

THE BOOK OF
CHILDREN'S PARTIES



BY MARY AND SARA WHITE



790 White A 240179
Book of Children's
Parties

NY PUBLIC LIBRARY THE BRANCH LIBRARIES



3 3333 02373 5224

REFERENCE

790

W A24C170

THE CENTRAL CHILDREN'S ROOM
DONNELL LIBRARY CENTER
20 WEST 53 STREET
NEW YORK, N.Y. 10019

**THE BOOK OF
CHILDREN'S PARTIES**

THE NEW YORK
PUBLIC LIBRARY

ASTOR, LENOX
TILDEN FOUNDATION

C

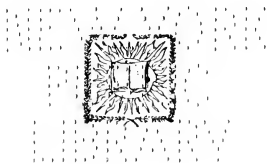


ARCHERY ON ST. VALENTINE'S DAY

THE BOOK OF CHILDREN'S PARTIES

BY
MARY AND SARA WHITE

WITH DECORATIONS BY FANNY Y. CORY
WORKING DRAWINGS BY MARY WHITE
AND PHOTOGRAPHS



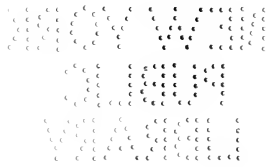
NEW YORK: THE CENTURY CO.

1903

E N F

A 2-10179

Copyright, 1903, by
THE CENTURY Co.



THE DEVINNE PRESS

TO THE ONE WHO
GAVE US OUR FIRST PARTY—
OUR MOTHER

THE
MOTHER
OF
THE
NATION

NOV 1961

1961

1961

CONTENTS

	PAGE
INTRODUCTION, ON THE GIVING OF PARTIES	xi
I MIDWINTER PARTIES	3
II SPRINGTIME PARTIES	27
III OUT-OF-DOOR PARTIES FOR SUMMER . .	53
IV AUTUMN PARTIES	77
V SUPPLEMENTARY PARTIES AND GAMES .	103
VI PROPERTIES	131
VII GIFTS AND FAVORS	145
VIII SUGGESTIONS FOR SIMPLE MENUS . . .	165

LIST OF ILLUSTRATIONS

	PAGE
Archery on St. Valentine's Day	<i>Frontispiece</i>
The Twelfth-night Court	17
The Gardeners and the Rose-bush	33
Hide-and-go-seek with Rose Horns	61
Hide-and-go-seek. "Ready!"	73
Tossing Chestnuts	91
Fun on the Ice	115
Some Properties for Character Parties	139
Gifts and Favors	155
Table with Gift Basket	169

INTRODUCTION



ON THE GIVING OF PARTIES

ON THE GIVING OF PARTIES



THOUGH not necessarily involving much expense, a children's party calls for rather more careful planning and diplomacy than is demanded in the case of a similar function for the grown-ups.

What shall we do with the brave little men and dear little maids who have arrived at the appointed hour? The problem is not a difficult one to solve, and this little book is intended to help the mothers, aunts, and teachers whose pleasure it is to make the children happy on birthday, holiday, and school-day.

One thinks nothing of systematic and elaborate preparations for our grown-up parties, and one should bestow no less thought and time where the children are concerned. In making out the list, keep the number under thirty if possible, and there should not be too great a difference in the ages. A care-

fully thought out program of games which will be interesting and appropriate to the ages and the number of children invited is of the first importance. For the most part the games are new or have new features, but old favorites have been included—the games that will never go out of fashion.

Properties, favors, and prizes should be systematically arranged beforehand, and stowed away out of sight, but easily accessible at the proper moment.

The little host or hostess should be inspired to show an unselfish interest in the happiness of his or her little friends, and should receive them with the grown-up hostess.

When the party day has arrived, and with it the children, there are bows and curtsies, and the tiny guests settle themselves comfortably or uncomfortably, according to the nature of each. Then is the moment for the pianist to take her place and with lively airs charm away all constraint until enough children have arrived to begin playing a game. Six to eight is a good number, and if the hostess has an assistant this will be her opportunity to start the children playing. Ring games, Air Ball, or character games are suitable ones with which to begin, as the newcomers can enter into the frolic without

disturbing the others. Music, wherever it can come in naturally, lends spirit and dash to the games.

From drawing-room to library or nursery often makes an excellent change, especially where some paraphernalia is required and has to be prepared beforehand.

There is usually a shy little girl or boy who hesitates to enter the game. By degrees the strangeness wears off; self has been forgotten in the spirit of the play, and it is quite an easy step to draw the child into the game by tossing the ball or bean-bag temptingly near, or with an apparently careless word or question. Character parties are especially helpful in taking away self-consciousness. Playing "pretend" has in itself a fascination that few children can resist, and when a little girl finds herself actually a Queen of the Fairies by right of crown, wand, and wings, she assumes the manners and privileges of her station without an effort. A boy whose name has suddenly changed to Jack the Giant-killer will soon forget his troublesome hands and feet in his exalted position; and he has scant notice for those who address him by the uninteresting name of Bobby. That name belongs back in the other world of kilts and curls for which he has no use at the

present moment. The properties for these character parties are easily fashioned, and are sure to be a delight to the children who receive them.

Story-telling should come after a romp. It is the prettiest moment of the party, when the children, with flushed faces, settle themselves in a group on the floor, and relax to the ever magic words of "Once upon a time—"

Interest is added if at an unexpected moment a child is called upon to tell what he supposes "happened then." Should his idea be a good one, as is almost certain to be the case, his suggestion can be taken for the cue, and the story continued, when another child may be called upon for a suggestion.

Prizes and favors play an important part in the games, but should be made appropriate rather than elaborate. The child who wears around his neck a ribbon to which is attached a tiny bell is justly proud of his tinkling favor. It is to be won by rolling a ball so straight that the large dinner-bell, suspended from the chandelier and just above the floor, rings loud and true. And the boy or girl who pierces the center of the red-heart target, on St. Valentine's day, will appreciate the gift of the bow and arrow which helped to win the victory.

That each may carry home some souvenir, a bon-bon favor should be found at each place on the supper-table; and it will gladden the hearts of those who were not successful in winning prizes in the games.

Let the menu be simple, that the joy of the occasion may not be marred later with misery and mustard plasters.

The gift surprise is the last joy of all. A rose tree, gift ball, or one of the many new and charming devices for hiding a toy or game, which originated in the old-fashioned but ever popular Jack Horner pie, is the most suitable ending to a successful party.

The watchful hostess need not plan for after-supper games. The pleasure in the gifts, and the comparing of trinkets and toys with one another, will fill up the time until the "good-bys" and "I've had a lovely time" are said.

THE BOOK OF
CHILDREN'S PARTIES

CHAPTER I
MIDWINTER PARTIES



DECEMBER : JANUARY :
: FEBRUARY :

DECEMBER



A CHRISTMAS PARTY

MATERIALS REQUIRED



GAME OF HOLLY WREATH: A large wreath of holly ; a small red sled ; three yards of red satin ribbon two inches wide ; a dozen and a half bells ; as many paper snowballs as children ; a prize.

A RING ON A STRING: A ball of red twine ; a ring.

CHRISTMAS CANDLES: A tiny Christmas tree ; as many candles as there are children ; a prize.

CHRISTMAS STOCKINGS: A large sheet on which is painted a fireplace, full-size ; as many small stockings as children ; half as many tiny toys as children.

FAVORS: As many bonbon-boxes with reindeer on the cover as there are children ; a large snowball full of gifts.

NUMBER OF CHILDREN, 20 TO 30

AGES, 5 TO 10

DECEMBER

A CHRISTMAS PARTY



CHRISTMAS-TIDE, when the holiday spirit reigns, is the season of all others for a children's party. Rooms hung with holly and mistletoe need no other decoration, and the Christmas colors, red and green, are repeated in gifts and favors.

When all the children have arrived, two, a boy and a girl, are quietly led into another room, to return presently with a small red sled drawn by red ribbon reins with jingling sleigh-bells. On the sled are piled snowballs made of crêpe paper, soft and white, one for each child (see Chapter VII). A huge holly wreath is hung in a doorway, and, standing eight feet from the wreath, each child tries in turn to throw his snowball through it. A prize may be given to the one who succeeds. Should there be

8 THE BOOK OF CHILDREN'S PARTIES

more than one, the successful players, each with three balls, contest for the prize.

RING ON A STRING : The children form a circle, with one child in the center. On a string long enough to reach around the circle a gold ring is threaded, and the children, holding the string loosely in their hands, slip the ring along from hand to hand. The player in the center watches closely, trying to catch the ring under the hand of some child, who must then take his place.

When the children tire of this play they troop into another room for the game of **CHRISTMAS CANDLES**. A tiny Christmas tree with lighted candles is set on a table at a convenient height. One child at a time is blindfolded, turned around three times, and told to take three steps and then blow as hard as he can. The one who blows out the most candles receives a prize.

MAGIC MUSIC : When the children return to the room where they were received, one remains outside and the others decide upon something he is to find ; for example, a holly berry which is hidden in a low vase. He is then called in and told that there is something hidden in the room which he is to find, and magic music will direct him to its hiding-place.

When the music is loud he may know he is near it ; when it grows faint he is far away. Christmas music or a medley of airs from comic opera may be played by the hostess. When the berry is finally found another player may be sent out of the room and some other object hidden.

A game that is played like stage-coach follows. It is called **THE NIGHT BEFORE CHRISTMAS**. The children sit in a circle around the room, and the leader, who may be the hostess, stands in the middle and tells a story about Christmas eve and the coming of St. Nicholas, or she may read or repeat the " Visit of St. Nicholas " :

" 'T was the night before Christmas," etc.

Each child should be given beforehand some name mentioned in the story ; for example : reindeer, sleigh, snow, stockings, chimney, doll, trumpet, drum, rocking-horse. If the " Visit of St. Nicholas " is chosen, one is named Mama, another Dasher, another Dancer, and still another Blitzen. As each name is mentioned the child representing it rises and turns around ; and with the words " St. Nicholas " all change seats, the leader also trying to secure one. If she is successful the player who is

left standing must take her place and continue the story.

When this game flags, the children may hang up CHRISTMAS STOCKINGS. A sheet on which is painted a full-size fireplace is hung on one side of the room.



Every child having been provided with a tiny stocking with a pin at the top, each in turn is blindfolded and told to go to the fireplace and pin his stocking to the mantel. If he succeeds, a tiny toy is slipped into the stocking before the handkerchief is removed from his eyes. But if the stocking is out of place it is left empty. When all have hung their stockings it will be supper-time; and for the menu see Chapter VIII. A small bonbon-box with a reindeer on the cover will be found at each place.

After supper the children gather about a great snowball which is hung from an arch or doorway, and from which each pulls some gift (see Chapter VII).

JANUARY



A TWELFTH-NIGHT PARTY

MATERIALS REQUIRED



GAME OF CHOOSING CHARACTERS: Two card-trays; as many cards as children, each card bearing the picture or name of a character; a bit of costume for each child.

AIR BALL: Two paper balls; two palm-leaf fans tied with ribbons, one blue and white, the other red and white; a prize.

STRAY QUOTATIONS: Twenty or more quotations, each written on a long strip of paper; a paper of pins; a prize.

THE KING'S ARMORY: A wooden plate or tray.

THE GAME OF BEASTS: A large sheet of cardboard; six sheets of silhouette paper, black on one side and white on the other; six pairs of scissors; a bottle of mucilage; as many pencils and cards as players.

