

CONNECTICUT PARENT TEACHER ASSOCIATION INCORPORATED

"OUR OWN BULLETIN"

GAMES & SOCIAL RECREATION ACTIVITIES
"FOR P.T.A. MEETINGS" & FOR FAMILY PLAY"

All activities have been contributed by member of Connecticut P.T.A.s.
Contributed by Mrs. Ernest P. Meerback, Reed P.T.A. Bridgeport, Conn.

following noises: dogs bark, cats mew, ducks quack, pigs grunt, cows moo, hens cluck, bees buzz.

THE BARNYARD

In a barnyard there were hens, ducks, & pigs in several number who lives contently together.

In the veranda of the farmhouse two kittens were playing as their mother sleep. She was a big black cat. "Lets go down by the water and watch the ducks swim." said the first kitten. "No, I'd rather go down by the pasture and watch the cows graising, said the second kitten. It will soon be time for Bobby to feed the pigs, and he may bring us some milk." Just then the hens in the coop announced they had begun laying eggs.

Bobby went out with a pal of food for the pigs. He collected the hen's eggs on the hay back of the house.

He stood for a moment looking toward the pasture as the cows ate the sweet clover.

As he came up the path, Rover the dog met him, His tail wriggin. Bob pats ted the cat as he walked up the stairs of the verinda. He went in the house and put the hen's eggs down. He then took some crust of bread in his pocket. On the way out he whistled to the dog. They went down by the pond where the ducks were swimming and playing in the mud.

When they saw Bobby with the dog they came to the edge of the bank. Even the baby duck came swimming slowly. Bobby then throw the bread and the ducks swam slowly away.

"Come on Rover, let's gather some flowers for mother before we bring in the cows. The dog ran ahead. In the field were many daises both yellow and white. Bobby gathered a large bouquet, "Come here." he said to the dog. You see that big bumble bee there, well, if he stings you it will hurt, as there is no mud nearby, so come along. Gentle breezes blowing and the daises swaying gracefully as the bees flew from flower to flower. Soon they went home.

Mother was pleased to receive the flowers. "It's time for afternoon chores Bob. We are to have an early supper, so get started."

He and the dog went to the pasture to bring in the cows. The pigs grunted for their supper, the hens were shut up in the coop for the night and the ducks came out of the water. The dog and cat lay down on the porch for a rest after a busy day.

END

Contributed by Mrs. Joseph Rowland, Pres. of Ridgefield P.T.A. and Sixth Vice President, Colonial Park, Ridgefield.

"Boxing Match" very good for a successful social hour at a P.T.A. meeting.

Distribute a pack of cards among those present to each one. Send all block card holders to the side of the room and the rest in the other. The "blocks" are routers for the "Parents" and the "reds" for the "Teachers". Make a boxing ring with 4 chairs and a rope like a regular match. Appoint a referee, time keeper, two seconds, a doctor, promoter and a Teacher and Parent as contestants. Arrange all principals in or around the ring in usual places. The promoter brings in two pairs of boxing gloves.

They are put on the contestants and introduced to the audience.

The keepers are each given a bag. Containing a wooden hat, a nail and a hammer. The object is to see who can drive the nails in first. Have the gung rung every one minute and announced as at a regular match.

Occupation: Give out slips of paper telling of an occupation, Have the person demonstrate eg. "Putting on Roller Skates" was a big hit at this P.T.A. Contributed by Mrs. W. Maysen Knapp. Mill Plain P.T.A., Lake Kenosis, Danbury, Conn.

"How's your sense of Touch"

Place a piece of macaroni, a lima bean, a straw, a piece of string, a playing card, a piece of card, a piece of silk, a piece of cotton, a bean, and hair pin in a paper bag. Write the above list on the black board or paper and pin in a place where it can be seen. First contestant draws one article at a time out of the bag without looking. One point score is given for each article drawn and named in the proper order. 20 points for a perfect score.

"Professor Quiz Contest"

Take questions out of a hat. Have Professor Quiz, score keeper, time keeper, teams or individual contestants. Contributed by Mrs. Leonard Bailey, Center School, Bethel, Conn Quiz questions-answers-Names of local people. Two teams, Judges (3), scorekeepers, time keepers, Prize for winner of each team or the winning team. The questions will be sent on request
End

"Home and Family" suggestions

Windham Center P.T.A. Mrs. Duryen, President P.T.A. Willimantic Easter morning breakfast hunt. The children of one of the members arranged this: - Have string attached to breakfast trays and articles for the individual tray. Have articles in various places, and wind the string around the yard and house seeing that all the strings for one tray come together in one place. The players wind up the string and thus find their breakfast.

Contributed by Mrs. George Smith, Newtown P.T.A. Newtown, Conn.

"Brunch" Have a morning hike and at the end cook and serve a combination breakfast and lunch.

Sunrise Hike. Take a hike on a mountain or hill, to see the sunrise and cook breakfast.

Chinese checkers, musical evening, small orchestra or singing. Trip to New York to see Planetarium, skiing, tennis, etc, are our favorites.

Contributed by Mrs. Claus Berquest, President Redding Center P.T.A. Redding, Conn.

The favorite Family Plays: There are hikes, outdoor roast, and picnic nature hunts, auto trips and playing games while traveling, as: "Auto Ride and Seek", one says, guess where I'm hiding? The one who succeeds has a chance to hide. You do not really hide but name some place of the car where you are suppose to be.

Submitted by- Mrs. Louis Hurlbut, Rec. Chairman, Roxbury, P.T.A.
and committee for hobby show.

So You - "Knit" -- or -- "Bowl" - or - "Fish"

What Hobbies Do You Ride--What other Roxburians are interested in these activities?

Please indicate your interest and suggest names of others active along these lines, or in any other hobbies you may add.

1. Collecting (antiques, buttons, china, glass, scrapbooks, stamps, books, documents, coins, arrowheads, specimens, etc.)
2. Handicraft (model airplanes, needlework, weaving, knitting, quilts, rugs, crocheting, articles of leather, wood, metal, etc.)
3. Homecraft (canning, sewing, cooking, interior decorating, etc.)
4. Sports (hunting, fishing, etc.)
5. Photography (candid shots, studies, movies, developing and printing)
6. Nature Study (wild flowers, moths, rocks, trees, tracks, etc.)
7. Creative Activities not mentioned above (writing, composing, painting, designing, sketching, etching, etc.)
8. Miscellaneous (gardening, raising pets, keeping bees, singing, dramatizing, studying motors, playing a musical instrument.

or -- "Skating" -- or enjoy -- "Exhibits" -- or just -- "Read and Relax"

Mrs. Lewis Hurlbut

ARE YOU A HEART SPECIALIST? (QUIZ)

1. How many hearts (excluding those on the costumes of the King, Queen & Jack) are there in the suit? 87
2. The face cards in a pack are either full face, profile turned left, or profile turned right. Which way is the King of Hearts? The Queen? The Jack? K--Full, Q--Full, J--to right.
3. What cards in the suit are exactly the same whether looked at from one end or the other? K. Q. J. 10. 8. 6. 4. 2.
4. Why would the Jack of Hearts be rejected by the Draft Board? He has only one eye -- or -- he has no legs.
5. Fill in the blanks in the following quotation:-
"Stay at home, my 6 heart _____, and rest
Home-keeping hearts _____ are happiest"
6. Name two flowers whose names contain the word "heart".
Heartsease - Bleeding heart
7. Which of Scott's novels begins its action on Saint Valentine's Day? The Fair Maid of Perth
8. What famous royal robbery has been celebrated in verse?
"The Queen of Hearts she made some tarts." etc
9. How many English words of three or more letters, not proper names, can you find in the word HEARTS? Earth, Her, Hear, Feat, Fat, Hate, Hare, Ear, Era, Eat. Art, Are, Rhea, Ret, Rat, Rath, Rate, 'Rah, Tear, Tar, The, Tare, Tea - & perhaps more!

