

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.