NUMBER OF CHILDREN, 15 TO 25

AGES, 10 TO 15

JANUARY

A TWELFTH-NIGHT PARTY

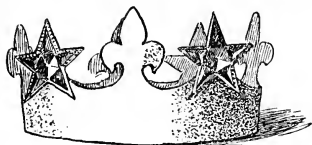


Twelfth-night, or the Feast of the Star, was a time of merrymaking in olden days. Such opportunities as it offers for quaint costumes and games it would be a pity not to improve. Suppose, then, one plans for the 6th of January a **TWELFTH-NIGHT PARTY**.

The chief feature of the Twelfth-night revels was the choosing of the king and queen and their court by means of cards on which pictures were drawn and colored to represent the different characters. Such cards the hostess provides beforehand (see Chapter VII), and as the children arrive each girl draws one from a tray on which are placed, face downward, cards for the queen and her ladies. Each boy takes a card from another tray, which con-

14 THE BOOK OF CHILDREN'S PARTIES

tains those for the king and his lords in waiting. In an adjoining room the hostess (or some other grown



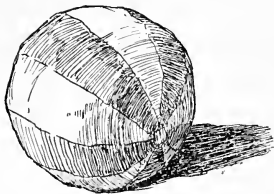
person), to whom each child in turn is sent, dresses him in the property or bit of costume belonging to the

character which his card bears (see Chapter VI). It is a gay little court: king and queen in gold crowns, the jester in his party-colored cap and tinkling bells, the herald with trumpet to his lips, and the lords and ladies in waiting with their wands, each tipped with a golden star.

Fortunately their dignity is easily laid aside, for they will not need it in the merry game of AIR BALL. Two bright-colored paper balls are provided for this game, one red and white, the other blue and white (see Chapter VII); also two palm-leaf fans tied with ribbons of the same colors. Two captains are elected, who choose sides and colors. A goal is arranged at each end of the room by placing two chairs or footstools a yard apart. A chair is also



placed half-way between the goals in the middle of the room. Each team takes possession of a goal and the ball and fan in its colors. Two players at a time contest, one from each side. Each stands in front of his goal, fan in hand, his paper ball at his feet. At a signal from the hostess, who acts as umpire, each



child fans his ball toward his opponent's goal. The object is to send the ball between the legs of the chair in the center of the room and through the goal of the opposing team. The side which first succeeds of course wins. The players are not allowed to touch the ball, which may be moved only by the breeze from the fan. The team that scores the most is rewarded with a bouquet of flowers, which is divided by the captain among the players.

STRAY QUOTATIONS: A number of quotations, twenty or thirty perhaps, taken from such familiar sources as "Alice in Wonderland," "The Visit of St. Nicholas," and Stevenson's "Child's Garden of Verses," are written on long strips of white paper, and each is cut into two or more pieces. Before the children ar-

rive these slips have been pinned on curtains, cushions, picture-frames, and furniture. Each child is told to try to find the beginning of a quotation among the slips of paper about the room, and, having secured one, to look for the remainder of the quotation. When he has completed one quotation he tries to find another. The game goes on in this way until there are no more slips to be found, when the player having the greatest number of quotations receives a prize.

Then comes the KING'S ARMORY, which is our old friend Spin the Platter in a more elaborate form. Each child takes the name of some weapon or piece of armor in the king's armory, such as : broadsword, shield, dagger, helmet, lance, bow, arrow, breastplate, and gauntlet. The children are seated in a large circle—all but one who stands in the middle, and taking a wooden plate or round tray, twirls it around upon its edge, on the floor, calling at the same time the name of one of the pieces of armor. Upon this the player who bears the name called starts up and tries to catch the platter before it falls. Should he fail he must pay a forfeit and take the spinner's place. Otherwise he has no forfeit to pay, simply spinning the platter the next time. The child who spins the platter may, instead of simply calling the



THE TWELFTH-NIGHT COURT

name, introduce it in a sentence. For example: "The king is going to the chase and needs his bow." When the word "armory" is spoken by the spinner all the players change seats, and the one left out must pay a forfeit and spin the platter the next time. After the game the forfeits are redeemed.

Next comes the GAME OF BEASTS. A large sheet of cardboard is hung at one end of the room. Each child then receives a piece of silhouette paper, size five by six inches, and a pencil. Several pairs of scissors are also provided. On the white side of the paper is written a number and the name of a beast. For example: "No. 1, Lion." Each child draws an outline picture of the animal whose name was on his paper, and cuts it out. All must have finished in fifteen or twenty minutes. The hostess then collects the animals and pastes them, black side out, on the white cardboard, numbering each with the number of the child who made it. Each child then receives a card numbered down the left side, and is asked to guess what beast is represented by each silhouette, and write the name down opposite its number. A papier-mâché animal filled with bonbons may be given to the child who presents the greatest number of correct guesses, and the one who

is the least successful receives the sheet of animals as a consolation prize. It will then be time for supper, for which an appropriate menu will be found in Chapter VIII.

FEBRUARY



A ST. VALENTINE'S PARTY

MATERIALS REQUIRED



ST. VALENTINE'S POST: As many tiny valentines as players.

GAME OF BROKEN HEARTS: As many red pasteboard hearts, two and a half by three inches long, as players; several pairs of scissors; a prize.

TIDDLEDY-WINK GOLF: As many white score-cards in heart-shape as girls; as many red score-cards in heart-shape as boys; two or three sets of tiddledy-winks; a prize for a girl and one for a boy.

HEART HUNT: Two or three pounds of white sugar hearts having mottos in red upon them.

ARCHERY: A large heart-shaped target; a bow and arrows.

NUMBER OF CHILDREN, 15 TO 30
AGES, 8 TO 15

FEBRUARY

A ST. VALENTINE'S PARTY



There is no festive occasion more appropriate for a children's party than St. Valentine's day. So many attractive games are available, and favors and decorations, whether simple or elaborate, are dainty and charming and easily obtained.

As many tiny valentines as there are children invited are written beforehand, slipped into little envelopes, and sealed with red seals in heart-shape; or a simpler kind may be provided (see Chapter VII). These will be ready on a tray or in a bowl when the children arrive, to serve as favors in the game of ST. VALENTINE'S POST. When ten or more children have come, the hostess counts out to see which child will be postman. This player is blindfolded and the others sit around the room in a circle. There should be no empty chairs in the ring. The hostess

24 THE BOOK OF CHILDREN'S PARTIES

or some other grown person acts as postmistress, and gives to each child the name of a city or town. It is a good plan to prepare beforehand a list of places. The blind postman is led to the middle of the circle, and the postmistress takes a station where she can see all the players. She then calls: "I have sent a valentine from Boston to Denver," for example, and the children representing those cities change places as quickly and quietly as possible. The postman tries to catch one of them as they run, and if he succeeds in doing this or in sitting in one of the empty chairs, the child who is caught or whose chair he has taken becomes postman. The retiring postman is rewarded by one of the valentine favors. If a child remains seated when his name is called he must take the postman's place. It makes more fun if the mails are called in quick succession, and, indeed, it will be necessary, for usually the children cannot bear to stop the game until every one has won a valentine. Then comes the game of **BROKEN HEARTS**. This is played in the same way as **EASTER EGGS** (see Chapter II), except that, instead of egg-shaped cards, red cards in the form of hearts are provided. The prize may be a photograph-frame in heart-shape or a plaster Cupid.

Next comes **TIDDLEDY-WINK GOLF**. Each child receives a score-card in heart-shape, with a pencil attached,—red for the boys and white for the girls,—and all follow the hostess into an adjoining room, where they will find a golf course laid out on the floor. Small glasses form the holes, books the bunkers, and dishes of water the hazards. Regular tiddledy-wink chips, a large one for a club and a small one for a ball, are used by each player; and mixed foursomes may be played. The score-cards are numbered at the top, so that the boy with No. 1 on a red heart will play with the girl having the same number on her white one. The pair handing in the best score is, of course, the winning one. Small silver charms in heart-form, or golf stick-pins or pencils, make appropriate prizes for this game.

A **HEART HUNT** follows. Before the guests arrive, small sugar hearts with mottos printed in red upon them are hidden in nooks and crannies, behind pictures, and in ornaments about the room where the children are to be received; and here, when the golf match is over, they gather to hunt for the hearts. There is another way of playing the same game which the hostess may prefer. The hearts, hidden beforehand, are of pasteboard in different colors, and about

an inch and a half in diameter. A white heart will count one point for the child who finds it. A blue heart counts two, a yellow one three, a pink one four, and a red five. The child with the greatest number of points to his credit may be rewarded by some pretty trifle, as a box of boubons in heart-shape.

ARCHERY comes next. Cupids' darts are shot from a small bow by each child in turn at a heart-shaped target of white with a smaller red heart for a bull's-eye. The one whose dart comes nearest the middle of the bull's-eye may receive the gaily beribboned bow and arrows for a prize. The children will then be ready to do justice to supper, the menu for which will be found in Chapter VIII. Suggestions for favors are given in Chapter VII.

CHAPTER II
SPRINGTIME PARTIES



MARCH : APRIL :
: MAY :

MARCH



ALICE IN WONDERLAND PARTY

MATERIALS REQUIRED



GAME OF CHARACTERS: As many cards as children.

THE CAUCUS RACE: Costumes; a silver thimble; a box of comfits.

THE MOUSE'S TAIL: A large sheet on which is painted a picture of a tailless mouse; as many cotton mouse-tails as children; a prize.

THE GARDENERS AND THE ROSE-BUSH: A gift rose-bush (see Chapter VII).

NUMBER OF CHILDREN, ABOUT 25
AGES, 5 TO 13

MARCH

ALICE IN WONDERLAND PARTY



CHARACTER parties are sure to be successful ; for all children love to “dress up.” Let us have an ALICE IN WONDERLAND PARTY in March. If it is given on the birthday of a small boy he would naturally take the character of the March Hare ; and the invitations may be worded somewhat as follows :

Mrs. Gray requests the pleasure of your company at an Alice in Wonderland Party in honor of the March Hare, on Friday, March the fourth, from three until six o'clock.

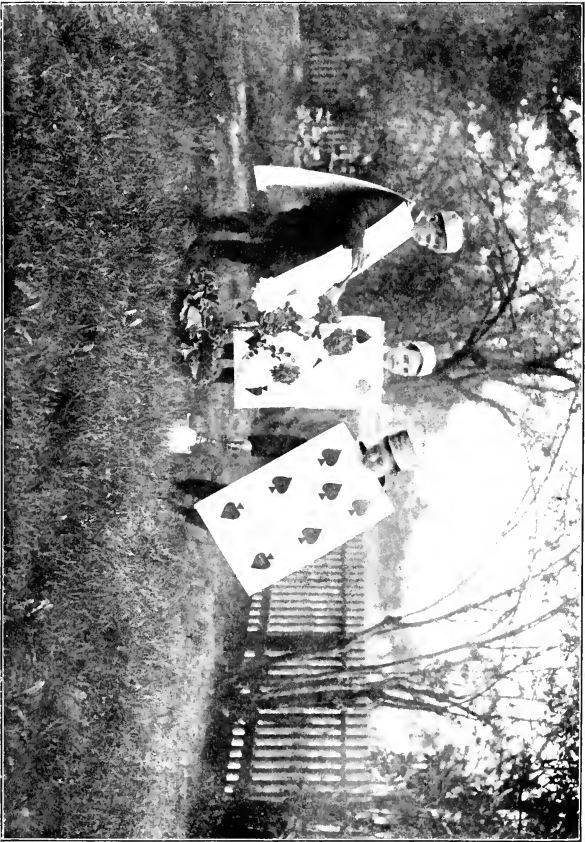
If each child is to come in costume the invitations should read :

Mrs. Gray requests the pleasure of the Duchess's company, etc.