Miss. Hilda Green member of Rec. Comm. of Roxbury PTA

Mrs. Joseph Hartwell, Pres. Roxbury PTA, not having enough girls old enough for 4H work or any Scout or Camp Fire division, organized a 5H club combining the Scout, 4H and Camp Fire girls programs. The children work for stars, beads and badges, in the sence of Home Making, Handicraft, Health, Heart (thinking of others) and Head. They make trips to an etcher and learned etching, put on an entertainment and served teas, learned how to arrange flowers and won some prizes at the childrens flower show, had a supper and a picnic, planned and got the meals, camped two days and one night, had an exhibit of their handicraft work. I did this to solve the problem of my daughters question "What Can I do Now?"

Irene U. Hartwell

Read School P.T.A.

Bridgeport, Conn.

Original Skit by
Mrs. A. O'Connell, Mrs. C. Flanagan and Mrs. E. Meerback

Sing No. 1, 2, and 3 on song sheet

Skit---Introduce 3 mothers discussing what they learned from Study Group.

Skit

What They Learned From Study Group

Mrs. F.--Oh! hello, where's the crowd Mrs. O'Connell? I thought we were to put on a fashion show.

Mrs. O.--Let's sit down and wait. They'll be here soon. Let us talk. I love to talk don't you?

Mrs. F.--Did you hear Dr. Ilse Forrest's lectures last year? Well, I don't agree with some her views. She said "Don't ask what time it is, when young people come in late. Let them live their own lives." I say when young people have a nervous breakdown it's the parents who pay isn't it?

Mrs. M.--How many young people of today do you know that are saving for a rainy day? The first week's pay usually goes for a down payment on a car. Paying board is old-fashioned. I'll be all ears to hear Dr. Alonzo Grace's talk on "Teach our children to earn a living." My girl Jeruskia wants to go to college. Why even now she feels herself superior to us. She took all the pictures off the wall, and is always finding fault with the children. When she asked her father "To please eat his meals with his coat on," that was too much. He threw down his paper and said "You have too much education already. Wear my coat to the table. Say where does she get those hi falooting ideas? Not from my side of the family."

Mrs. F.--My husband gets so angry when I come home late from a P.T.A. meeting. Does your man act the same way?

Mrs. O.--Oh! no, you see I have hash, stew, or something I can cook quickly, and his favorite dessert, you know the way to a mans heart. (wink) Speaking of home work, I fee we should help our children, but not do the work for them. You see, tests are given and the child must know the answers. How can they if we so the work for them? By doing so we are doing the child an in justice and setting a bad example of cheating

Mrs. F.--Remember Rabbi Nelson told us, "Parents should let our child be the builder of his life, we parents, the consulting architects to advice and guide when asked or needed. "We must teach them to stand on their own feet." said Angelo Patri, "When they are old enough to understand cut the apron strings." I also like Dr. Ad: Hart Arlitts book. "The child from 1 to 12." Many child problems are solved in this book.

Skit--page 2

Mrs. M.--Did you know that teachers take courses to further their own education? They also take tests from educators to keep their studies up to date.

Mrs. Yekum got so angry with Abner last Sat. He wouldn't take his nap. He said, "Gee! Wizz! we take to many naps in Miss. Cain's room," I'm not sleepy to-day."

Miss Carroll. "I like Mrs. Leslie Mathew's expression of character. She says, "Character is what you are when no one is looking" True eh!

Mrs. O.--We, know a child, who has learned the art of co-operation from his teacher. One rainy day he took a few bright flowers to school. When he placed them on the teacher's desk, she said, "Thank you Hezekiah!" These flowers help us do better work and make the room more cheerful. Children! you don't bring things to me, you do things for the class. That's being co-operative with one another.

Mrs. M.--I like the explanation Miss. Grace Sterling, study group leader, and High School teacher gave us of P.T.A. P-for Patience-T-for Tolerance-A-for Appreciation of the efforts of our children. A mother who has been active in P.T.A. work for years has a child who usually brings home a few Bs-or Cs on his report. So you new members mustn't get the idea being a P.T.A. member gives you pull.

Mrs. F.--Teachers mark reports fairly and if you don't think so, don't tell your friends about it, go to the teacher and have a talk with her.

Mrs. O.--Our son whispered so much in 3rd grade. I can't understand that because his father is such a quiet man, and since Obediah has been in Miss Carrolls room he's always singing in the bath tub.

Mrs. M.--Being a parent in a full time job. We have tried to show you good people that Parent Education lectures, Study groups and radio talks are helpful to us in this age of hustle and bustle (BOW)
And now if our pianist Miss Carroll will play our fashion show will begin.

P.S. Miss Cain's is kindergarden teacher.
Miss Carroll singing teacher-

END

Peanist played a march for our Fashion Show

Fashinn Show

8 ladies dressed up in old style clothes of 20 to 30 years ago. Some had pillows in for a bustle and old shawls and a kimona, and blonde maribo neck pieces were among these.

Next we had "This is a Movie" followed by No. 4, 5, and 6 from the song sheet.

A YEAR'S SOCIAL PROGRAM

Time from 15 to 30 minutes

JANUARY

1. Roll Call--answer by making a New Year's Resolution when name is called.
2. Around the Year.--All folks having birthdays in the same month form a team, one for each month, singing an appropriate song for each month. When formed each team dramatizes something typical of their month. Vote which was the best.

FEBRUARY

1. Who am I---Pin the name of a person on the back of each one present. Guess who you are by asking questions of those present, who can only answer yes or no. Suggestion for February: use P.-T. A. Characters as Mrs. Birney, Mrs. Thompson, the principal of the school, a child, etc.
2. Game-----have 2 packs of cards or 2 packs of similarly numbered hearts. Leader holds one pack, the other pack is passed, one at a time, around the room, until the music stops or whistle is blown. Leader draws a card, the person holding the same number receives the back card. Music begins again, continue this until all cards are drawn. The one having the most cards may be the winner or the one having the least.

