing first wins the race.

Fetch and Carry Relay—The first and second players in each team join hands. When the whistle blows they run to the goal line. The first remains there while the second hurries back and joins hands with the third player. These two run to the goal line, and the second player remains while the third returns for the fourth. The team that first transfers all its members to the goal line wins the race.

Put and Take Relay—Players are lined up in relay formation with the same number in each team. In line with each team three circles are drawn with chalk; the first, 10 feet from the starting mark, the second 5 feet from the first, and the third 5 feet from the second. Ten feet from the last circle a base line is marked off. A block (stone or stick) is placed in each circle. The leader of each team is given a similar block. On the word "Go" he places his block in the first circle removing the block which was there, places it in the second circle, picking up the block already there, and repeats the performances in the third circle. This is done with the right hand. The player then runs to the base line, touches it with his foot, at the same time changing the block which he has taken from the third hoop from the right hand to the left hand. On the return trip he replaces the blocks with the left hand gives the extra block to the next player in line, and goes to the end of the line. The game continues in this way until one team finishes. The team finishing first wins.

Hoop Relay—Have a hoop (see that nails are driven in safely) or a 5-foot length of rope or elastic with ends fastened together for each team of 8 or 10 players. At the signal "Go" the first player passes hoop over his head, around body and to the ground, steps out and hands it to next player who does the same thing. First line to finish wins.

Handful Relay—Fifteen clothespins, peanuts, or sticks are given to the first player in each team. At the starting signal he puts all of them on the floor in front of the next person behind him. This player must pick them up and lay them before the next person in the line. Each player must have all the clothespins or other objects in his hands when he passes them. The team that finishes first wins the relay.

Peanut Pass—The teams stand in two lines (or in sets of two lines) facing each other. Chairs are placed at both ends of the lines, with 12 peanuts on the chair at the head of each line. Each player weaves his fingers into the fingers of his neighbors. They must not unclasp hands throughout the game. At a signal the leader picks up the peanuts, one at a time, and passes them down the lines as rapidly as possible, the last player putting them on the chair beside him. If a peanut is dropped, it must be picked up without unclasping of hands. The team which first passes all its peanuts down and back wins the relay.

Unless this is to be the last game before refreshments, it may be found wise to collect the peanuts and put them away with the promise that the winners may share them later.

The game may be played with clothespins, small stones, or sticks. It may be made more difficult by having the players cross their arms before weaving their fingers together.

Alphabet Scramble—Each team lines up facing a chair upon which has been placed a set of alphabet cards. When a word is announced such as "cat" the first three players (or more if the word has more letters in it) dash up to the chair, search out "C," "A," "T" and line up facing the base line spelling the word by holding the letters before them. The team that first gets into correct position wins a point. The cards are replaced on the chair, the players go to the end of the line and another word is announced.

Alphabet Race—Divide the players into two (or more if there are more than 52 in the group) teams. Give each person a card with a letter of the alphabet on it. It is not necessary to use the whole alphabet. Words are given below for teams of 6, 8, 12 and 15 players. When a word is pronounced by the leader, the players holding the letters in the word hurry to the base line where each team tries to arrange itself in the proper order to spell the word before its opponents can finish. The leader should have a list of words ready so that the same letter will not be needed in several places in a word. If a letter is double, shake it back and forth.

Words using all letters in alphabet:

family	nervous	lock-step	juicy
zebra	children	quickly	womanly
foxy	social	education	article
urgent	paint brush		

Go and Touch—The group is divided into teams that stand like spokes in a wheel, the captains forming the hub with their teams behind them. The leader commands “go and touch iron” or “a door” or any other object. Everyone except the captain dashes away to obey the command and then hurries back to his line. The line that is first in place, wins. The last command usually is to touch one of the players who runs away.

For He's a Jolly Good Fellow

1. For he's a jolly good fellow,
2. For he's a jolly good fellow,
3. For he's a jolly good fellow,
4. Which nobody can deny!

Repeat 1, 2, 3, 4.

5. Which nobody can deny,
6. Which nobody can deny,

Repeat 1, 2, 3, 4.

The players stand in two lines about 6 feet apart, men in one line, girls in the other, partners facing each other. This game falls into the following five figures:

A. During lines 1 and 2, clasp hands along the lines and walk toward each other three steps. On count four, have feet together. Three steps back to place, and feet together.