Each child may be asked to come in the costume of a character from Alice in Wonderland. Other-

wise, simple properties, or bits of costume which will sufficiently suggest the characters, may be provided by the hostess. This will be comparatively easy and inexpensive if she is a woman with plenty of ingenuity and time, or if she can secure some one so favored to assist her. For a list of characters and properties see Chapter VI.

If the above plan is to be carried out, the game of CHARACTERS FROM ALICE IN WONDERLAND will be the first on the program. As the guests arrive a card is pinned on the back of each child. Each card bears the name of some character from "Alice in Wonderland." These the other children read, and from the comments made by their companions each must guess the name of his or her character. When a child guesses whom he represents, he receives the property or bit of costume belonging to that character, and when all have guessed, the next game is in order. This is CAUCUS RACE—run just as Alice and the animals ran it. "First it [the Dodo] marked out a race-course in a sort of circle ('The exact shape does n't matter,' it said), and then all the party were placed along the course here and there. There was no 'One, two, three, and away!' but they began running when they liked and left off



THE GARDENERS AND THE ROSE-BUSH

when they liked, so that it was not easy to know when the race was over. However, . . . the Dodo suddenly called out: "The race is over!" The prizes are such as Alice and her friends received. A dainty thimble for Alice, and a small box of comfits to be passed to each of the others. To make it more realistic, Alice may be taken into the secret, and the prizes hidden in the pocket of her apron, to be drawn out at the proper time.

Then follows the **MOUSE'S TAIL**—"a long and a sad one": A large sheet of cotton on which has been painted the portrait of a tailless mouse is hung in a prominent place, and each child in turn is blindfolded and receives a mouse's tail with a pin at the large end. This he tries to put where it belongs on the mouse's portrait. When all have had their turn, a prize may be given to the most successful.

A gift game follows. It is called "**THE GARDENERS AND THE ROSE-BUSH**". A large flower-pot, in which is growing a huge rose-bush thickly covered with red and white roses, each containing a gift, is brought in. The gardeners (Two, Five, and Seven of Spades) pick the roses and present them to the children, white to the girls and red to the boys.

Next comes **PARLOR CROQUET**, and, when its delights

have been exhausted, "The Mock Turtle's Story" may be read or recited. Supper, which follows, may be called the "Mad Tea-party." The guests are seated at small tables, and at the end of each course a bell is rung and each child moves one seat to the right.

Tableaux after the illustrations of "Alice in Wonderland" may follow supper.

It will readily be seen how a MOTHER GOOSE or FAIRY CHARACTER PARTY could be planned on the same lines as this one.

APRIL



AN EASTER PARTY

MATERIALS REQUIRED



As many programs as children.

EGG RACE: One dozen life-size colored eggs ; two large wooden spoons ; two large baskets or nests ; half as many favors as children.

EASTER EGGS: Thirty cards in egg-shape ; several pairs of scissors ; a puzzle.

ROYAL LADY: Seventy-five gaily colored paper lamp-lighters ; a prize.

SPIDER WEB: Ten balls of colored twine ; as many papier-mâché eggs (each containing a tiny gift) as children.

NUMBER OF CHILDREN, NOT OVER 30
AGES, 13 TO 16

APRIL

AN EASTER PARTY

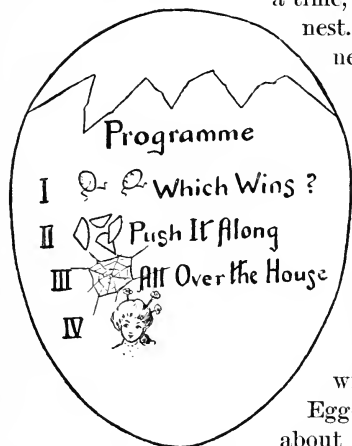


In the Easter holidays, when boys and girls are brimming over with the spirit of awakening spring and longing for something to do, an EASTER PARTY will be most welcome.

Dainty programs may be provided for the children if the mother or older sister of the child for whom the party is given can draw and paint. Such a program is shown on the following page. The names of the games being in conundrum form give something to guess and talk about. When all the guests have arrived, an egg race is started. On either side of the room six large colored eggs are placed in a line, at intervals of about a foot. At the far end of each line is a large open basket or coarsely woven nest. Two leaders are chosen, who in turn

choose sides. A player from each side is given a large wooden spoon and stands at the near end of his line. At a signal each starts to spoon up the eggs, one at a time, carrying them to the

nest. A list of the winners on each side is kept, and at the end of the game the side which has the greater number is the victorious one. Small individual prizes may be given to all the players on this side. For example, tiny nests filled with egg bonbons.



Egg-shaped white cards about three by two and a quarter inches are provided for the next game. The children take seats in a line or circle; every fourth child receives a pair of scissors and each one an egg-shaped card on a book or magazine. It is announced that each child is to cut his egg twice across, so as to make four pieces. The cuts should

be perfectly straight and should intersect each other, but they may go in any direction. After the egg is cut once, the pieces should be held together till the second cut has been made. Each child then mixes his four pieces and passes them to his neighbor on the right. At a signal each one tries to put his puzzle together, and the first child who succeeds calls out to that effect. Each child then mixes his puzzle and passes it to the player on his right. The successful player is credited with one mark on a tally kept by the hostess. The game then goes on as before until half an hour has passed, when time is called, and the child with the biggest score receives a prize.

The next game is a lively one—SPIDER WEB. From the hall lamp or from the claws of a huge paper spider suspended in the hall hang as many ends of colored twine as there are children. Each child is given one and told to follow the string until he comes to the end, winding it as he goes. Around table-legs, over doors, in and out through the banisters, upstairs and down they go, until each child has found, at the end of his string, an egg in which is a small gift.

After this lively race a restful game will be ap-

preciated. This is ROYAL LADY. When the children are all seated in a ring one child begins by saying to the player on his right, "Good

evening, Royal Lady (or Gentleman), I, a Royal Gentleman, come from a Royal Lady to say that I have a monkey with pink eyes." Each in

turn repeats this form of address, varying it only as they speak to a girl or boy, and each adds something to further describe the monkey.

The first child who omits any part of the description or makes a mistake must wear a paper horn and be addressed as One-horned Gentleman or Lady, as the case may be. When the game flags, if there is a child who has not received a horn he is the winner and may be crowned with a gilt paper emblem of royalty. Supper is then announced. Suggestions for the menu will be found in Chapter VIII.



MAY



INDOOR AND OUTDOOR GAMES

MATERIALS REQUIRED



INDOOR PROGRAM

FLOWER HUNT: As many baskets as children; five pounds of candy, preferably buttercups; ten dozen motto-papers.

SPRING FLOWERS: As many wreaths of paper flowers as children.

MAY-POLE DANCE: A May-pole with streamers of cheese-cloth in pale rainbow colors; several gift baskets (see Chapter VII).

OUT-OF-DOOR PROGRAM

As many white cards as girls; as many green cards as boys; a piece of No. 1 white ribbon; a piece of No. 1 green ribbon; as many wreaths of green leaves as girls; two wreaths of flowers; a May-pole with streamers of cheese-cloth in pale rainbow colors; a small rubber ball.

NUMBER OF CHILDREN, NOT OVER 30

AGES, 4 TO 12

MAY

INDOOR AND OUTDOOR GAMES



It not infrequently happens that the weather does not keep pace with the calendar, and instead of balmy spring days in May we sometimes have cold rains or blustery winds that suggest March or November. Suppose, then, we prepare a program of indoor games as well as one for an out-of-door MAY PARTY.

Each child, as he arrives, is given a dainty little May basket with a bow on the handle. When all have come they are invited into a larger room in which they are to hunt for flowers. These are gaily colored motto-papers in each of which is wrapped a buttercup or other simple sweet. They are hidden in most unexpected places, in the folds of portières, on picture-frames—wherever there is room for one

to rest. As soon as the baskets are filled the children return to the room where they were received. Here the Wood Fairy (a mother, governess, or friend, who may be in appropriate costume) is waiting to crown them with wreaths of spring flowers. Each child is then called by the name of the flower which is woven into his wreath. These names are retained through the afternoon.



the flower name of each child. At the word "bouquet" all change places. The older children, with the younger ones as audience, dance around the May-pole, holding gay streamers of cheese-cloth in rainbow colors. They sing some little song with which all are familiar—for example, "In and Out

the Window," which, if slightly altered as follows, will be appropriate.

Round and round the May-pole, round and round the
May-pole,
Round and round the May-pole, as you have done before;
In and out the window, in and out the window,
In and out the window, as you have done before.

The next game is one that large and small will be able to play and all will enjoy. It is called GOING A-FISHING. Chairs are arranged as for Going to Jerusalem, in two rows back to back. The number of chairs is one short of the number of children. Each child is named after some article that one would take or have to do with on a fishing-trip. The child who is chosen or counted out tells the story of his adventures when going a-fishing, bringing in the name of each player. As his name is spoken each child must rise and, taking hold of the dress or coat of the player ahead, follow the leader around the chairs. The line goes faster and faster until, as the last player rises, they are running around the chairs. When the leader, in the course of the story, calls out that he has a "bite," the line breaks, all run for seats, and the player left out must act as story-teller the next time.

If there are many children supper is served at small tables, which have, as centerpieces, gift baskets of flowers (see Chapter VII). An appropriate menu is given in Chapter VIII.

If the party is given on May-day of course there must be a Queen of the May and a King. The following plan is adopted for choosing them: As many green cards as there are boys are provided, and as many white cards as girls. The name of a tree is written on each green card, except one on which appears simply a golden crown. The white cards bear the names of flowers, with one upon which is drawn a small gold crown. Through every white card is tied a loop of narrow ribbon in a shade of the color of the flower, while all the green cards have green ribbon. The royal cards have green and white ribbons respectively. The cards are turned face downward on a tray, and each girl as she arrives takes a white one, while the boys each draw a green. The boy and the girl who draw the royal cards become King and Queen of the May, and are duly crowned with wreaths of flowers by the hostess or by some one impersonating the Wood Fairy, who may afterward direct the games. As natural flowers are not readily obtained, the little girls may wear each a wreath of

green leaves, smilax, or fern, while the boys tie their cards in their buttonholes.

The May-pole should be set up out of doors, and the dance will be spirited and gay in the spring sunshine.

Some quaint old English games are then played. One of these, STAG-A-LAGGLE, is as follows: All the children scatter as for blind-man's-buff, one being the stag, who has to run until he catches one of the others. The two then join hands and run until they catch a third child and a fourth. So the game goes on until all are caught and form a long line winding about the green.

The next game is better suited to girls than boys. It is called LADY QUEEN ANNE. Two children choose sides. One row, the Queen and her court, remain standing or are seated. The others advance, holding their skirts gathered up. One has a ball hidden in hers, the others only pretend to have it. All repeat:

“Lady Queen Anne she sits in the sun,
As fair as a lily, as white as a swan;
King John has sent you letters three,
And begs you 'll read one unto me.”

The Queen and her court reply:

“We cannot read one unless we read all,
So pray Miss Alice [naming one of the other row] de-
liver the ball.”

If the Queen's guess is right, the two rows change sides and the Queen becomes one of those who hold the ball. Otherwise the children who have the ball say :

“The ball is mine, it is not thine,
So you, proud Queen, sit still on your throne,
While we poor gipsies go and come.”

And they retire a short distance before coming again to repeat the first rhyme.