MARCH

1. Roll Call--Answer by naming something connected with St. Patrick's Day, or Spring, or the name of a flower which begins with your initial.
2. Boxing Match--between a teacher and a parent. Select a doctor, nurse, seconds, time-keeper, promoter, water boy, etc., all attendants used in a regular fight. Make a ring using 4 chairs and a rope. Place gloves on the contestants' hands, give each a "second," a bag containing a hammer, four nails and a wooden box. Have contestants go to it. The group is divided into two sides who cheer for their favorite. The one nailing the four nails in first, wins.

APRIL

1. Roll Call--Form Teams; The captains of the ⁽⁴⁾teams (or as many captains as you are having teams) shake hands with every fifth person, each captain beginning at a different corner of the room as - One at rh. front corner of the seats, one at left front corner, another at last seat occupied on the rh, and another at last seat occupied on the left. The persons shaken hands with, will follow their respective captains and do as captain, shaking hands with every fifth person until all are on one of the 4 teams.

Putting hands on each other shoulders (as in lock step) is a good way to keep your team together. The team sit together. The one ready first win. This can be all used as an ice breaker.

2--Style Show: Teams formed - give each captain, 10 pins, 1 pair of scissors and 2 pieces ($\frac{1}{4}$ roll of crepe paper of each color) using 2 different colors. Select a model and dress with these. The team whose model is dressed first wins. Then the models parade. The best model is determined by the applause meter or judge. The team judged as dressing the most authentic, original, funniest etc. is also winner.

MAY

1. Roll Call---Imitate the musical instrument you like best. Name the title of a song, poem, story or picture about "Mother."

2. Scrambled Instruments.

1.OAPNI - piano	6.RHPA - harp
2.UFLET - flute	7.GRONA- organ
3.NIVOIL- violin	8.ERPDIHSONXA
4.UMRD - drum	saxophone
5.IDACNORCA - accordion	9.ODARI - radio
10 - UBAT - tube	

Form teams by singing song and dramatize the song. Give out slips with titles of songs as, "Jingle Bells" "School Days", "Good Old Summer Time" and "Good Night Ladies."

All sing and form teams by all singing same song getting in one place. After teams are formed dramatize the songs. The rest guess what song is dramatized. Judge which team did the best.

JUNE

1. Mixer---Human Lotto or Bingo. Give each person a paper upon entering, also have each person write name on a slip of paper. Deposit these second slips of paper in a box. The first paper fold into 16 spaces, have 16 different people write their name in a space on the paper. First paper filled makes owner the winner. When all have papers filled draw a name from the box. The person whose name is called stands, repeats the name. All persons having these names cross them off. When four names in a row have been crossed off, stand and call Lotto or Bingo. The first one doing so is the winner. This may continue as long as you wish.

2. Musical Romance--Each person is given a pencil and sheet of paper to be numbered from one to fourteen; the titles of the songs played are the answers to the fourteen questions. The first question is asked, after which a few measures of a song is played, and the guests write down the answer, which is the song's title.

1. Who was the Bride? Sweet Adeline.
2. What was the hero's name? Ben Bolt.
3. Where was the bride born? Old Kentucky Home.
4. Where did they meet? Aunt Dinah's Quilting Party.
5. What did he give her? Roses of Picardy.
6. What song did she ask him to sing? Love's Old Sweet Song.

7. Who was a bridesmaid? Jeanie With the Light Brown Hair.
8. Where were they married? Church in the Wildwood.
9. Where did they go on the wedding trip? Dixie.
10. How did they go? Sailing.
11. Whom did they think of while they were gone? Old Folks at Home.
12. Who met them when they returned? Old Black Joe.
13. Where did they live after the honeymoon? Little Gray Home in the West.
14. What did they then decide? Let the Rest of the World Go By.

JULY AND AUGUST Picnic Hints

1. Suggestions for getting acquainted. As the crowd gathers, plan some activity to eliminate the awkward waiting for the main program to begin.
 - a. Guessing Stunts:
 1. The number of beans in a large jar.
 2. Advertisements cut from magazines and hung about.
 3. The pictures of famous men posted about.
 4. The president or chairman's weight, size of collar, height, size of shoes, waist measure, etc.
 - b. Scoring Games:
 1. Throwing bean bags at various numbered holes in a board.
 2. Tossing rubber jar rings on a chair leg.
 3. Rolling balls at homemade Indian clubs.
 - c. Group Games:

Lucky Shake - secretly designate about three persons as the holders of the prizes. Then instruct the players to shake hands and introduce themselves to as many people as possible in a given time, while the persons holding the coins remember who the 13th or 23rd (depending on the size of the crowd) person was who shook hands with him. The holders of the prizes (a penny) are then called to the front of the group and asked to introduce the lucky persons.
2. Games and Contests
 - a. Tiny Tots

Lollypop Scramble - Lollypop are stuck into the ground. At the signal to begin, the children gather as many as they can. The lollypops are their reward. Be sure to have some on hand for those who did not receive any.
 - b. Girls - up to 16 years of age.

Newspaper Race - Each participant stands on a newspaper, and is given one to hold. On the word "go", she places the other newspaper in front of her, steps on it, picks up the first, places it in front and so on until she reaches the finish line. The person arriving first is the winner.
 - c. Boys - up to 16 years of age.

Happy Hooligan Race - Each contestant is provided with an empty tin can. At the start of the race, they are asked to balance the can on their heads without the use of their hands, and walk to the finish line. If the can drops off, the contestant must go the starting line and begin over.

Father and Son Leap Frog Race - First call out the boys between the ages of ten and sixteen. Insist that all boys who have a father present use him as a partner; however, boys who have no father present may "adopt" one. The father kneels down leap frog fashion on the starting line while the son stands behind him. On the word to begin, the son leaps over the father, falling down in front of the father, the father then performs the leaping and falls down in front of his son, and so on until the first couple cross the finish line.

d. Men

Balloon Swat - Give each contestant a swatter or folded newspaper a rubber band, a piece of string about 2 feet long and a balloon. Each contestant blows up his balloon and ties the string to it. He then ties the string about his waist with the balloon at the back. At the signal each man goes about attempting to break the other fellow's balloon and at the same time protecting his own. When a man's balloon is broken he steps out of the contest. The one remaining the longest is the winner.

e. Ladies

Golf Putting Contest - Place a tin can in a hole in the ground. Give each lady an opportunity to putt a golf ball in the hole. The lady with the lowest score is the winner.

f. Partners (men and women)

Clothes Pin Race - Line partners on the starting line. Stretch clothes line across the course about 25 feet from the starting line. This line should be held taut by 2 men. Place a number of clothes pins on the line. At the starting signal, the men, with their hands in their pockets, are instructed to run to the clothes line, keep on taking off clothes pins, using the mouth only, and bring them back to their partner. After all the clothes pins are gone, the lady holding the most pins is the winner. The men holding line, should twist it a bit to make it more difficult to get the pins.