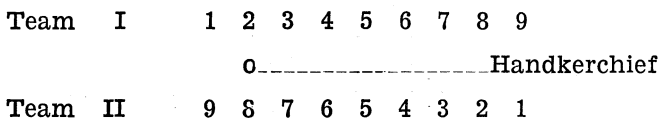
B. During lines 3 and 4, the line on leader's left drops hands. The line on the right raises hands to allow the left line to pass under. Both lines walk forward on seven counts and pass, each player keeping to the right of his partner in the opposite line. On count eight, turn and face other line. (This reverses the position of the lines.)

C. Repeat A and B, but this time the left line forms bridges and the right line passes under and turns to face partners. Lines 1, 2, 3, and 4 are repeated for this figure.

D. During lines 5 and 6, cross right foot over left and tap three times with toe. At the same time lean left and clap three times. Pause one beat and repeat at right.

E. Take partner's hand and turn around while lines 1, 2, 3, are repeated. On line 4 the players go back to place ready to start again.

Snatch the Handkerchief—Players stand in two straight lines facing each other. Everyone has a number. One team begins to number from one end of the line, and the other team begins at the other end, as indicated in the diagram. A handkerchief is placed on the ground between the lines. The leader calls a number, for example, "No. 7." Each of the two "No. 7" players tries to snatch the handkerchief and get back to his own place, without being tagged by the other "No. 7."



The game is scored thus: If a player gets home with the handkerchief without being tagged, his side makes 2 points. If a player tags his opponent before he is safely at home with the handkerchief the tagger's team makes 1 point. The players will find the game more exciting if they wait, pretend to snatch the handkerchief and then quickly take it off home.

Hunter, Fox and Gun—Two lines of players stand on opposite sides of the room facing each other. The end players of each line decide whether their line shall represent the "hunters," or the "guns," or the "foxes." They then run down the line whispering to the rest of the line what they are to be. When the leader counts, 1, 2, 3, each line walks forward three steps, 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 signal each player stands erect with hands on hips and says "Oh." If "guns" all stand in position as though shooting a gun and say "Bang!" If "foxes," they put their thumbs in their ears waving their fingers at 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.

Crows and Cranes—Players form in two lines, that face each other with a distance of about a yard between the lines. One line is designated as "Crows," the other "Cranes." If the leader calls "Cranes," the cranes will turn and run back of them to a base line, endeavoring to reach this safety zone without being caught by any of the "Crows." If any players are caught, they return to the side of their catcher. If the

leader calls "Crows," the crows play in the same manner as the cranes. The team having the larger number of players at the close of a given time wins. The game may be more interesting if the leader draws out the "r" in either Crows or Cranes. The base line varies in distance from the dare line according to the space, age of players and occasion. Ten yards is far enough in an outdoor game.

Virginia Reel—"Twice 55 Games with Music"). This is a community form of the old folk dance. Couples stand in two single lines, partners facing each other, ladies in one line and gentlemen in the other, preferably with not more than six couples in a set. The following movements are performed by all of the couples after the leader has given the call.

"Up and bow"—everyone walks forward 3 steps and bows to partner.

"Right-hand swing"—partners join right hands and turn each other.

"Left-hand swing"—partners turn with left hands joined.

"Both hands swing"—partners turn with both hands joined.

"Do si do, right"—fold arms on chest and walk around partner passing right.

"Do si do, left"—fold arms on chest and walk around partner passing left.

"Arm right"—partners hook right arms and swing around.

"Arm left"—partners hook left arms and swing around.

"Head couples lead your lines away"

The "lead away" begins by the head lady turning to right, the head gentleman to left. The rest of the partners follow them. They march down, clapping hands in time to the music, to the foot of the set where partners meet. The first couple join hands and form a bridge, the other couples joining hands march under to their places. The second couple becomes the first, and the dance is repeated until all have acted as first couple.

Single Circle Games

Flying Dutchman—This is a running game played in a single circle. Everyone in the circle joins hands with his neighbors. Two players are "it." They join hands and walk around the outside of the circle and tag the joined hands of two players. These players immediately chase the taggers around the circle, trying to catch them before they get into the space once occupied by the couple that was tagged. Partners must keep their hands clasped while running. This game is like Slap Jack except that instead of tagging one person, the joined hands of two players are tagged. There are no partners since a player may have to run with his neighbor on either side.