The next game, NUTS IN MAY, is played as follows : The children form in two rows facing each other, and a line is drawn on the ground between them. The first row advance hand in hand and singing :

“Here we come gathering nuts in May, nuts in May, nuts
in May,
Here we come gathering nuts in May,
On a cold and frosty morning.

The second row advance, replying :

“Pray who will you gather for nuts in May, nuts in May,
nuts in May?
Pray who will you gather for nuts in May,
On a cold and frosty morning?”

The first row answer :

“ We ’ll gather Edith for nuts in May, nuts in May, nuts
in May ;
We ’ll gather Edith for nuts in May,
On a cold and frosty morning.”

The second row sing :

“ Pray who will you send to fetch her away, fetch her
away, fetch her away?
Pray who will you send to fetch her away,
On a cold and frosty morning ?”

The first row reply :

“ We will send Sally to fetch her away, fetch her away,
fetch her away ;
We will send Sally to fetch her away,
On a cold and frosty morning.”

Edith and Sally, with right hands clasped, strive to draw each other across the line. The one who is pulled over must join her opponent's row, and the game goes on.

By the time the children tire of this game, supper may be served—indoors, unless the weather is unusually warm.

CHAPTER III
OUT-OF-DOOR PARTIES FOR SUMMER



JUNE: JULY:
: AUGUST:

JUNE

✻

A ROSE PARTY

MATERIALS REQUIRED



BUTTERFLY CHASE: As many paper butterflies as girls ;
as many butterfly-nets as boys.

ROSE-PETALS : As many paper roses as players ; as many
sets of printed slips as children ; as many cards and pencils
as children ; a prize.

HIDE-AND-GO-SEEK : As many rose_horns as children.

SOAP-BUBBLES : Several bowls of soap and water ; as
many clay pipes as children, and a few over in case of
accident ; two or three prizes ; a roseball full of gifts.

NUMBER OF CHILDREN, 15 TO 30
AGES, 10 TO 15

JUNE

A ROSE PARTY



HAPPY is the child whose birthday comes in June. The day is almost sure to be fair and not too warm and the air sweet with the fragrance of June roses. Daisies and clover make a natural decoration, and flower-laden shrubs a background for merry groups of children.

Each little girl as she arrives receives a butterfly fashioned of crêpe paper, poised on a wire stem about two feet long (see Chapter VII). Each boy receives a butterfly-net. Two lines are marked off about thirty feet apart, or a wide space between trees may be chosen. The girls stand just beyond the limits on one side ;



the boys take a like position on the other. Neither



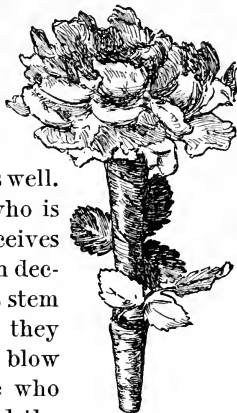
may cross into the other's territory, but in the space between both may run and dodge. The girls hold the butterflies, which sway and swing at the end of their wire stems, and the boys try to catch them in their nets. As each girl's butterfly is caught, she is out of the game, and when all are

captured the sport is over.

A restful game comes next. This is ROSE-PETALS. Every child receives a large paper rose (see Chapter VII), and a card and pencil. The hostess explains that on the petals of each rose the players will find the name of a flower with the letters mixed. Each name is distinguished by a number. The cards also are numbered down the left side, and as a player succeeds in rearranging the letters of a slip so as to spell the name of a flower, he writes that name on his card opposite the corresponding number. Twenty minutes are allowed. The bell rings at

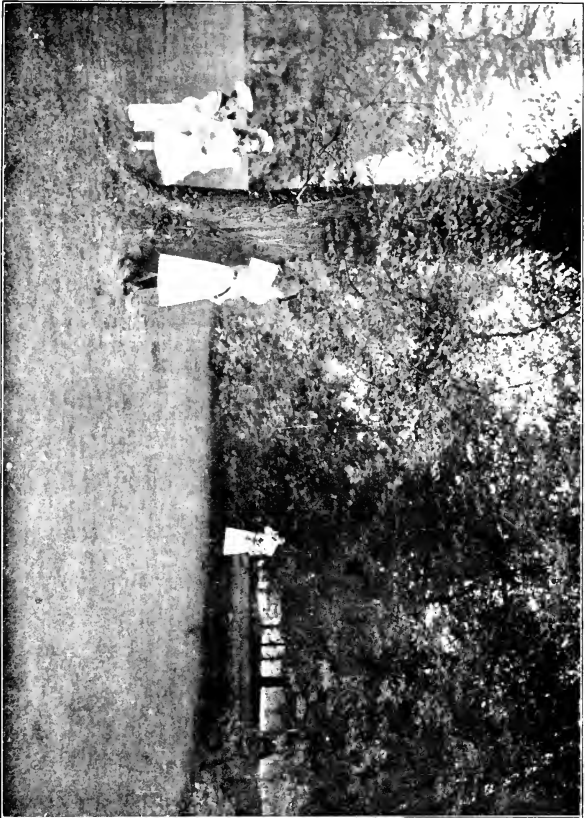
the end of that time, the correct list is read, and the player who has found the most names receives a prize.

After all this brainwork a romp will be welcome. HIDE-AND-GO-SEEK is always popular, and the following variation will make it picturesque as well. After counting out to decide who is to be "it," each of the players receives a small tin horn which has been decorated to represent a rose on a stem (see Chapter VII). When they are all hidden the children blow their horns to notify the one who is "it" that they are ready and the game goes on. When the children tire of Hide-and-go-seeK, they will find a table under the trees with preparations for SOAP-BUBBLES. One large bowl, or a number of smaller ones, holds the soap and water, and the pipes tied with rose-colored ribbons lend a festive air to the game. Prizes may be given to the child who blows the largest bubble, to the one whose bubble lasts longest, and to the one who makes the most bubbles with one dip of the pipe.



An umpire, who may be the hostess or some other older person, will be needed in these contests. Sides may be chosen and lined up facing each other, and at a given signal they contest for the prizes. Then one team on either side of a tennis-net plays against the other. Both teams try to blow their own bubbles into the opposite court and to prevent their opponents' bubbles from coming into their court. Every bubble that floats over in this way counts fifteen points for the team which blew it. The girls may make the bubbles, while the boys stand at the net to blow them across and prevent their opponents' bubbles from coming over. Attractive prizes for this game are bonbon-boxes, each of which is hidden under the petals of a large pink rose made of tissue paper, with a little bisque face where the heart of the rose should be (see Chapter VII). If there is time for another game before supper, croquet or tether-ball will furnish amusement.

An appropriate menu will be found in Chapter VIII. The gifts are drawn by pink and white ribbons from a huge ball covered with rose-pink petals (see Chapter VII).



HIDE-AND-GO-SEEK WITH ROSE HORNS

JULY



A FOURTH OF JULY PARTY

MATERIALS REQUIRED



FLAG TAG: Two small American flags; half as many small silk flags as players.

LIBERTY BELL: A large dinner-bell; a hard rubber ball; as many small bells on loops of red, white, and blue ribbon as players.

TORPEDO HUNT: Twelve packages of torpedoes; as many belts with cartridge-bags attached as children.

OUR FLAG: As many cards 8x12 inches (on each of which is painted an American flag without stars) as children; a box of silver stars, gummed on the back; a prize; a Jack Horner pie with red, white, and blue decorations.

NUMBER OF CHILDREN, NOT OVER 25

AGES, 6 TO 10

JULY

A FOURTH OF JULY PARTY



Under the trees or on a broad, shaded piazza will be a delightful place to entertain a party of children on the afternoon of July 4. There are innumerable possibilities in the way of decorations and favors in red, white, and blue, and the hostess who objects to gunpowder may provide harmless imitations of firecrackers, holding nothing more deadly than chocolate or bonbons.

When all the children have arrived, two leaders are chosen, who in turn choose sides. A line is marked off on the playground, and on each side of it at equal distances (twelve feet or more from the line) a small American flag is stuck into the ground.

These flags the leaders guard. The object of the players on each side is to seize their opponents' flag.

The leaders may prevent this by "tagging" any one who comes dangerously near, and the child thus "tagged" is out of the game. When by dodging and running a player finally seizes a flag and carries it over the line into his own territory, the game is won and the players on his side each receive a small silk flag as a prize.

After this romp comes a piazza game called LIBERTY BELL. A large bell is suspended from the ceiling by a red, white, and blue cord or ribbon at about two inches from the floor. If the bell should somewhat resemble the old Liberty Bell, so much the better. A chalk mark is made on the floor at about ten feet from the bell, and each player in turn rolls a ball, aiming to ring the bell. Every child who succeeds is decorated with a tiny bell hung on a loop of red, white, and blue ribbon.

GOING TO JERUSALEM comes next, the children marching to a medley of patriotic airs; and when this old favorite ceases to call forth enthusiasm all will be ready for a TORPEDO HUNT. The hostess having previously opened and hidden, in unexpected places, twelve packages of torpedoes, each child receives a belt from which hangs a little cartridge-bag made of khaki or duck (see Chapter

VII), and is told of the hidden torpedoes. When from low limbs of trees, among the roots of shrubs and ledges of the piazza, the treasures have been gathered and subsequently fired off, a quiet game is in order. This is OUR FLAG. Cards are provided beforehand upon which are drawn and colored large American flags, lacking only the stars. These, the hostess announces, are to be stuck on by the children. Every player receives forty-five stars, and in a given time, say five minutes, tries to insert as many as he can on the blue field of his flag. A bell is rung, the children count their stars, and the one who has the most on his flag is the winner and receives a prize. By this time the children will be hungry enough to do justice to the supper (see Chapter VIII). The gifts may be hidden in a Jack Horner pie with decorations of red, white, and blue (see Chapter VII).

AUGUST



A BEACH PARTY

MATERIALS REQUIRED



BEAN-BAG : A Bean-bag.

SAND FORTS : As many pails and shovels as children ;
a prize.

NUMBER OF CHILDREN, 25

AGES, 8 TO 14

HOURS, FROM 3 UNTIL 6

AUGUST

A BEACH PARTY



In August a picnic party on the beach may be planned; not an elaborate affair, but a simple frolic such as all children enjoy.

Invitations written on cards cut and decorated to look like clam-shells will be appropriate.

If it is possible to arrange to have the children take a dip in the ocean, they may be asked to bring their bathing-suits. Those who do not care to go in may wade in shallow pools or dig in the sand until the bathers are dressed and ready to sit around the hostess, who reads from "Water Babies" or tells a short story. By the time



the sun and wind have dried the children's hair they will be ready to play.

BEAN-BAG : All stand in line, and one who is the leader throws the bean-bag to the child at the head of the line, who throws it back. Should the player at the head fail to catch it, he must go to the foot of the line, and if the leader misses, he goes to the foot, and the player at the head takes his place.

A game called **FISHERMAN** follows, which is much more lively than its name would imply. Two lines are marked off across the beach about twenty-five feet apart, and the children count out to see who is to be fisherman. The child thus chosen stands between the boundaries, while all the others are grouped just beyond a boundary on one side. He repeats the following rhyme :

“Swim, little fishes, from the river to the sea !
Swim, little fishes,—one—two—three !”

At the word “three” all the children, or fishes, must run across his territory to the land beyond the opposite boundary line, and he catches as many as he can. Those who are caught become fishermen and help him catch more fish. The game goes on as before, the leader repeating the rhyme each time,



HIDE-AND-GO-SEEK. "READY!"