3. Stunts for the Dance Floor

Bag Dance - Give all the men about ten paper bags. After dancing a short time, the men are privileged to change partners, but only by blowing up a bag and breaking it on some men's back. If he is successful, they change partners, if not, he can try it again.

4. Water Sports and Games

Water Poison - This game is played in shallow or deep water. Players join hands in a circle around a floating object. At the signal, they try to push or pull each other into the "poison". All who touch it are eliminated. The last person standing is the winner.

Newspaper Race - The swimmers race on their backs reading a newspaper held in their hands. The newspaper may be folded once but no more, and must not touch the water.

SEPTEMBER'S PARTY

"A Beginning of School Party" is found on page 43 of "Parties for Special Days of the Year" edited by Ethel Bowers - National Recreation Association, 315 Fourth Avenue, New York, N. Y. 50¢. The book can be borrowed from your State Chairman or your public library - A copy of this will be sent on request.

Some suggestions for "Breaking the Ice":

1. Get Acquainted - Blind Animal

Each one when he arrives has the name of some animal put on his back. The idea is to get the greatest number of animals on a slip of paper without having your animal learned. No one may stand with his back against the wall. (Ice Breakers) S. 1024.

2. "What's your name"

Give a card or ruled paper and a pencil to each line. At starting signal ask first person to put their surname on the first line leaving room for the given name. Pass quickly to second person in line who asks first person's given name, writes it where it belongs, signs the surname on second line, passed it to number 3 and so on. Line finishing first wins. (Program Suggestions) S. 1023

3. Song Parties and Programs Ethel Bowers-"The more we get together."

4. All those whose first names begin with letters a, b, c, d, e, f, will sit in one section or row. g, through j. will sit in a second row. k, through r will sit in a third and s through z in the fourth. They should make this move in five seconds. Section or row seated first wins. "night of fune" S. 1002 material from H.D. Edgren, George William College, Chicago.

5. Have some entertainment or stunt as "The Fatal Quest" in "Successful Stunts" by Katherine Rohrbrugh, or "One for Only" in "Stunts Recreation Circular #3. Extention Dept. Conn. State College, Storrs, Conn. Write to the address for your copy.

6. See that each section or row has the same number of players. CAT & DOG Two small articles one of each for each team, as four erasers and 4 pencils. Give 1st. player of each team an eraser, etc. and each player at end a pencil. First player of each team says to neighbor, "I found the dog." Neighbor says, "The What?" No. 1 either barks like a dog or says "The Dog" and passes the eraser to No. 2. No. 2 says to No. 3 "I found the dog." No. 3 asks "The What?" No. 2 repeats as No. 1 did and so on. Each time the question goes back as in 1 and 2 and the eraser goes to the next one. Meanwhile the pencil is started in the same way with "I found the cat". The playing continues until the dog reaches the last person and the cat the first person who holds up article and whole team stands up. The team standing first wins:

SEPTEMBER'S PARTY (continued)

7. Deaf and Dumb Spelling Match:

Keep the 4 teams or combine 2 groups from 2 teams. A captain for two teams who stand at the head of the line pick a judge and a player to pronounce the words. A word is pronounced once and only one change to spell correctly. vowels are not said but signs given A. raise Rt. Hand, E. raise left hand, I. point to self, O point to a round mouth. U. point to opposite. If the vowel is said the word is misspelled. And player must sit. The team wins which has the most players standing in line when time is up.

OCTOBER'S PARTY FOR P.T.A. MEETINGS

Parent Teachers Association of Connecticut Incorporated, 1938

1. Entertainment - A. Scarecrow Quartette - from "Stunts" R.C. No. 8 Page 11.
2. Get Together - Song. Tune "Ach Du Lieber" from Parties and Programs N.R.A.
3. a. The more we get together, the happier are we.
b. The more we get together, the happier are we.
c. For your friends are my friends and my friends are your friends.
d. The more we get together, the happier are we.
a. Link arms. b. shake as many hands as possible.
c. point alternately at neighbors then at self. d. Link arms. Repeat all.
3. Fortune: Give a piece of paper, a pencil and cards to each one, either when entering or later. If more than 52 are present use 2 or more packs until each one present has at least one. Using other packs, the dealer shuffles as many cards as has been given out. Asks a question. Picks up and shows the top card to all. The holder of the duplicate card writes the answer on the paper, whose fortune it is, who in turn asks a question. The dealer now places the card at the bottom of the pack. Draws another from the top and the procedures continues until cards are all drawn. Then each reads their fortune.
4. Two Quiet Games: A. "Electric Sparks" page 2 Recreation for the Rural Home" Two or more teams of 5-10 players each, sitting or standing in lines with hands clasped. All have eyes closed, excepting captain of each team. The leader indicates a number by holding up a number of fingers. Each captain squeezes the hand of the person next to him the number of times indicated. This "spark" is thus passed down the line. The last person in each team raises his hand indicating the number of squeezes he received. These are compared, usually the number of squeezes indicated by the last person is not that the leader gave. The winning team is determined by speed and accuracy.

OCTOBER'S PARTY (continued)

b. "Ghosts" The leader names some letter of the alphabet, the next player adds a letter, thinking of some word. Each player adds a letter but must avoid an addition which completes the word. Each player adds. If he does finish a word, he becomes a "half-ghost" and no one can speak to him. If any player does speak to him, he too becomes a half-ghost. The half-ghost may continue playing and talking. After the word has been finished, the next player starts a new word. If a half-ghost finishes a word, he becomes a whole-ghost, and drops out of the game, but still may talk. If any player talks to him that player becomes a "full-ghost". Soon all players are eliminated.

Retrieving the Witch's Broom Sticks- A small pumpkin (jack-o-lantern) is placed in the center of the floor and two players are stationed at an equal distance from it with a broom stick between them. At the signal each one then choose sides and each side sends a contestant out to retrieve the broom until everyone has tried it.

Refreshments- A lunch for two, packed in little boxes wrapped in orange and black paper. Give the boxes to the boys and witch hats to the girls. The boxes and hats are numbered. The girl whose hat bears the same number as the boy's box shares his lunch. A huge white table cloth is spread down on the floor picnic fashion. After lunch, while the guests are still seated, an empty pumpkin (jack-o-lantern) is passed to each lady, who draw out her fortune. Another pumpkin is passed to the men who in turn draw out their fortune.

It is possible that some recreation workers may not be familiar with the bulletin entitled "How to Celebrate Halloween" which was issued last year by the Association.

Copies may be secured for 25 cents. Recreation Circular #31
Write for a free copy, Extension Department of Agriculture.
Connecticut University, Storrs, Connecticut

NOVEMBER PLAY NIGHTS

There are mimeographed copies of "A Thanksgiving Party" page 52. "Parties for Special Days of the Year" and a complete copy of the November meeting for those who want them as well as the following: In our lending library we have:

1. Suggestions for Seasonal Social & Community Activities Bulletin No. 1048, and S. 1051. Also S. 1047.
2. "Thanksgiving Parties" S. 1052. & 1050, S. 1053.
3. In Rural & small community recreation on page 90 is a

"Thanksgiving Party".