Have You Seen My Sheep—This is a running game played in a single circle. The player who is "It" is called the shepherd. He taps on someone's back and says "Good morning!" The tapped player who is a housekeeper says "Good morning." The shepherd says "Have you seen my sheep?" The housekeeper says "How is it dressed?" The shepherd then describes as his sheep a player, preferably one who is standing not far from the housekeeper. As soon as the sheep recognizes itself or the housekeeper knows who is being described, they begin to run. The housekeeper tries to catch the sheep before it gets back to its home. If this happens, the sheep must go into the center which is called "in the soup." Whether or not the sheep is caught the housekeeper becomes the shepherd for the next time. The shepherd does not chase. When he has described his sheep he steps into the housekeeper's place.

Come Along—The players learn the names of their neighbors then stand with their left hands extended into the circle. "It" walks around the circle and takes someone's hand. That person catches on to someone else and so a line continues to grow until the whistle blows when everyone must hustle back to his own place and greet his neighbors by name. The last man home is "It" for the next time. If the circle is large several lines may be started from different points.

Four in a Boat.

1. Four in a boat and the tide rolls high
 Four in a boat and the tide rolls high
 Four in a boat and the tide rolls high
 Waiting for a pretty one to come by and by.
2. Choose your partner stay all day
 Choose your partner stay all day
 Choose your partner stay all day
 We don't care what the old folks say.
3. Eight in the boat and it won't go round
 Eight in the boat and it won't go round
 Eight in the boat and it won't go round
 Swing that pretty one you just found.

Four boys make a small circle inside the big circle of players. During the first verse, they move around in the opposite direction from the big circle. During the second verse, each boy chooses a girl and the four couples make a circle, moving around until the last verse when the boys swing the girls and then leave them in the circle to start the game.

Rig-a-jig-jig—"Twice 55 Games"—Tune "*Rig-a-jig-jig*"

As I was walking down the street,
 Heigh-ho, heigh-ho, heigh-ho, heigh-ho!
 A pretty girl I chanced to meet,
 Heigh-ho, heigh-ho, heigh-ho.

Chorus:

Rig-a-jig-jig, and away we go,
 Away we go, away we go;
 Rig-a-jig, and away we go,
 Heigh-ho, heigh-ho, heigh-ho

One boy is in the center of the circle. Several may enter it if the circle is large. He walks about inside the circle looking at the girls until the words "a pretty girl I chanced to meet" are sung. Then he bows to a girl and they skip off about the circle together. Both these players remain in the circle for the next time, and each selects a new partner. So the game continues. If the game following this is to be a couple game, Rig-a-jig-jig should be continued until everyone has a partner.

Slap Jack—The players stand in a circle, clasping hands. One player runs around the outside of the circle and tags another as he runs. The player tagged immediately leaves his place and runs in the opposite direction. The object of both runners is to get back first to the vacant place. Whoever succeeds, wins, and remains in that place, the one left out becoming runner the next time. This is sometimes varied by having the players bow, shake hands as they meet and say "Good morning; good morning; good morning!"

Couple Games

One, Two, Three, Change—The partners stand back to back with elbows hooked together. An odd player who is "It" stands in the center and calls "One, two, three, change." He gets a partner and so does everyone else except one, who, becomes "It" next time. No pair is safe until both elbows are locked.

This game is not good for a mixed group of children, but is excellent for all boys or all girls.

Third Man—This game is a form of three deep. All of the players but two take partners and scatter in any irregular way. The players forming each couple stand facing each other, with the distance of a long step between them. To make a success of the game the distance between the couples should be considerable. Of the two odd players, one is runner and the other chaser, the object of the latter being to tag the runner. The runner may take refuge between any two players who are standing as a couple. The moment that he does so, the one toward whom his back is turned becomes "third man" and must try to escape being tagged by the chaser. Should the chaser tag the runner, they exchange places, the runner immediately becoming chaser and the chaser becoming runner.

Rye Waltz—The music of "Coming Through the Rye," is played in 4/4 time for the first four measures and in waltz time for the next eight measures, going back to 4/4 time for the last two measures.