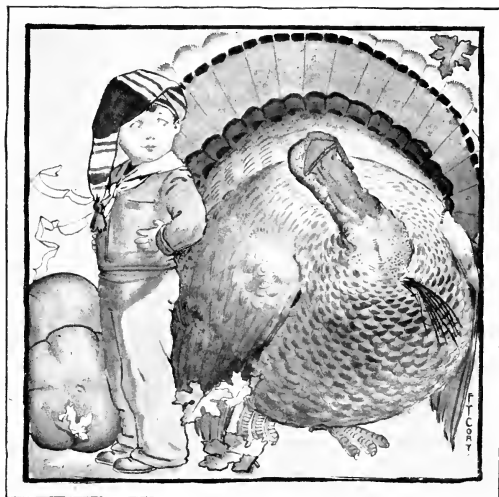
until all the fishes are caught, when the players will be glad to settle down for a few minutes to the more restful game of CHINESE FANS. The children sit in a row on the sand. The first one says to the next player, "A ship has come from China." The second child asks: "What did it bring?" First child: "One fan!" As he says this, he waves his right hand to and fro as if fanning himself. The second answers the questions asked by the third player in the same way, and so on until all are fanning themselves with their right hands. The first child then says: "A ship has come from China"; and when asked what it brought, replies, "Two fans!" and waves both hands. The next time around the answer is "Three fans!" as both hands and right foot are waved. "Four fans" calls into play both hands and both feet. "Five fans" is both hands, feet, and head. "Six fans" is hands, feet, head, and whole body lifted.

If there is time for another game before supper, a prize may be offered for the best sand fort or castle. Pails and shovels come into use, and soon there will be a goodly array of sand architecture. A small silk flag will reward the successful builder, and it may be mounted on his fort or castle, there to re-

main till the party is over. Suggestions for a picnic supper will be found in Chapter VIII.

A centerpiece of clams and seaweed, which is left untouched until after supper, proves to be the hiding-place of treasures. Each child receives a clam-shell and finds therein a tiny gift.

CHAPTER IV
AUTUMN PARTIES



SEPTEMBER : OCTOBER :
: NOVEMBER :

SEPTEMBER
✻
IN THE MOUNTAINS

MATERIALS REQUIRED



TRAVELER'S WHIST : A pad and pencil for each wagon.

BATTLEDORE AND SHUTTLECOCK : Two battledores and a shuttlecock.

NUMBER OF CHILDREN, 12 TO 15

AGES, 10 TO 15

SEPTEMBER IN THE MOUNTAINS



ON a September day a delightful drive in mountain-wagons may be arranged, the objective point being either a lake or woods, where the children can play games and have a picnic supper, or an attractive inn, where supper may be ordered beforehand.

As it is inconvenient, on a party of this kind, to carry the little favors that children delight in, the invitations should be in especially festive form. For example: they may be written on birch bark, rolled, and tied with ribbons.

If there is to be a picnic supper the hostess will pack a hamper with the simple but delicious menu suggested in Chapter VIII. When the gay little party is fairly started on the drive, a game called

TRAVELER'S WHIST is begun. One person in each wagon is chosen umpire, the rest are divided into two parties. All those on the right belong to one party and those on the left to the other. The game is played as follows: The players on each side watch out for every man, woman, child, or animal on their side of the road. Each white person seen counts 1, each colored person 2, a white horse 10, a black cat 25, a cat in the window 100, and every other animal 5. As a player on the right sees a hen, for example, he calls out, "Right, 5!" and the umpire credits the right side with five points. If the drive is a long one the game should be 500; but if it is comparatively short 300 will be the limit. When the party reaches its destination the children will be glad to run about awhile, and there are so many fine places to hide in the woods that a game of BEWARE THE BEAR will be thoroughly enjoyed. One child, who is chosen Bear by counting out, hides while the rest stay near the goal. When they have counted "50 by ones" or "500 by fives," they all go to look for the Bear. The child who finds him cries, "Beware the Bear!" to let the others know, and they all run for the goal. If he catches one or more before they reach the goal, they become Bears and

must hide next time with him. The game goes on until all are Bears.

This is followed by a quiet game—BIRDS FLY. One child is chosen leader, the others sit around in a semicircle on fallen trees or on the ground. The leader stands in front of the others, holds up his hands, and says, "Swallows fly." The other children all raise their hands. If, however, the leader says, "Dogs fly" or "Cats fly," something obviously impossible, and raises his hands, the players must not raise theirs. If any one does so he or she must pay a forfeit. After the forfeits have been redeemed, sides are chosen for BATTLEDORE AND SHUTTLECOCK. A line is marked off in a clearing, and on either side of it stands a player from each team who has been chosen champion. These two play battledore and shuttlecock back and forth across the line until one player fails to hit the shuttlecock. The one who has missed yields his battledore to another player of the same side and becomes his opponents' prisoner. The game goes on until all of one team have been taken prisoners, or, if this makes it last too long, it may end at any time, and the team having the greatest number of prisoners has won.

The children then form a circle to play ANIMALS.

One who is blindfolded stands in the middle, a long switch in his hand. The players circle around him hand in hand until he cries "Stop!" and touches with his wand a player, who must hold the wand and imitate the cry of some animal. The Blindman may ask him to repeat this cry three times, and if he cannot guess the name of the child the game goes on. Should he guess who the child is, however, they change places, the player guessed becoming Blindman. By this time the children will have keen appetites for the picnic supper which is spread under the trees. Asters and golden-rod make appropriate and charming table decorations.

OCTOBER



HALLOWE'EN FROLIC

MATERIALS REQUIRED



BLACK CAT: A large sheet on which is painted a tailless black cat ; as many black tails as children ; two prizes.

SQUIRREL HUNT: Five quarts of peanuts ; as many small bags or baskets as children.

TOSSING CHESTNUTS: Ten chestnuts for each child ; a bowl-shaped basket.

PEANUT TOURNAMENT: Two and a half quarts of peanuts ; seven or eight bonbon-tongs ; a large papier-maché peanut filled with bonbons.

HALLOWE'EN CHARMS: As many apples as children ; a large tub of water ; as many prophecies as children, wrapped in tin-foil ; three candles ; a mold of flour in fancy form ; a ring ; a Jack-o'-lantern full of gifts.

NUMBER OF CHILDREN, 20 TO 30

AGES, 8 TO 12

OCTOBER

HALLOWE'EN FROLIC



Children from eight to twelve years will enjoy a Hallowe'en frolic on the evening of October 31. Field corn, strung cranberries, and autumn leaves may be used effectively in decorating the rooms, and lights in Jack-o'-lanterns give the finishing touch of weirdness.

As the guests arrive each receives a black cat's tail (painted on cotton) at the large end of which is a pin. These are to be pinned as nearly as possible where they belong on a huge black cat which is painted on a sheet hung at one end of the room. Each child in turn is blindfolded and tries to pin his tail on the black cat's portrait. The girl who comes nearest to pinning a tail where it should go may receive as a prize a little doll dressed as a witch, while

the boy who comes nearest wins a ghost (see Chapter VII).

SQUIRREL HUNT: Before the guests arrive nuts should be hidden by the hostess in every conceivable place, high and low, in folds of curtains, on window- ledges, in flower-pots— wherever one can be tucked away. Each child



receives a small bag or basket in

which to gather the nuts, and after the hunt all sit around the open fire and crack and eat them while the hostess starts

a **PATCHWORK STORY**. This may be a ghost story, which is carried along to an exciting point, when the hostess stops and the player on her right tells some more. He also stops at an interesting place and his neighbor on the right continues the story.

The next game is **TOSSING CHESTNUTS**. A bowl-shaped basket about nine inches in diameter is

placed at one end of the room. Each child receives ten chestnuts, and standing eight feet from the basket tries to throw them, one at a time, into it. The score is kept by the hostess, and the child who has succeeded in tossing the greatest number of chestnuts into the basket wins.

PEANUT TOURNAMENT : The children now take seats around small tables — four at each. A large bowl of peanuts is brought in and a cupful is piled in the middle of each table. A small pair of bonbon-tongs, such as may be bought at a confectioner's, is provided for every table. The children



try in turn to take off a peanut at a time without stirring the other nuts. If a player succeeds he may have another chance and another until he fails, when the turn passes to the child on the left. At the end of twenty minutes a bell is rung, and the player at each table having the most peanuts wins. The winners at the different tables play another

round, and, if necessary, still another round is played until there is but one winner, who well deserves the prize — a huge papier-mâché peanut filled with bonbons.

HALLOWE'EN CHARMS that are merry rather than mystic are chosen as being more adapted to youthful players.

First comes the time-honored BOBBING FOR APPLES, which is too well known to require description. Then SNAPDRAGON, varied by substituting for the raisins amid burning alcohol, bits of tin-foil in which are wrapped folded slips of paper, each with a prophecy written upon it. These should be placed in a tin or earthen dish and covered with water. The alcohol is then poured down the side of the dish, gently so that it will float on the water instead of mixing with it.

A ring is hung from the chandelier at a convenient distance from the floor, and each child in turn walks directly up to the ring and, without hesitating a moment, tries to run a pencil through it. This is more difficult than it sounds.

Next three candles are lighted and set near a window. Three children at a time stand in front of the candles and each makes a wish. The window is



TOSsing CHESTNUTS



then opened, and if one or more of the candles remains lighted for one minute the child who stood opposite that candle may feel sure that her wish will come true. This is repeated until all the children have wished. The flour charm comes next. A mold of flour in fancy form has hidden within it a gold ring, and each child in turn cuts off a slice. The one in whose slice the ring comes must remove it with his teeth. Supper, which follows, is served to the children as they sit on cushions around the dining-room. A menu which is especially appropriate for Hallowe'en will be found in Chapter VIII. The gifts are drawn from the depths of a huge Jack-o'-lantern (see Chapter VII).

NOVEMBER



A FAMILY PARTY

MATERIALS REQUIRED



VEGETABLE RACE: One dozen vegetables—beets, carrots, turnips, and potatoes; two dessert-spoons; two basket-trays; a prize.

CHRYSANTHEMUM: A prize paper chrysanthemum, on the petals of which are pasted slips of paper; as many cards and yellow pencils as players; a bunch of chrysanthemums.

PARCELS POST: As many toys as players, all very different in shape and size, and wrapped in pumpkin-colored paper; as many tiny burlap sacks as players; fifty kernels of field corn for each player.

NOVEMBER

A FAMILY PARTY



After Thanksgiving dinner, when old and young are in the mood to be entertained, the hostess may find the games described here useful.

When the children of the party show signs of restlessness it is quite time to start in with the **VEGETABLE RACE**. Two rows of vegetables are laid about six feet apart. In each row half a dozen assorted vegetables—carrots, beets, turnips, and potatoes—are placed a foot and a half apart. At the far end of each line is a large basket-tray. Two players at a time start, each at the near end of a row, and try with a dessert-spoon to lift one vegetable at a time and carry it to the basket. The one who finishes first wins, and is qualified to play in the second round. The winners in the first round play

against each other in the second, and when there is but one player undefeated, he is entitled to the prize—a natural-looking beet or carrot made of papier-mâché and full of bonbons.

Next comes HUNT THE SQUIRREL. The players form a huge ring, and one who is the Hunter walks around outside it, chanting :

“ Hunt the squirrel through the wood,
 I lost him, I found him !
 Hunt the squirrel through the wood,
 I lost him, I found him !
 Hunt the squirrel through the wood,
 I lost him, I found him !
 I won't catch you and I won't catch you,
 But I *will* catch you ! ”

As he says this he touches one player and starts to run around the circle. The player touched must run in the other direction, and the first one who reaches the gap in the circle joins hands with the players to right and left, while the one left out becomes Hunter and goes around the circle chanting, “ Hunt the Squirrel,” etc. After such a romp a quiet game will be appreciated.