4. "Parties" *Musical, Mixers and Simple Square dances- by Ethel Bowers. Price 50¢ - National Recreation Association- 315 4th Avenue N.Y.C. is useful in planning on active program.

NOVEMBER PLAY NIGHTS (continued)

Some suggestions for a November Meeting:

1. Entertainment - Pioneers Song fest, a group of Pioneers at camp after a hard day of travel, singing songs of a day by. Around a camp fire make an indoor fire by putting a smudge in a pail, for the smoke and arranging sticks over red tissue paper for the fire. A good exit, somebody tells that Indians are about and all steal off to the wagons. "Songs from American & European Folk Songs" R.S. #13 can be used.

2. Zip and Zap. Page 1. Players find out the first name of the person at right and left the leader starts by pointing to someone and saying, "Zip turkey". The person must reply the first name of the person on his right before the leader counts to ten. If the leader say, "Zap turkey" the left person is mentioned. If not successful the person takes the leaders place.

3. Guggenheim. Page 10. Draw the following chart:

FOOD	T	H	L	N	K	S
FURNISHINGS						
CLOTHINGS						
GIRLS NAMES						
BOYS NAMES						

Fill in the spaces with words beginning with the letter at the top of column and in the class of the words at the side. Thus, the first line for thanks might read, "Turkey, hash, apples, nuts, kale, salt." Score 4 for every entry selected by no one else and 1 for entries chosen by others.

3. a, from games for camp and club meeting. R.S. #19 Extension Department of Agriculture Connecticut University, Storrs, Connecticut. Circulars R.C. 8 R.S. 13 may be obtained at the same place.

4. Pilgrim Spelling Match. Page 90, Rural Recreation. Give out duplicated letters (26) 3 a's, bs, and cs, 2 ds, f, g, h, i, l, and n, o, p, 2 rs, ss, t, us, One set of one color the other a different color. Making 2 sides - one letter a person if possible. Announce the following words, one at a time. Priscilla, Massiset, Brodfort, Brewster, Hiawatha. As the word is called, those holding the letters in the word run out into the middle of the room with their letter in front of them spelling the word correctly. The side which spells the word most quickly wins.

DECEMBER FESTIVITIES

Christmas Party Suggestions: "A Christmas Party", page 56 in Parties for Special Days of the year", by Ethel Bowers.

DECEMBER FESTIVITIES (continued)

"A Merry Christmas Party" page 92. "Rural Recreation".
N.R.A. "Snow Sports picnic" page 26 Dennison's Birthday
Parties. "A Christmas Party" - our library No. S. 1054.
"Christmas Bulletin" Recreation Dept. Reading Pa. Have had
a number of requests for pageants or plays, some sources
and material are: "A Candlelight Service" in December 1937
Women's Home Companion. You can get "Three Christmas Pageants,
"Christmas Pageants" & "Christmas Marionettes," from the
Woman's Home Companion Service Bureau, 250 Park Avenue N.Y.C.

"GOOD WILL TOWARD MEN" a short pageant, from Dec. 1937.
Country Home, Country Gentlemen. 1. "Plantation Celebration
by Elizabeth Britton. 2. "Little Women in the News", by
Genevieve Forbes Merrie. This gives Christmas Customs in many
lands. Your State Chairman has copies of these to lend.

SUGGESTIONS FOR DECEMBER MEETING.

1. Entertainment - Tabloaus & Carol Singing.

2. Stunts

- a. Christmas Shopping Tour, Reading Xmas Bulletin
- b. Christmas Animals Reading Xmas Bulletin

Christmas Animals - Divide the group selected for this stunt
into two teams, one the Lions and the other, the Donkeys.
Blindfold all the players and give a handkerchief to the first
person in the Lion team which forms a line at one end of the
room, while the Donkeys form a line at the other end. The
object is to pass a handkerchief back and fourth between the
two teams from number one of the Lion team to the last number
of the Donkey team so that it is passed diagonally across
the room. When the last Donkey receives it, he carries it
over to number two lion, to second last Donkey, and so on
until all have passed the handkerchief. Since one team is
the Lions, they must roar and the Donkeys, hee-haw, so that
members of both teams are guided to the player with the hand-
kerchief by these sounds.

Sources of additional material:

Parties plans and programs, and Parties Plans and programs
for Special days by Ethel Bowers.
Games for quiet hours and small places, published by N.E.A.
315 Fourth Avenue N.Y.C. 50¢ a copy.
Hand book for Recreation Leaders, No. 231 Childrens Bureau,
Department of Labor, Washington, D.C.
Rural Home No. 31, Stunts No. 8 Free, Extention Dept. Conn.
University, Storrs, Conn.
Mailing Dept. Mass. State College, Amherst, Mass. Bulletins
5¢ a copy.
Our Own Connecticut Bulletin free 33 Reservoir Street, Bethel,
Connecticut.

ICE-BREAKERS

The Receiving Line

Each person coming in goes through the receiving line and takes his place at the foot of it. For variation each person has a slip of paper telling him how he must shake hands; like a Frenchman, a person in high society, etc.

The LABYRINTH

Winding up in a spiral and then coming out of it shaking hands with everyone as this is done.

Dimes

Ten dimes in the pockets of ten different people. The one who is the twenty-second person to shake hands with a person having a dime gets it.

The Inquisition

The couples march around to music every man having a partner and making a double circle. A blast of whistle men about face, girls still marching in the same direction. At second whistle every man takes his new partner and talks to her for a minute and a half. At the end of time the director may have a couple come to the center and tell all they know about each other.

Blind Animal

Each one when he arrives has the name of some animal put on his back. The idea is to get the the greatest number of animals on a slip of paper without having your animal learned. This can be played when everyone knows everyone else. If people are strangers to each other their own name may be placed on their backs. In this game no one may stand with his back against the wall.

Conversation

A double circle. Topic is announced and each person must talk to his partner on that subject until the whistle blows. To make sure they talk the director at the end of the time may call a couple to the center and get their ideas on the subject. March in reverse directions to get new partners.

Neighbors

Circle with one in the center. When a person is pointed to he must tell the persons name on each side of him. If he cannot he must go to the center. At order of "fruit basket" everyone must find new partners or neighbors.

To Find Partners

Grand March

Usual way of having the line of men and of women come down the center together and in that way getting partners.

The Celebrities

Humerous names on cards. Must find your own partner. Mr. I. M. Smart must find Mrs. I. N. Smart.

Observation

Man talks to a lady for five minutes. At end of time he must go to the other end of the room and write a description of her. Must read it out and see if that person can be told by the description. It is good to have the papers collected and give them out later to the men, having each find the girl fitting the description he has.

Stuntification

The men are given pieces of paper telling what stunt they shall do. The women also are given pieces of paper with the names of stunts on them. As the men do the stunts the women learn which is to be their respective partner by the stunt he does.

