

## FOREWORD



This is the story of recreation for youth in wartime America. Here are examples from the big city, the small town, the rural area, the quiet village which overnight became a blue pin on someone's production map. Here are the case histories. What they add up to is not so much a formula or a set of instructions as the realization that every town in America needs recreation for its young people—and can see that they get it.

Some towns are thinking in terms of community recreation for the first time; others had programs that needed only easing at the seams to fit a war setting; many found that the half-measures they had limped along with for years just weren't good enough to meet the demands of war.

All these towns, however, have this in common: they are worried about their kids, troubled by the restlessness of youth, its craving for excitement. They are appalled—and with reason—by those few youngsters who get completely off the reservation, who fall down hard. They recognize some of the immediate causes: a big brother gone, a war effort that doesn't seem to need the young, a disrupted home, or simply an overdose of battle news.

But they see, too, that within the community are some of the immediate antidotes, and of these none is more effective than recreation. They are coming to realize that education doesn't stop at 3 p. m.; that a sixteen-year-old's free time is as much a part of his education and as much the community's responsibility as his lesson in math.