CHRYSANTHEMUM is played in the same way as ROSE-PETALS (see Chapter II), except that there is

but one large flower, a golden-yellow chrysanthemum. The chrysanthemum is passed around, and each player pulls a petal, on which he finds a printed slip bearing the name of a flower with the letters much mixed. As soon as he has rearranged the letters so as to spell a name, he writes it on his card. He may then draw another petal. The game ends when there are no more petals to pull, and the player who has guessed the most names receives a bunch of chrysanthemums.



Two leaders are then chosen, who in turn choose sides for PARCELS POST. The parties form lines facing each other, a leader at one end of each line. Beside him in a clothes-basket are parcels large and parcels small, parcels heavy and parcels light, and many that are irregular in shape, all wrapped in pumpkin-colored paper. There should be an equal number of parcels for each side. At a signal each leader takes a parcel from the basket, passes it to the player next him, and one after another as quickly as possible they are taken from the basket and passed

along the line. If anything is dropped it must travel all the way back to the leader and start again. The player next to the chair must pile the parcels on it as they come to him, without letting one fall, and when they have all reached him he starts them back to the leader, one at a time, as fast as he can. The side which gets the parcels back in its basket first has won.

The sequel to PARCELS POST is AUCTION. Each person receives a small burlap sack containing fifty kernels of field corn, by way of money. Needless to say, the auctioneer is chosen for his ready wit, and may be an uncle or cousin or the host himself. The bidding begins when everybody is seated, and when all the parcels have been auctioned off the game is over.

Next comes FAMILY GOSSIP. One person goes out of the room, and the hostess asks each of the remaining players to say something about him. This she writes down on a piece of paper with the name of the person who said it. When the player returns the hostess says: "Some one says you have the family nose!" If he can guess who the person was who said it, that player must go out of the room the next time and be the target for family criticism.

When this game flags, the hostess appoints two leaders who choose sides for DUMB CRAMBO. A description of this old favorite is hardly necessary. One side chooses a word to act in pantomime, and the other players who form the audience are told what it rhymes with. For example : The word chosen is "sloop " and the actors tell the other side that it rhymes with "troop." The attic is ransacked for queer old costumes, shawls, ancient bonnets and parasols, and the nursery for toys that may help. If the audience guesses the word acted the actors must give another pantomime ; but if they fail to guess they are told what the word was and they become actors, while the other side forms the audience. A light supper follows, the menu for which will be found in Chapter VIII.

CHAPTER V



SUPPLEMENTARY PARTIES AND GAMES

CHAPTER V

SUPPLEMENTARY PARTIES



THESE parties are, with one exception, suited to any season of the year and may be substituted for any of the foregoing programs.

INDIAN PARTY

Although this party is arranged for a private house, it may, with slight alterations, be successfully given at a mountain camp or inn. Invitations printed on birch bark with a pyrographic pen are sent to the children, asking them to come to the tepee on the young host's lawn, in Indian costume, on a certain day. On that occasion they will be received by a small Hiawatha gay in war-paint, fringed chamois leggings, moccasins, and a feather head-dress. The costumes need not be at all elaborate or costly. Two

medium-sized pieces of chamois-skin make capital leggings, buttoned with black buttons, the edges cut into a fringe. The shirts and breeches of the boys, and the girls' skirts, may be of khaki, and chicken-feathers on a band of red flannel make a realistic head-dress. Moccasins of chamois may be easily made if one cannot buy or borrow a pair of genuine beaded ones.

Materials Required

A CANVAS tent; several Indian blankets; as many birch-bark invitations as children; a bow and arrows; a prize. BASKET-WEAVING CONTEST: As many lengths of No. 4 rattan as children; six weavers of No. 2 rattan for each child; as many weavers of colored No. 2 rattan as children; a bowl of water; several pairs of scissors; a tape-measure; two prizes. NECKLACE-MAKING: Several small boxes of beads, needles, and linen thread. BALL GAME: A ball. PICTURE-WRITING: As many printed cards as children; as many blank cards and pencils as children; a prize. GIFT BASKET: An Indian basket full of tiny favors, each tied to the stem of a scarlet or yellow poppy.

NUMBER OF CHILDREN, NOT OVER 25. AGES, 8 TO 12.





The games will be especially appropriate: races, shooting at a mark with bow and arrows, and a basket-weaving contest; the prizes, an Indian basket for the boy who makes the strongest basket, and an

Indian doll in a papoöse-carrier for the girl who weaves the prettiest one. While the boys are enjoying a game of ball the girls may make bead necklaces. They will then unite in a game called PICTURE-WRITING. On as many cards as there are children a story or extract from "Hiawatha" is printed, using in place of the nouns simple drawings of the persons or things spoken of. For example the following from "Hiawatha and Mudjekeewis":


From his  went ,

Dressed for travel, armed for hunting;



Dressed in deerskin  and ,

Richly wrought with  and    ;


On his head his  ,

Round his waist his ,


In his hand his  of ash-wood,

Strung with  of the  ;

In his  oaken ,

Tipped with jasper, winged with  ;

With his , Minjekahwun,

With his  enchanted.

Each child receives, besides one of these cards, a blank card with a pencil attached. On this he writes the poem, substituting words for the pictures. All must have finished in twenty minutes. A bell is rung, the cards are collected, and the child who has written the correct version receives a prize. For example: A box of birch bark, worked with porcupine quills, and full of sweets. If more than one succeeds in correcting the story perfectly, the cards should be judged for neatness and legibility. At supper the children sit around on Navajo blankets spread on the grass. Any one of the menus in Chapter VIII may be provided.

The gifts, which are simple bits of pottery, birch-bark canoes, and other toys, purchasable at an Indian shop, each tied to a red or yellow tissue-paper poppy, are drawn from a bowl-shaped Indian basket, with ribbons of yellow for the girls and red for the boys.

COUNTRY CIRCUS

A COUNTRY CIRCUS will not be difficult to arrange, and will be great fun. With the invitations to the party at which it is to be given, a ticket may be sent to each child, admitting him to a country circus at three o'clock, at the house of Mrs. Blank. Hand-

made posters of flaming colors and extravagant wording should decorate the room where the children are received.

Materials Required

As many tickets as children ; two pieces of canvas long enough and wide enough to fill a doorway ; a strip of pasteboard long enough to reach around a circular dining-table and eight inches wide, painted the color of the table ; several paper-fasteners ; twelve or more performing-animal toys ; as many small bags of peanuts as children ; pink lemonade ; a round red toy balloon with a knotted covering of sewing-silk, to the ends of which a light paper car is attached ; a pretty paper doll.

NUMBER OF CHILDREN, 20 TO 30. AGES, 5 TO 10.

When all the children have arrived, they flock to the circus through a doorway which is hung with a pair of canvas curtains made to look as much as possible like a tent-flap. Inside is a large round table at one end of the room, and in a semicircle about it are rows of chairs. The table should have a guard-rail around it, made of a long strip of pasteboard, extending about four inches above the surface of the table and four inches below it, held together with paper-fasteners and painted to represent a fence. This is to prevent the animals from precipitating themselves into the crowd, for they are such wild

beasts as go by clockwork and are sold by venders on the sidewalks of city streets. The hostess or an aunt or governess may act as ring-master, winding up the animals, and playing the part as amusingly as possible. Refreshing pink lemonade and bags of peanuts may be passed at not too frequent intervals. The grand finale will be a balloon ascension. A light car of rice-paper is made and attached to a round toy balloon by the ends of a knotted covering of sewing-silk which incloses the balloon. In this car Mademoiselle Caramel (a beautiful paper doll) is seated. The window is opened, the string that holds the balloon cut, and off it floats!

MECHANICS' FAIR

A novel and interesting plan for a children's party is to have a MECHANICS' FAIR. It may be given at home or on the broad piazza of a summer hotel.

Materials Required

As many cards as children. TAILOR: A piece of cloth; scissors; needle, thread, and thimble. DRESSMAKER: A piece of bright-colored cloth or silk; scissors; needle, thread, and thimble. BASKET-MAKER: One length of No. 4 rattan; six weavers of No. 2 rattan; scissors; a bowl

112 THE BOOK OF CHILDREN'S PARTIES

of water. UPHOLSTERER: A doll's chair or sofa with a wooden seat; some cotton batting; a piece of flowered cretonne or satin; a paper of tiny tacks; a hammer; scissors. BOAT-BUILDER: A piece of wood; a knife; a piece of cotton; scissors; a needle and white thread. POTTER: A lump of clay. SHOEMAKER: A small piece of leather; scissors; needle and thread. PRINTER: A small printing outfit; several cards. JEWELER: A box of beads; a needle and thread. WEAVER: A small loom; two balls of worsted. FLOWER-MAKER: Several sheets of colored tissue paper; a small tube of paste; scissors; a yard of fine wire. BUILDER: A box of blocks. HAMMOCK-MAKER: A ball of cord; scissors. SIGN-PAINTER: Several large cards; a pencil; a paint-box. CABINET-MAKER: A piece of hard wood; a knife; tiny tacks; a small bottle of glue; a hammer. GLOVER: A piece of undressed kid; needle and thread the color of the kid; scissors; a thimble. As many small cards as children; as many pencils and sheets of paper as children; two prizes.

NUMBER OF CHILDREN, NOT OVER 20. AGES, 8 TO 14.

As the children arrive, each draws a card from a tray on which are placed, face downward, as many cards as there are children, each bearing the name of some trade. These they hand to the hostess or some other grown person, who sits at a table on which are small packages, each having the name of a trade upon it. These packages are found to contain materials from which, the hostess explains, each

child is to fashion an article such as one of his trade would make: the shoemaker, a small shoe; the jeweler, a ring or necklace, etc. An hour is the time allowed, and the children work like little beavers, cutting, sewing, weaving, or painting. When the time is up, a bell rings and all the articles are collected. The children then play some game, SPIN THE PLATTER or GOING TO JERUSALEM, something lively, until the hostess calls them into another room, where they will find their handiwork arranged and numbered like the exhibits at a fair. Each child is asked to write on a slip of paper the number of the piece of work he thinks is the best. These slips are collected in a bowl or basket, and the maker of the piece of work which has the most votes receives a prize. A second prize may be given to the one whose work is voted next best. Supper follows, and afterward a game of TRADES may be played. Two leaders, one of whom is called Master and the other Workman, choose sides, and when the party is evenly divided the Workmen select some trade and tell the first and last letter of the name to the Masters. For example, H—r, horseshoer. The Workmen then stand in line, and each does something in pantomime appropriate to the trade of horseshoer. One blows

the bellows, another hammers at the anvil, another shoes the horse. The Masters are each allowed one guess as to the name of the trade the Workmen are engaged in, and if they are correct, the Workmen are out and the Masters take their place. If, however, no one guesses it, the Workmen tell what it was and choose another trade to represent.

AN OUTDOOR WINTER PARTY FOR BOYS

When ponds are frozen and the snow is on the ground, an ideal party for boys may be given. If there is a pond on one's grounds, so much the better, for then it can be festively decorated with Japanese lanterns, strung from tree to tree. The boys should be asked to bring their skates and come in a costume representing some city or possession of the United States. The young host may be dressed as Uncle Sam. Indians, Filipinos, darkies, a Quaker, and a Boston Baby swarm over the pond, playing SNAP THE WHIP, HOCKEY, or TAG. In playing RED ROVER, Uncle Sam stands in the middle of the pond and all the others gather at one end. At a signal from him they skate across to the other end, while he tries to catch one or more. Should he succeed, the players caught become Red Rovers and help him catch the others.