The Chance

The girls stick foot out from under a curtain and are chosen by the men.

Blind Mans Buff

The one whom the man touches with the cane is his partner.

Valentine Partners

Girls blindfolded p in arrows of red paper on to hearts pasted on a screen and containing a boy's name. The partner is obtained in this manner.

Refreshments

Persons choose booths to get their food from. Don't know what they are going to get. Grand march used to get them around.

The King with a Terrible Temper

Divide the group into five units as indicated. Each group responds with the appropriate response when its key is given in the reading of the story.

Key

<u>Characters</u>	<u>Response</u>
a. The King	Gr-r-r-r-r-r-
b. Fat Daughter	Ka-plunk
c. Thin Daughter	Whistle
d. Beautiful Daughter	A-a-a-a-a-a
e. Handsome Prince	A-ha
f. Galloping Horse	All make galloping noise with feet.

Narrative

There was once a king with a terrible temper, (Gr-r-r.) He had three daughters. The eldest was very fat (Ka-plunk); the second was exceedingly thin (Whistle); but the youngest was very beautiful. (A-a-ah.)

Now in a nearby country there lived a handsome prince (A-ha.). One day he came to the palace of the king with a terrible temper (Gr-r-r). "I have come," said he, "to seek a wife among your daughters" (Ka-plunk whistle, a-a-ah). First he was presented to the eldest and, well, the heaviest daughter (Ka-plunk). Then appeared the daughter who was very thin (Whistle). She did not please him either, and he said, "But, I heard that you had a young and beautiful daughter!" "Well," came the reply, "I cannot love your oldest daughter (Ka-plunk), and I don't like your thin daughter (Whistle)".

Just then on the stairway appeared the youngest and most beautiful daughter (A-a-ah!). Rapture filled the heart of the handsome prince (Ah-ha!), and he cried, "I will take your youngest daughter!" His words greatly angered the king with a terrible temper (Gr-r-r). "Call out the guards," he thundered, "and turn out this upstart of a prince!" (A-ha!) But the suitor immediately seized in his arms the willing princess (A-a-ah). With her he rushed out. When the royal court reached the door, all they could see was a cloud of dust raised by the hoofs of the galloping horse. (Galloping sounds which gradually die away).

So ends the romantic tale of the king with the terrible temper (Gr-r-r!), his fat daughter (Ka-plunk), his thin daughter (Whistle) and the youngest and most beautiful daughter (A-a-ah), and the handsome prince (A-ha!); with the galloping horse (sounds with feet).

1. NEW YEAR'S PARTY

Invitation. The following invitation printed or typed on a white card cut in the shape of an hour-glass is appropriate.

N est Tuesday	Y our company. come	P lease do not fail
E vening	E arly	A nd be
W e request the pleasure of	A nd avoid the	R eady to have a rio
	R ush. We	T ime.
	S hall look for you.	Y ou will have no re

To this should be added the request that each guest bring a picture of himself or herself in baby days. These pictures are numbered and then placed in a row.

Baby Contest. Each guest is given a pencil and paper so that he may guess who the various people are whose baby pictures are displayed at the party. Award a calendar, diary or yearly expense book to the one who makes the most accurate guesses. Give an award also to the person whom the guests vote as having the prettiest baby picture, and to the one who they say has changed most since baby days.

Reminiscence Game. Each guest on arrival has a number pinned on him, odd numbers for boys and even numbers for girls. A number of slips are prepared as follows: "Find number 8 and tell her what you did last New Year's Eve." "Tell number 6 your most interesting adventure during the past year." These slips are distributed to the young men and five or ten minutes allowed for conversation. Similar slips are distributed to the girls.

Hour-Glass. All over the room have been hidden tiny cardboard hour-glasses upon each of which has been written a different fragment of time, as thirty-five minutes, one hour and twenty minutes, seven seconds, two days. Father Time announces that much time has been lost during the year, and that the winning point will be given to the team whose numbers find most of the lost time in the three or five minutes allotted. The players then scout all over the room searching for the lost time. The leader calls a halt, and the team with the compilation of the longest amount of time wins.

New Year's Puzzle. The group is divided into four or five divisions and each person in a group is numbered. The leader then calls a number and also asks one of the following questions. The person who first answers correctly is given a point for his team. The questions are:

1. A nerve disease containing the sound of "new"--Neuralgia
2. Impartial---Neutral
3. A city in New Jersey--Newark
4. Pertaining to air--Pneumatic
5. Pertaining to a number--Numeral
6. That which annoys--Nuisance
7. Many--Numerous
8. A center--Nucleus
9. An animal--Gnu
10. A Virginia city--Newport News
11. A famous philosopher--Newton
12. Nourishing--Nutritious

New Year's Resolution. Using the letters N-E-W-Y-E-A-R-'S E-V-E the players are given a certain length of time to write an eleven-word New Year's Resolution, each word starting with a letter of those words. When these are finished they are collected by the hostess. After refreshments, each guest picks a resolution from a hat, using right hand over left shoulder, eyes front, of course, and reads the resolution as if it were his own.

Singing Round the Year. Divide players into two groups. Toss a coin to decide which one starts. The first team sings a song suitable to January, the other sings one for February, and so on. The point is given for each successful complete song. If a team fails to sing within one minute after the other team stops, one point is given to the other team, with the privilege of singing a suitable song.

Sealed Orders. An order should be delivered to each guest, duly folded in legal fashion and sealed with a large red seal bearing the name of the person to whom it is to be delivered. These orders are to be opened by each guest in turn and the orders carried out.

- | | |
|--|---|
| 1. Sing a duet with | 8. Tell a good joke |
| 2. Play a piano solo | 9. Make a caroon of yourself |
| 3. Compose a 6 line poem | 10. Recite a piece you learned in school days |
| 4. Describe the most beautiful sunset you have ever seen | 11. Advise a young man how to propose |
| 5. Trim a hat (For a man) | 12. Imitate a Chinese laundry advertising his business |
| 6. Dress a doll (For a man) | 13. Imitate a lady fastening a dress that buttons up the back (For a man) |
| 7. Impressions of a base ball game (For a girl) | 14. Imitate a man fastening a collar button. (For a girl) |

Timely Topics may follow. Each guest is given a pencil and sheet of paper with the same story typed on it and told to underscore every word relating to time. Afterward the hostess reads the story indicating the words which should have been underscored, and each guest marks his omissions. A calendar prize may be awarded the one with the fewest omissions. The key story follows, with all time words in italics: "On Monday night I called up Mary. I said, "are you coming to my New Year's party?" "When?" she asked. "On Saturday night," "What will you do then?" "Oh, play games and make a regular night of it." "I'll let you know in a little while, when mother comes home. She went away yesterday; she should be back now. I'm expecting her any minute." "What time will the party begin?" "At nine o'clock, promptly. Come early." "Will you have refreshments?" "Yes; cheese and date sandwiches, fall nuts, wafers, such as five-o'clock teas, and ice cream." "Have you any timely suggestions?" "Not unless you want to have a regular dinner, with Spring lamb and early June peas and things of that sort." "N, I won't have time to bother with that I'll be busy up to the last second. I want something I can prepare quickly and serve at once. Call me as soon as your mother comes home. Do come over early and help." "I'll be on time, but I'll see you some time before then. We've seen so little of each other lately. I'll call you this evening. Good-bye."