Partners stand in a double circle in waltz position. Ladies extend right toe, gentleman left, touch floor (1), return to position (2), repeat (3, 4) then slide right, close, slide, close and step (5-8). Repeat this in the opposite direction. Waltz for eight measures then touch, close, touch, close and slide.

This may be used as a progressive game if the players finish the waltz in a circle and the girls move to the next gentleman on their right during the two sliding steps.

Jump Jim Crow—(Music in "Twice 55 Games")

Jump, jump and jump, Jim Crow!
 Take a little twirl and around we go;
 Slide, slide and point your toe,
 Then take another partner and you jump Jim Crow!

Form double circle, partners facing. 1. Join hands and take two slow and three quick jumps in place. 2. Turn partner with light running steps. 3. Each player takes two slides to his right, and points. 4. Each player is now facing a new partner to whom he bows, points his toe and joins hands, turns him with four little running steps finishing turn with three little jumps in place. Repeat whole dance with new partner.

Captain Jinks—(Twice 55 Games with Music)

1. I'm Captain Jinks of the Horse Marines
 I feed my horse good corn and beans
 I dance with the ladies in their teens
 For that's the style in the Army!
2. I teach the ladies how to skip,
 How to skip, how to skip,
 I teach the ladies how to skip,
 For that's the style in the Army!
3. Salute your partner, turn to the right,
 And swing your neighbor with all your might,
 Then promenade on the ladies' right,
 For that's the style in the Army!

Sourwood Mountain

Chicken crowing on Sourwood Mountain,
 Hey dey ding dang, diddle, dally, day.
 So many pretty girls I can't count them.
 Hey dey ding dang, diddle, dally, day.
 My true love she lives in Letcher
 Hey dey ding dang, diddle, dally, day.
 She won't come—I won't fetch her,
 Hey dey ding dang, diddle, dally, day.

My true love's a blue eyed daisy,
 Hey dey ding dang, diddle, dally, day.
 If I don't get her, I'll go crazy,
 Hey dey ding dang, diddle, dally, day.
 Big dog'll bark and the little one will bite you,
 Hey dey ding dang, diddle, dally, day.
 Big girl will court and the little one'll slight you.
 Hey dey ding dang, diddle, dally, day.

My true love lives up the river
 A few more jumps and I'll be with her.
 My true love lives up the hollow,
 She won't come and I won't follow.

The players stand in a circle of couples. They are counted off in sets of four, but all face the same direction.

1 and 2. "Walk with your partner"—couples walk about the circle, with inside hands joined—16 counts.

3. "Right hand wheel"--the two couples that form a set make a right-hand wheel by joining right hands across the set, the man with the lady in back, the lady with the man in back—8 counts.

4. "Left hand wheel"—turn and join left hands across the set—8 counts. Repeat indefinitely.

Brown Eyed Mary—(Tune—"Polly Wolly Doodle" adapted)

I. If by chance we should meet on a wild prairie
In my arms would I embrace my darling brown-eyed
Mary.

II. a. Turn your partner half-way round and turn the opposite lady

b. Turn your partner all way round and take the forward lady.

I. Partners skip or walk beside each other (16 counts).

II. a. The boy gives his right hand to partner, makes a half turn (4 counts) gives his left hand to girl behind, and makes a whole turn with her (4 counts). b. He then gives his right hand to his partner, turns her all way round, (4 counts) and walks to girl ahead. (4 counts).

Fire in the Mountain—All the players but one form a double circle, facing inward, each player in the outer circle standing directly behind his partner. The extra player, who is "It," stands in the center of the circle. When he calls "Fire in the mountain! Run, men, run!" the players in the outside circle begin immediately to jog around while "it" and the players of the inside circle clap their hands. When he stops clapping he and the inside players hold their hands over their heads as a sign that "It" and the outside players are to try to get in front of an inside player. The one left out becomes "It," and the game proceeds.