FUN ON THE ICE

When all are captured, the game is over and the first one caught must be Red Rover next time. Later in the afternoon a game of HARE AND HOUNDS in the snow, with red paper "scent," may be played, or Uncle Sam and some others may defend a snow fort against a storming party of Filipinos and Indians. From this exciting game they come rosy and disheveled, ready to do justice to supper. In the evening the pond is lighted with lanterns, so that the boys can skate until it is time to say good night.

DUTCH PARTY

A DUTCH PARTY will be appreciated in this country, where there are so many descendants and admirers of "brave little Holland." The 6th of December, St. Nicholas day, will be an appropriate time for such a party, for it is one of the most important Dutch festival days. The invitations may be written on note-paper or cards which have Delft-blue scenes in one corner, or pictures of sturdy little Dutch boys and girls in their quaint costumes.

Materials Required

PLANTING TULIP BULBS: Half as many tiny gifts as children, each wrapped in cotton batting and then in brown

tissue paper to imitate a tulip bulb ; two basket-trays ; two circles of heavy brown paper sixteen inches in diameter ; half as many paper tulips as children. **THE MONTHS :** Twelve tiny candles of different colors. **TENPINS :** A set of tenpins ; half as many favors as children. **LETTERBANKET :** Cake, cracker, or pasteboard letters, three or four inches high, to spell St. Nicholas ; ten small favors, if desired. **GIFT BASKETS :** Two large gilded baskets filled with pink and white paper tulips ; as many real tulip bulbs as children. **ST. NICHOLAS'S SACK :** A huge sack of tan-colored crêpe paper filled with bonbons ; as many small baskets with handles as children.

NUMBER OF CHILDREN, 20 TO 30. AGES, 6 TO 10.

When all the children have arrived, two basket-trays, one heaped with paper tulips, the other with what appear to be tulip bulbs, are brought in. Two leaders choose sides until the party is equally divided. The tulip bulbs are also divided ; half are put into one tray and half into the other, while the paper tulips are laid away for future use. Two brown paper circles, sixteen inches in diameter, are laid on the floor, four or five feet apart, and a tray of bulbs is put beside each. All is now ready for the planting. Two players, one from each side, try which can place his bulbs at equal distances apart, around his circle just inside the edge, in the shortest time. The one who finishes first is the winner for his side.

The bulbs are then collected and replaced in the trays. Another pair of players competes, and another, until all have planted the bulbs, when the side having the most winners is the victorious one, and the players are rewarded by the bulbs, each of which will be found to contain a tiny gift. The paper tulips will serve to console the defeated players.

MAGIC CANDLES is the next game. Twelve tiny candles should be provided beforehand, all of different colors. They are placed in low candlesticks in a row on the floor, at distances of about a foot and a half apart. Each candle is named for a month of the year. January has a white candle, February a brown one, March pale green, April bright green, May violet, June pale pink, July bright pink, August pale yellow, September blue, October crimson, November orange, and December scarlet. Each child in turn jumps over the candles, one at a time, and if he does so without extinguishing a single candle, the coming year will be full of happiness and good times ; but, should one flicker out, there will be ill luck in that month for the child who put the candle out.

The game of TENPINS which follows will be played in the nursery, where there will be no danger to furniture or bric-à-brac should the small wooden balls

go wide of the mark. Sides are chosen, and the pins having been set up at one end of the room, a player from each side in turn rolls the ball and knocks over as many pins as possible. The score is kept on a blackboard or large card hung conveniently near, and individual favors should reward the players of the winning side. Small bonbon-boxes with Dutch scenes on the covers, tiny lamps with tulip-shaped globes, or miniature windmills will be dainty and appropriate.

The children now return to the room where they are received for a game of LETTERBANKET.

In Holland, cakes called by this name are made in the form of the letters of the alphabet. These may be ordered at a bakery, or crackers baked in alphabet form will do. Failing either of these, letters about four inches high cut from colored cardboard may be substituted. The name St. Nicholas, spelled out with these letters, is attached to a screen with pins so that it can be easily seen by the children, who stand in a semicircle (one or more rows deep) in front of it. The hostess points with a wand to each letter in turn, asking the children to name some toy St. Nicholas brings which begins with that letter. The first child who calls the name of a toy

beginning with that letter wins the letter. If the letters are cakes or sweet crackers they will be a sufficient reward in themselves. Otherwise, at the end of the game each child who holds a pasteboard letter may receive some tiny favor.

Next comes the game of JOLLY MILLER. All choose partners but one child, who represents the Miller. Should there be an even number of children, the hostess or some other grown person will join the game to make the odd number. The Miller stands in the middle of the circle, and the others, two and two, walk slowly round him to imitate a mill-wheel. As they walk they chant :

“ There was a Jolly Miller who lived by himself ;
When the mill went round he made his wealth.
One hand in his pocket and the other in his bag ;
As the mill went round he made his wealth.”

When this has been sung twice all change partners, and the Miller also makes a rush to get a partner. The player left out then becomes the Miller, and the game goes on. It will then be time for supper, for which some menu from Chapter VIII may be chosen. Tiny Dutch flags for the boys and caps for the girls are attractive supper favors, and a gift basket full

of pink and white tulips makes a charming table decoration. As each child pulls the ribbon, which reaches from the basket to his place, he will draw, besides the paper tulip, a real tulip bulb, to which is attached a little card with the words, "Plant me," written upon it.

If there is time for one more game after supper, it will be **ST. NICHOLAS'S SACK**. Each child receives a small basket with a handle to hang on his arm, and each in turn is blindfolded and led near a huge sack of brown crêpe paper which is hung between folding-doors. Beneath it a white sheet is spread. The child is given a cane and told to hit the sack three times as hard as he can. Needless to say, few strokes hit the mark, but at last the sack bursts, and as bonbons rain down on the sheet below, the children scramble to fill their baskets.

SUPPLEMENTARY GAMES



The following suggestions for games will be found useful should the hostess wish to vary the programs as we have arranged them.

GAME OF BOX BASEBALL

An exceedingly good game for boys and girls is BOX BASEBALL. It may be played out of doors or in the house. If it is to be out of doors, a square, or box, two by two feet is marked off on a gravel walk or driveway, and a line drawn across it divides it exactly in halves. A second line at right angles with the first marks it into quarters (see diagram). 1 is marked in the back left-hand square, 2 in the left front square, 3 in the right front square, and H, which stands for home, in the back right square. Sides are then chosen by two players who have been ap-

pointed captains of the teams. A player from the side which plays first stands on a line marked across the driveway at eight feet from the box. He throws a metal disk, aiming to put it into one of the squares. Should he throw it outside the box three times he is out, and the next player of the same team takes his turn. As in baseball, when three players of a team are out the next team has its inning. There

1	H
2	3

may be nine innings or less, but there must be an uneven number. When the disk is thrown into the square marked 1, the player counts that he has a man on first base, if on 2 on second base, if on 3 on third base, and if on H a home run is counted. Should he in his first and second throw have put the disk into the squares marked 2 and 3, and with the third throw send it into H, three runs will, of course, be counted.

The side having the most runs at the end of the last inning wins. If this game is played in the house, the box may be marked off on a wooden board, or, if it is on a hardwood floor, in chalk, and instead of a metal disk a large bone disk is used.

GUESSING FINGERS

One child, who is chosen leader, counts "One—two—three!" or gives some other sign, at the same time holding up as many fingers as he chooses. The other children, all at the same moment hold up as many fingers as they wish, and as they do so each makes a guess as to how many fingers altogether are being held up. The fingers are then counted, and the player whose guess comes nearest wins.

OLD SAILOR

The children count out to see which one will be the Old Sailor. All stand in line but the Old Sailor, who comes limping up and says to the first child:

"Here comes an old sailor from Baffin's Bay!
Pray what have you got to give him?"

He may then ask whatever questions he chooses, and if, in answering him, a player uses the words "yes" or "no," "black" or "white," he must pay a forfeit, and the Old Sailor passes on to the next player.

CATCHING THE SNAKE'S TAIL

CATCHING THE SNAKE'S TAIL is a Japanese game which is played as follows: The children form a line,

each resting his hands on the shoulders of the player in front. One who is the Catcher is out. The first player on the line is called the Head, and the last the Tail. When the game begins the Catcher stands about fifteen feet from the Head, and, at a given signal, tries to catch the Tail, or end player, without pushing any one else. The others defend the Tail by moving about in any way they choose, except that the line must not be broken; for, should it break, the Tail is considered caught and must become Catcher, while the Catcher goes to the head of the line.

WOLF AND LAMB

All the players but two (who have been chosen Wolf and Lamb) form a circle, holding hands. The Lamb stands in the middle of the circle or fold. The Wolf tries to break through to catch the Lamb, and, if he succeeds in getting into the fold, the circle immediately breaks to let the Lamb out, closing again in time to hold the Wolf. If the latter succeeds in catching the Lamb, the two children between whom he broke through last become Wolf and Lamb.

FEATHER PLAY

FEATHER PLAY is very amusing. The children count out to see which one will be "it." All the others

sit on the floor in a hollow square just large enough for the players on each side to hold the edge of a large sheet up under their chins. A tiny feather is put on the sheet, and the children blow it back and forth, hither and thither, while the child who is "it" tries to catch it on or in front of one of the others. Should he succeed, that player must take his place.

PUZZLES

Materials Required

As many puzzles as children ; one fourth as many small tables as children ; as many tally-cards and pencils as children ; a box of stars ; two prizes.

A progressive game of puzzles will prove popular if the puzzles are chosen with reference to the ages of the children invited. One can often borrow them, or they may be bought at a toy-shop. Sliced animals and all the other varieties of pictures to be put together will be appropriate for a party of very small children, and simple puzzles may be found for those who are a little older. There should be as many puzzles as there are children, and one fourth the number of tables, such as are used for progressive euchre. Two prizes are also provided, or two of the

puzzles may be given as prizes. The tally-cards, which should be in the form of a large interrogation mark, are each numbered at the top, and corresponding numbers will be found on the puzzles. For example, the players whose cards are numbered 1, 2, 3, and 4 will try to solve the puzzles 1, 2, 3, and 4 at the head table, while at the second table those whose cards bear the numbers 5, 6, 7, and 8 have puzzles numbered to match. When one finishes at the head table a bell is rung and each child moves a number ahead; every player who has solved his puzzle has a star affixed to his card. As to the time allowed for playing, the hostess will use her own discretion, as in other games. If small brows are knotted too tightly, or if, on the other hand, the interest flags at all, it will be time to announce the last round. The progressive principle may also be used in playing board games. Children of from eight to twelve will enjoy this. There should be a different game for every table, and four children will play at each. Such games as **AUTHORS**, **FISH-POND**, **TIDDLEY-WINKS**, and **HALMA** are chosen, and the children play partners. When the game at the head table is finished, a bell rings, and those who have won remain where they are, while the other two descend to the

last table. The winners at the other tables go to the next higher one, while the losers remain where they are, just as in other progressive games.

MEMORY GAMES

Materials Required

A BLACKBOARD ; as many slips of paper as children ; two prizes.