A new Year's Table. Have the date of the new year in the center of the table in red or green flowers. In the center of the table also have a New Year's cake with a thimble, a bit of money and a ring in it. Each one has a slice, and the fun begins when the finder of the ring is announced as being sure to wed soon, the finder of the thimble to stay unwed, and the lucky one who cuts the money to have a future of wealth.

See also: Games Adaptable to Many Holidays, List N. Songs, List D. Musical Games, List B. Note: The lists referred to will be found in the front of the book. "Parties for Special Holiday-Edna Bowers" CALENDAR PARTIES. Jan.--Birthday Cruise-Feb.--Who's who party-March-Off to the races-April-Top Hat party-May-Round the Merry Maypole-June-Moonlight Masquerade-July-Beach Frolic-Aug-Dog days party-Sept-The Gay Nineties-Oct.--Superstition Canons-Nov-Football Party-Dec, Snow Sports Picnic---Party Plan for Holidays. The Easy Way to do it. "Denisons"

USE OF BIRTHDAYS

Suggestions for

Teams - Seating for suppers - Supper Calendar Social, etc.

A. To form teams

1. a. No. of Teams 12 - one for each month.

b. Methods: (1) All whose birthdays are in Jan. go to one corner of the room. Those in Feb. to another spot, etc. It would be helpful but not necessary, to have the name of the month written or printed on a card board and displayed at the place where each group is to meet. 12 groups are formed.

(2) Assign a familiar tune to each month and have every one at the same time sing or hum the tune assigned to the month of their birth. All those singing the same tune group together. Those in the Month in which the entire group get together first - Wins.

2. a. No. of teams - 4

Jan, Feb. Mar. - Team 1
April May June - Team 2
July Aug Sept - Team 3
Oct Nov Dec. - Team 4

b. Methods: Proceed the same as (1) or (2) in 1 above.

B. Suggestions for tunes:

Team 1. Jingle Bells

Team 2. Here Comes the Bride, or "Old Grey Bonnett".

Team 3. In the Good Old Summer Time.

Team 4. Hail! Hail! the Gang is here or "Auld Lang Syne".

January - Jingle Bells.

February - Let me Call You Sweetheart.

March - Bearing of the Green.

April - April Showers.

May - 'Neath the Shade of the Old Apple Tree.

June - "Here Comes the Bride."

July - "Yankee Doodle."

Aug. - Good Old Summer Time.

Sept. - "School Days."

Oct. - "Harvest Moon."

Nov. - Come ye Thankful People Come.

Dec. - Silent Night.

C. Banquet Seatings:

1. Use the methods described in forming teams and seat them as suggested under D. in Suppers. or E. as in Calendar Social.

D. Suppers Have a table for each month with one article of food representative of each month or a complete meal with appropriate table sittings. Have all whose birthday are in that month sit at the table of that month.

E. Calendar Social: Appoint 2 hostesses for each table having one table for each month. Which is decorated to represent the month with proper table settings and center piece. Each hostess invites 10 or 8 or any number decided on for each table. Provides refreshments frequent sandwiches cake and beverage are served.

1. Have each table sing a song or put on a stunt. Vote on the best performance.

2. Vote either as a money making scheme or without money for the most appropriate decorations.

F. Stunts suggested in E. are appropriate for any activity.

Jan.

Hail, Hail, the gang's all here
No matter what the weather
We are all together
Hail, Hail, the gang's all here
Let the fuss start right now.

Feb.

Let me call you sweetheart
I'm in love with you.
Let me hear you whisper
That you love me too
Keep the love light gleaming
In your eyes of blue
Let me call you sweetheart
I'm in love with you.

March

There's a shining little island,
And its people love it well,
A spot by nature gifted with
Her most enduring spell.
You will know it by the Shamrock,
Dearest emblem ever seen, And
Know its men and women
By the wearing of the green.

April

When April showers they come and go
They bring the flowers
And chase the snow.

May

Down by the old Mill Stream,
Where I first met you
With your eyes so blue
Dressed in gingham too
It was then I knew
That you loved me too, You erer
Sixtee n, My villiage queen
Down by the Old Mill Stream.

Nov.

The turkey ran away
Before Thanksgiving Day.
He said the y's make a roast of me
If I should stay.

Dec.

Jingle bells, Jingle bells,
Jingle all the way, Oh, what
Fun it is to ride. In a one
Horse open shay. (REFRAIN)

June

Here Comes the bride
Catch on to her stride
See how she wabbles
From side to side,
Here comes the groom
A moment too soon
Dressed in his best he's
As stiff as a broom.

July

Yankee Doodle came to town
A riding on a pony. He
Stuck a feather in his hat and
Called it Macaroni.
Yankee doodle keep it up
Yankee doodle danday
Mind the music and the steps
And with the girls be handy.

August

In the good old summer time
In the good old summer time
Strolling down a shady land
With you baby mine
I held your hand and you held
mine, And that's a very good
sign.
That your my tootsie wootsie,
In the good old summer time.

Sept.

School days, school days
Dear old golden rule days
Reading & writing & Arithmetic
Taught to the tune of the
Hickory stick.
You were my queen in calico
I was your bashful barefoot
Beau. When you wrote on my slat
I love you Joe
When we were a couple of kids.

Oct.

Shine on! Shine on Harvest
Moon way in the sky.
I ain't had no loving since
Jan. Feb. June or July
Spring time ain't no time to
Stay out late & spoon So
Shine on shine on harvest moon
For me and my gal.

A SCARECROW QUARTETTE

Setting: The setting for this musical novelty can be made as simple or as elaborate as one desires. If presented on a stage or platform corn and grain shucks, autumn leaves, dry hay, vines, pumpkins and other tokens of the harvest season can be effectively used. A moon and rustic fence also have their places.

Costumes: Members of the quartette are costumed in old clothes with hay protruding from holes and patches in their clothing. Arms and hands extend straight out to the sides. If the group is to sing for a very long time this posture is difficult to hold, so it is advisable to give each singer a broom handle or wooden, narrow stick which can be inserted through both coat sleeves to serve as an arm rest.

Action: At the beginning of the act a clock might loudly strike 12. If you have access to a stage the clock could chime before the parting curtain discloses the full setting, the effect of which is greatly improved by proper lighting. One by one each scarecrow shows some sign of life. They might very briefly discuss the boredom and disgust they experienced in standing still day after day. This eventually leads to a suggestion that they break forth in song. They proceed to sing such favorite melodies as "Evening in the Moonlight," "It's Always Fair Weather, When Good Fellows Get Together," "Hail, Hail, the Gang's all Here," and others. You might find someone in your midst who is good at parodies. The following songs may suggest possibilities of this nature.
Tune: "Way Down Yonder in the Corn Field"

1st Scarecrow: Oh, some folks call me Scarecrow Sam,

All Way down yonder in the corn field.