Tucker—Fast march music is played. If there are more men than girls, they are told to go into the center while the girls make a circle around them and vice versa. When the music starts the girls walk in one direction while the men go the opposite way. When the whistle blows, everyone tries to get a partner and the ones left out walk about in the center. The leader calls various commands such as "Skip," "Hop on the right foot," "Skate," "Slide in, slide out." The couples take these commands until the whistle blows when the gentlemen bow, turn and walk the other way until the whistle blows again. This game leaves the group with partners and is a good one to

use at the close of a group of single circle games if partner games are to follow. It is much like Popularity and should not be used on the same program with it.,

Partners stand side by side, clasping inside hands. 1. All walk briskly around the circle during first verse of the song, man on the girl's right. 2. On second verse all skip around the circle. Partners face ready for third verse on "Army." 3. Man salutes and the girl curtseys, both turn diagonally to the right thus facing crosswise a new partner. Each girl gets the boy from the couple behind her for her new partner while the boy takes the lady from the couple ahead. 4. Swing this one with four skip steps, finishing beside the new partner, girls on the left. All march around the circle.

Ach Ja



When the mother and the father
Take the children to the fair
Ach Ja! Ach Ja!
They have little money
But it's little that they care
Ach Ja! Ach Ja!

Chorus: Tra la la, tra la la
Tra la la, la la la
Tra la la, tra la la
Tra la la, la la la
Ach Ja! Ach Ja!

Partners join hands, walk 7 steps forward, face each other and on the first "Ach Ja!" bow to each other, then turn their backs and bow again. Repeat this.

During the chorus, partners join hands, slide four steps in the direction in which they have been walking, four slides back, bow to partners then each steps to his own right to a new partner. Repeat from the beginning.

S O N G S

Oklahoma

I give you a land of sun and flowers
and summer, the whole year long;
I give you a land, where the golden hours
roll by to the Mocking Bird's song;
Where the cotton blooms 'neath the southern sun;
where the vintage hangs thick on the vine,
A land whose story is just begun, this
wonderful land of mine.

Chorus:

Oklahoma! Oklahoma! fairest daughter of the west
Oklahoma! Oklahoma! 'tis the land I love the best;
We have often sung her praises
But we have not told the half;
So I give you "Oklahoma"—
'Tis a toast we all can quaff.

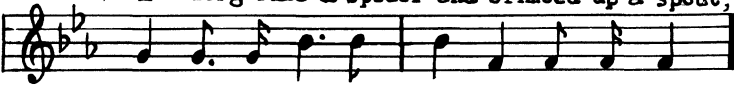
A land where the fields of golden grain
Like waves on a sunlit sea;
As it bends to the breezes that sweep the plain
Waves a welcome to you and me.
Where the corn grows high 'neath the smiling sky
Where the quail whistles low in the grass;
And fruit trees greet with a burden sweet
And perfume the winds that pass.

Along Came a Spider

Along came a spider (make first two fingers walk)
 And climbed up a spout (spiral upward with one hand)
 Down came the rain (lower both hands, moving fingers)
 And washed the spider out (draw hands apart).
 Out came the sun (point up)
 And dried up the rain (draw hands apart);
 And the little brown spider (make fingers walk)
 Climbed up the spout again (spiral upward).



A long came a spider and climbed up a spout;



Down came the rain and washed the spider out.



Out came the sun and dried up the rain; and the



lit-tle brown spider climbed up the spout again.

Tiritomba*—Italian

When the mountain top through purple mist is glowing,
 And the wood faint green is showing,
 When with merry ripple all the brooks are flowing,
 Then must I be on my way.

Chorus:

Tiritomba, Tiritomba, all the world is calling, calling
 to me so,
 Tiritomba, Tiritomba, Tiritomba, I must go.

When the morning dew is still on petal clinging,
 And the lark his song is singing,
 O'er my shoulder stick and bundle gaily slinging,
 To the road I take my way.

Chorus:

Tiritomba, Tiritomba, with my lusty song the country side
will ring
Tiritomba, Tiritomba, Tiritomba, I must sing.

Rosa, Let Us Be Dancing—Flemish**

Rosa, let us be dancing, dancing, dancing,
Rosa, let us be dancing,
O Rosa, sweet!

Rosa with her hat of flow'rs has little wealth, but happy hours,
And dances sweetly.

Rosa, let us be dancing, dancing, dancing,
Rosa, let us be dancing, O Rosa, Sweet!

Rosa, will you be mine now, mine now, mine now,
Rosa, will you be mine now,
O Rosa, sweet!

Rosa with her hat of flow'rs has little wealth, but happy hours,
And dances sweetly.

Rosa, will you be mine now, mine now, mine now,
Rosa, will you be mine now, O Rosa, Sweet!