2nd Scarecrow: Well, my name's Wild Bill, so it am,

All Way down yonder in the corn field.

3rd Scarecrow: We stand and we stand and we stand all day

All Way down yonder in the corn field.

4th Scarecrow: To scarecrow racketeers away

All Way down yonder in the corn field.

Chorus by all: Way down, way down, way down yonder in the corn field.

1st: We've slaved and slaved since we were born,

2nd: To uphold the standards of this corn,

3rd: But now we scarecrows have our day

4th: For we have joined the P.T.A.

Chorus by all: way down, way down, way down yonder in the corn field.

Tune: "In the Evening by the Moonlight"
In the evening by the moonlight; all we scarecrows get together,
For our Scarecrows' Union it must meet, no matter what the weather
Then we talk of world conditions, farm relief, and price inflation

As we meet in the evening by the moonlight.

In conclusion there might be the sound of an automobile horn. The scarecrows listen and one or all join in saying,

"sh-h-h, here comes the boss. I know his horn". They again grow motionless. The act is ended.

Copied: From the National Association Recreation.

A SURE CURE FOR FALSEHOODS

A housewife is discovered comfortably seated in a chair reading a daily newspaper. She is soon interrupted by a loud knock on the door. She admits a salesman and during the course of the conversation with him learns about a new invention that he has for sale -- in reality it is only a deflated toy rubber balloon. She is informed that the invention is a sure cure for falsehoods. If it is placed on the wall it will expand every-time someone tells a "fib." She tells him she does not, and will not, believe such nonsense. Eventually, however, she becomes interested in it when the salesman reduces the price and persuades her to try it on her husband. Finally she purchases one and hangs it on a screen or curtain so that a person backstage can inflate or deflate the balloon as the stunt is being presented.

Demonstrate the machine by playing Truth & Consequences Al La Radio. Divide group into teams. If the captain of the team does not answer correctly for the team in 10 seconds the lie detector will inflate. If correctly answered nothing happens. (N.B.) (I attach a squawker to the balloon for local color.)

After the skit is finished have the teams that did not answer correctly pay the penalty. As- Life saver race- pass a life saver from person to person along the line without using your hands but by means of a tooth pick in the mouth. Arrange line thusly-1 tall, 2 short, 3 tall, 4 short, etc. Tortise Race- Tie a string to each piano leg or like so that the tortise stands straight on one end on floor and resting against the leg when the string is put through the whole in the tortise head. Make the tortise travel the string to you and back to the leg.

The husband returns and his wife asks him many questions as to where he has been. His answers are all falsehoods. The balloon expands with each reply. The troubled wife then tells him of her afternoon purchase, pointing out the balloon. He is astonished and bewildered and shks her if she never in her life told a falsehood. When she answers no, the unseen property man inflates the balloon until it bursts.

References in the questions and answers to people in the audience adds to the hilarity and fun of this impromptu skit.

THIS IS A MOVIE

The leader sings the two first lines of each verse to the tune of "The Bear Went Over the Mountain." The audience joins in the last three lines. Starting with the third verse the cast steps out from the wings and moves across the stage, carrying out the action as sung by the leader and the audience. After the seventh verse the cast is finally assembled in a semi-circle on the stage or platform. The singing continues, with members of the group stepping out from their places in the semi-circle to act according to directions given. They return when their part has been completed.

1. This is a movie, this is a movie,
This is a movie, and it's a thriller, too
And it's a thriller, too; and it's a thriller, too
This is a movie, this is a movie
This is a movie, and it's a thriller, too.
2. We'll introduce the players, and each is a classy star.
3. This is the hero, and he is very brave.
4. This is the heroine, and she is very fair.
5. This is the vampire, vamping each man she meets.
6. This is the villain, bringing his knife and gun.
7. These are the heroine's parents, and they are a haughty pair.
8. The introductions are over, the play will now begin.
9. The vampire vamps the hero, he gives her an icy stare.
10. The vampire trails the hero, and swears she will get him yet.
11. The hero sees the maiden, and promptly falls in love.
12. She returns his affection, and gives her heart to his care.
13. The hero goes to her parents, asks for her heart and her hand.
14. They think he is unworthy, and refuse to give their consent.
15. The lovers are unhappy, and fear their hearts will break.
16. The hero vows he will win her, and bids her fond adieu.
17. The vampire knows she has lost him, and determines to get revenge.
18. She plots with the villain, they make a terrible plan.
19. He takes his knife and gun, to kidnap the maiden fair.
20. They capture her while out walking, oh, who can save her now?
21. The watching parents are helpless, for they are old and weak.
22. Look! The hero is coming, to rescue his maiden fair.
23. He captures the villain alone, and then he calls the police.
24. The hero goes to her parents, and asks again for her hand.
25. The parents beg forgiveness, the hero is glad to forgive.
26. This is the fadeout, the happy end has come.

Costumes add to the effectiveness of the skit; however, they are not necessary. Actions should be burlesqued with exaggerated gestures. In verse 13, for example, when the hero goes to the parents, he might very deliberately fall on his knees and plead for their daughter's hand. A variety of interesting suggestions always result from brief discussions and rehearsals held before final presentation of this movie.

FORTUNES

The fortunes which are written on black cats with white ink are placed in a "witch's caldron". Before refreshments the "witch" may allow each person to reach into the caldron to learn what the brew has in store for them. The following fortunes may be used:

You would like an auto and are wondering what you could get in the way of a good one: I see a good bump.

There will be slight disturbances and uprisings around you: but only will you be baking bread.

You have a very pleasing manner with you, and can brighten things up wonderfully for your friends: especially silverware, providing you have a good kind of polish.

A change will occur which will affect you greatly: the thermometer dropping a number of degrees will cause this.

I see a sudden trip in store for you: Likely down cellar steps tomorrow.

Good luck will follow you all the rest of your life: but will never overtake you.

You will figure conspicuously in a literary sphere: most likely a sudden fall over a pile of books.

You are very ambitious and aspire high, and I see you reaching the top of the ladder: house-cleaning time when you are hanging curtains.

You will come before the public frequently, and will be a leader: most likely in leaving street cars or crowded buildings.

I see checks innumerable coming your way: you will tomorrow meet some one with a checked dress on.

The future holds greater things for you: you will find them by going to any hardware store.

You are very fond of water, and it has always been the height of your ambition to take a water trip. I see such a trip coming your way shortly: over a pail of water.

You are of a musical turn: if you had to you could wind up phonograph without injury to yourself.

You are very shrewd in business matters, skillful in the management of others, having a desire to shine: And will, after washing your face with soap.

You will age slowly: every twelve months will add only another year to your life.

You will be very active in social undertakings, but will not be able to keep your place with the others, a polished floor causing your downfall.