Morning Comes Early*—Czechoslovakia

Morning comes early and bright with dew,
Under your window I sing to you
Up, then, my comrade. up, then, my comrade,
Let us be greeting the morn so blue.
Up, then, my comrade, up, then, my comrade,
Let us be greeting the morn so blue.

Why do you linger so long in bed?
Open your window and show your head.
Up, then, with singing, up, then, with singing,
Over the meadows the sun comes red.
Up, then, with singing, up, then, with singing,
Over the meadows the sun comes red.

* Tiritomba, words by Anne G. Molloy, from "Ten Folk Songs and Ballads, Set 1," Copyright 1924, by E. C. Shirmer Music Co., Boston, Massachusetts. Used by Permission.

** Rosa, Let Us Be Dancing, English version by A. D. Z., from "Ten Folk Songs and Ballads, Set III," Copyright 1936 by E. C. Shirmer Music Co. Boston, Massachusetts. Used by Permission.

Goodnight, Beloved**—Bohemian

Goodnight, beloved, goodnight, God keep you safe
 goodnight, in his watchful sight.

Goodnight, dear, Sweet be the dreams of your
 softly sleep, slumber deep.

Goodnight, dear, Sweet be the dreams of your
 softly sleep, slumber deep.

Follow the Gleam—U. S. A.

To Knights in the days of old
 Keeping watch on the mountain height
 Came a vision of Holy Grail
 And a voice thru' the waiting night.
 Follow, follow, follow, the gleam!
 Banners unfurled o'er all the world
 Follow, follow, follow the gleam,
 Of the Chalice that is the Grail.

And we who would serve the King,
 And loyally Him obey,
 In the consecrate silence know
 That the challenge still sounds today.
 Follow, follow, follow, the gleam!
 Standards of worth o'er all the earth
 Follow, follow, follow the gleam,
 Of the light that shall bring the dawn.

Cherries so Ripe—U. S. A.

Cherries so ripe and so round. Best in the market
 is found.

On - ly a penny a pound. Who will buy.

* Morning Comes Early. Words by Katherine K. Davis from "Ten Folk Songs and Ballads, Set 1." Copyright 1924, by E. C. Shirmer Music Co., Boston, Massachusetts. Used by permission.

** Goodnight, Beloved, from "22 Bohemian Songs," Rev. M. Pisek. Used by Permission.

Lovely Evening—U. S. A.

Oh how lovely is the evening is the evening

When the bells are sweetly ringing sweetly ringing!

Ding, dong, ding, dong, ding, dong.

All Through the Night—Welsh

Sleep, my love, and peace attend thee
 All through the night;
 Guardian ange!s God will lend thee
 All through the night.
 Soft the drowsy hours are creeping,
 Hill and vale in slumber steeping;
 Love alone his watch is keeping
 All through the night.

Though I roam a minstrel lonely,
 All through the night;
 My true harp shall praise thee only,
 All through the night.
 Love's young dream alas! is over,
 Yet my strains of love shall hover
 Near the presence of my lover
 All through the night.

Hark! a solemn bell is ringing,
 Clear through the night;
 Thou, my love, art heav'n-ward winging
 Home through the night.
 Earthly dust from off thee shaken,
 Soul immortal, thou shalt waken
 With thy last dim journey taken
 Home through the night.

Down in the Valley



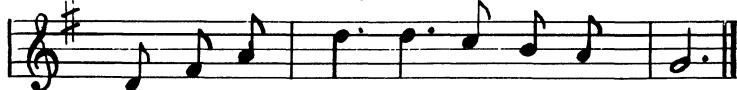
Down in the val - ley, the valley so low,



Hang your head o - ver, hear the wind blow.



Hear the wind blow, dear, hear the wind blow,



Hang your head o - ver, hear the wind blow.

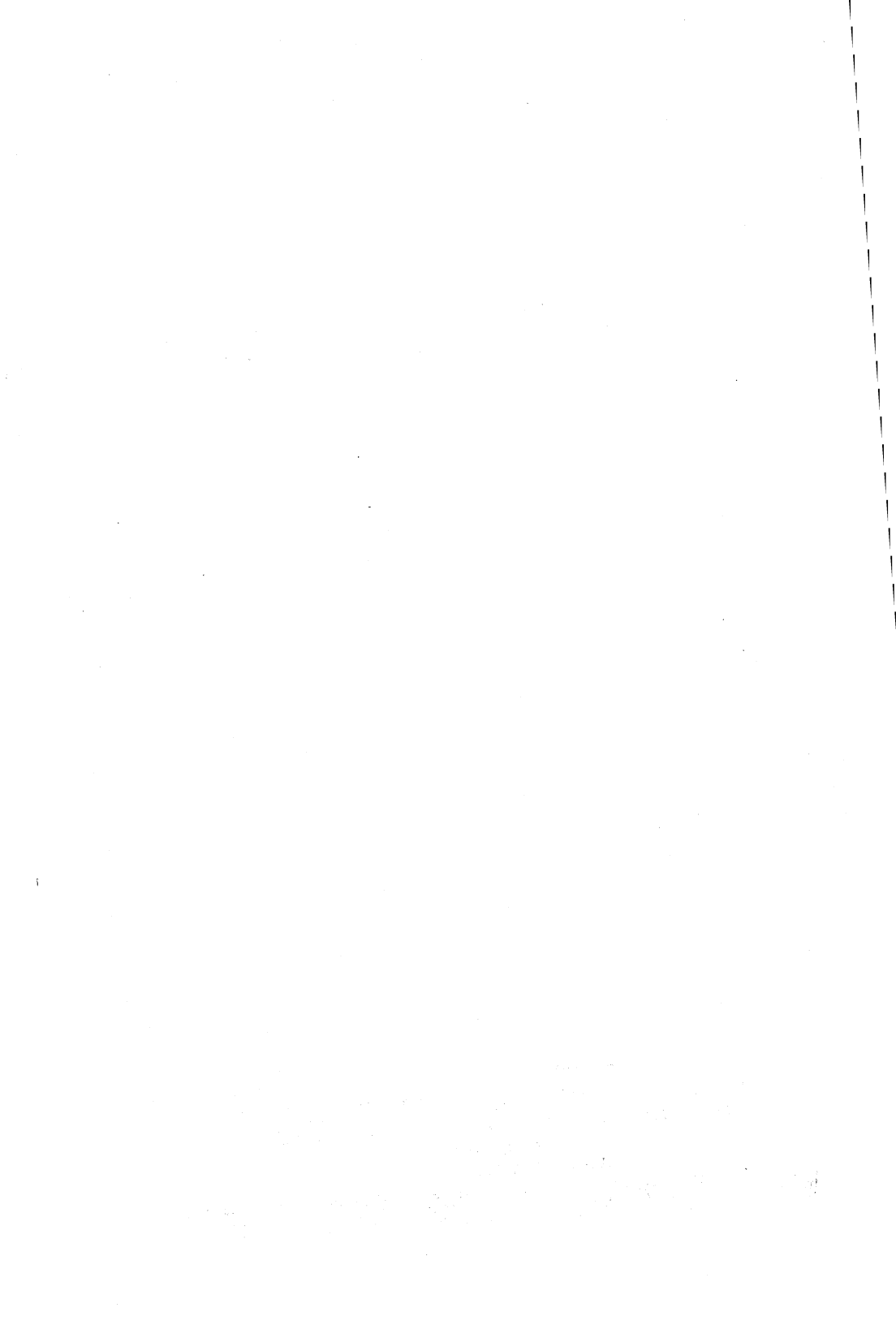
Roses love sunshine, violets love dew
 Angels in heaven know I love you.
 Know I love you, dear, know I love you.
 Angels in heaven know I love you.

Build me a castle, forty feet high,
 So I can see him, as he goes by,
 As he goes by, dear, as he goes by,
 So I can see him as he goes by.

Write me a letter containing three lines
 Tell me you love me, say you'll be mine.
 Say you'll be mine, dear, say you'll be mine,
 Tell me you love me, say you'll be mine.

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- Let's Play**, by Pauline Reynolds, Farmer's Wife, St. Paul, Minnesota. Price 25 cents. (A small collection of active and quiet games, with and without music.)
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- Alphabet Cards**—May be obtained for 40 cents a set (includes two complete alphabets) from The Cooperative Recreation Service, Delaware, Ohio.
- Ten Folk Songs and Ballads, Set 1**—May be obtained for 20 cents from E. C. Schirmer Music Co., 221 Columbus Ave., Boston, Mass.



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