The children are seated in a semicircle in front of a blackboard, such as almost every child has in his play-room. Each receives a slip of paper on which the name of some object or animal is written ; this slip must not be shown to any one. The first child goes to the blackboard and draws the animal or object—for example, a cat—which was named on his slip. The hostess, in a low voice, asks each child in turn what he supposes the picture represents. She then writes on a piece of paper how many correct guesses there were. When each child in turn has drawn a picture (and one should follow the other in even rows across the blackboard), the one who made the drawing that was most recognizable—that is, the one that was guessed by the greatest number of children—may be rewarded by a prize. Game number two follows. The first child is asked what the first pic-

ture, a cat, makes him remember—what he thinks of when he sees a picture of a cat. The next child is asked about the second picture, and so on. When each one has reminisced in this way—and some of the little stories will be very amusing—the third game is started. Each child in turn shuts his eyes and tries to remember and tell how the successive pictures come on the blackboard: cat, basket, fish, bird, etc. The one who can remember the greatest number in succession will deserve a prize.

HUNTSMAN

HUNTSMAN is a good game, especially for rather small children. One is chosen huntsman who has never played the game. He is told that a whistle will be hidden which he is to find, and that he will be blindfolded until a hiding-place has been decided upon. The whistle, a small and very light one, is hung on a string and pinned to the back of his coat, very carefully. The bandage is then taken from his eyes. As he turns his back to the different players in searching for the whistle, each blows it. The result is very puzzling to him and funny to the others, until at last some child does not drop the whistle quickly enough, and the trick is discovered.

CHAPTER VI



PROPERTIES

CHAPTER VI

PROPERTIES



TWELFTH-NIGHT PARTY

Characters: King, Queen, Ladies in Waiting, Lords in Waiting, Jester, Page, Herald.

THE King's crown is of gilded water-color paper, cut in the design shown in Chapter I.

The Queen's crown is also of water-color paper, painted with gold, but is much simpler, having a single star on a strip of paper an inch wide.

The Lords and Ladies in Waiting have wooden wands gilded, with a gold papier-mâché star at the end (see Chapter I).

The Court Jester's cap is made of party-colored

cambric or satin with a gold or silver bell sewed to



each point of the collar and one on the peak. He may also have a folly-stick.

The Page, with plumed cap, must be ready to wait upon their Majesties the King and Queen.

The Herald carries a long trumpet, from which hangs a square banner having a fleur-de-lis or lion rampant of a contrasting color painted or appliquéd upon it.

ALICE IN WONDERLAND PARTY

Characters: Alice, the White Rabbit, the Mouse, the March Hare, the Dodo, the Frog Footman, the Caterpillar, the Cook, the Baby, the Duchess, the Queen, the Hatter, the Cheshire Cat, the Gardeners, Playing-cards.

The illustrations of "Alice in Wonderland" will be the best guide in making these properties, but

the following suggestions may be helpful in the selection of materials and quantity needed :

Alice's apron, with its little pocket, will, of course, be simple to provide.

The White Rabbit has a rabbit-skin of white Canton flannel. The ears are lined with pink cambrie, and the whiskers fringed from a piece of hair-cloth. The eyes are large beads outlined with pink embroidery silk, and the tail is stuffed with cotton batting. This makes an attractive costume for a bright-eyed little boy.

The Mouse wears a costume that is made in much the same way, except gray Canton flannel is used instead of white. The nose is more pointed and the tail long and slender.

The March Hare has a gray rabbit-skin made like the White Rabbit's. One ear is tied with a wisp of straw. Masks of papier-mâché for the Dodo and the Frog Footman may be purchased at a theatrical furnisher's or toy-shop.

The Caterpillar's dress is made of green cambrie—just a straight bag with tucks quarter of an inch wide run around it at intervals of twelve inches. A piece of reed or featherbone is put through each of these tucks. The bag is rounded at the top to form the head-cov-

ering, and an opening is cut for the face. Holes are also made for the arms. Feelers of green-covered wire are fastened at the top.

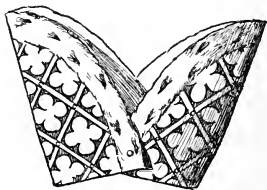


The Cook has a large mob-cap and a pepper-pot, and the Baby a close white lawn cap.

The Duchess's head-dress is much more elaborate, and is made as follows: Cut two sides from water-color paper, and decorate with red, gold, and black. Join the two sides at front and back with paper-fasteners and drape white cheese-cloth across the top.

The Queen's head-dress is also cut from water-color paper, decorated and joined with a paper-fastener. The coloring may be copied from a playing-card queen.

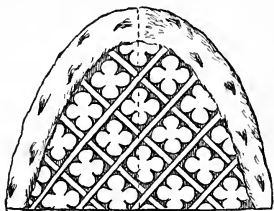
The Hatter's hat is made of buckram covered with gray Canton flannel. A label fastened to the left side of the hat is copied from the picture in "Alice in Wonderland." It reads, "In this style 10/6."



The mask for the Cheshire Cat is also made of gray

Canton flannel, and is fastened to a cap of the same. The face is stiffened with crinoline, and horsehair whiskers give the final touch.

The Gardeners — Two, Five, and Seven of Spades — have huge playing-cards in their numbers, which they wear like sandwich-men, and round painters' caps made of white paper.



The cards are made of sheets of cardboard eighteen by twenty-eight inches, and have spades cut from black glazed paper pasted on them. Holes are made at the top of the cards and tapes or ribbons half an inch wide tie them together. One of the gardeners may carry a pail, and all three are provided with paint-brushes. The rest of the Playing-cards wear cards made in the same way as those just described, using red glazed paper for the hearts and diamonds.

MOTHER GOOSE CHARACTER PARTY

Characters : Little Bo-peep, Little Miss Muffet, Daffydown-dilly, the Queen of Hearts, Mistress Mary, Pretty Maids, Simple Simon, Spider, Little Boy Blue, Tom the Piper's Son, the Knave of Hearts, Old King Cole, Fiddlers.

Little Bo-peep, with shepherdess's hat and crook, looks as if she might have stepped out from between the covers of "Mother Goose." Her hat is trimmed with a wreath of pink paper flowers, and a pink crêpe-paper bow at the back. The crook is made of stiff wire covered first with cotton wadding and then neatly wound with white crêpe paper. The top is bent in crook shape and is finished with a pink crêpe-paper bow with long ends.

Little Miss Muffet has a large mob-cap made of white crêpe paper with a bow of light blue in front. She may also have a huge wooden spoon and a bowl.

Daffydowndilly's hat is made, in the shape of a large daffodil, of yellow crêpe paper. A strip of the crêpe paper eight inches wide and thirty-two inches long is stretched at the top and gathered together loosely at the bottom to form the center of the flower. Six petals, ten inches long, and the shape shown in the picture, are wired through the center with flat hat-wire. These petals are arranged around the center, extending about an inch and a half below it to form a little crown that will fit on to the head. The inside is stiffened with a strip of water-color paper.





SOME PROPERTIES FOR CHARACTER PARTIES

The Queen of Hearts wears a crown of water-color paper an inch and a half wide and long enough to fit a little girl's head. Three hearts of glazed red paper are fastened in front, and the band is gilded.

Mistress Mary is provided with a watering-pot and wears a garden-hat.

Her Pretty Maids may wear either wreaths of artificial garden flowers or large flower hats made of crêpe paper.

Simple Simon, with a fishing-rod and a wooden pail, may amuse himself and the rest of the characters angling for a whale.

The Spider, a large and frightensome one, found in a Japanese shop, is fastened to an elastic band and slipped on to the head of a roguish boy who will "frighten Miss Muffet away" at every opportunity.

Little Boy Blue has a pointed cap of blue tissue paper and a long horn.

Tom the Piper's Son receives a papier-mâché pig for his property.

The Knave of Heart's head-dress may be copied from a playing-card on water-color paper.

Old King Cole has his pipe and bowl, and each of the Fiddlers Three, who stay close by him during the games, carries a toy fiddle.

FAIRY CHARACTER PARTY

Characters : Cinderella, Fairy Godmother, Proud Sisters, Little Red Riding-hood, Fairies, Fairy Queen, Fairy Prince, Jack the Giant-killer, Dick Wellington, Brownies.

A peep into a prettily illustrated book of old-fashioned fairy-tales will be the best guide to characters and costumes for this party. Cinderella may have a small mob-cap with a bow in front, a dust-pan and brush hanging at her side. The Fairy Godmother, in peaked cap of red crêpe paper and cloak of the same, is also provided with a gilded wand. Cinderella's Proud Sisters may have white feathers in their hair, one with a blue rosette of crêpe paper and one with a pink.

Little Red Riding-hood will look very charming in a red cloak which is easily made from red flannel or crêpe paper. She should also have a small covered basket.

The Fairies' wings are made of white tarlatan cut the shape of butterflies' wings, wired around the edge, and spangled with gold paint. The Fairy Queen may, besides her wings, receive a gold crown and wand. The Fairy Prince also has a crown, wand, and wings.

Jack the Giant-killer should have a white canvas belt to which is attached a toy sword. "This is Jack the Giant-killer" is painted in gold letters around the belt.

Dick Wellington, in red cap and feather, must not be parted from his cat, a large stuffed cotton one.

The Brownies' caps are of tissue paper made pointed. They are, of course, brown in color, and a green band at the bottom gives a look of the woods. These little boys must live up to their characters, playing tricks whenever they see an opportunity.

CHAPTER VII



GIFTS AND FAVORS

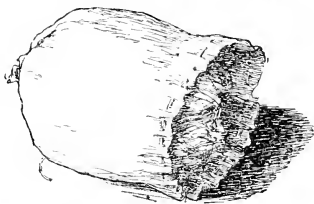
CHAPTER VII

GIFTS AND FAVORS



DECEMBER—CHRISTMAS PARTY

SNOWBALLS for the HOLLY WREATH game are very simple to make. A piece of cotton batting the size and shape of a real snowball is covered with a strip of white crêpe paper nine inches long and five inches wide. The narrow edges are pasted together and it is then gathered at the top and bottom. The crêpe paper is stretched in the middle to fit around the ball of cotton. Gum-arabic water is spread over it with a soft brush and the ball is rolled in snow-powder.



Reindeer Boxes for bonbons are small oval paste-board boxes covered on the top with white crêpe paper which has a layer of cotton wadding underneath to make it look like a soft snow-bank. Rope made of crêpe-paper strips, an inch and a half wide, is pasted around the sides and a small papier-mâché reindeer is sewed on top of the box. The crêpe paper is then treated with gum-arabic water and snow-powder, like the snowballs.

The Large Gift Snowball has for a foundation a wire frame eighteen inches in diameter, with a round opening at the top large enough to allow the gifts to slip in. It should also have a wire handle by which to hang it. This frame will have to be made, and may be ordered through a florist. It is first covered with a thin sheet of cotton wadding and then with white crêpe paper like the small snowballs.

The gifts are wrapped in white tissue paper, with ribbons half an inch wide and a yard long attached to each package, red ribbons for the boys and white for the girls. The gifts are put into the round opening at the top and the ribbons drawn through slits in the sides of the snowball, care being taken not to have them interfere with the wire ribs. A round cover made of cardboard slightly wadded and cov-

ered with white crêpe paper is put over the opening at the top. The wire hanger is wound with a narrow strip of the crêpe paper, and then the snowball is ready for gum-arabic water and snow-powder. Glass icicles hung here and there add the last touch of realism, and wreaths of artificial holly and mistletoe wound around it give a festive look.

JANUARY — TWELFTH-NIGHT PARTY

Twelfth-night cards are made of white water-color paper and on each is painted one of the characters of a royal court: a king, queen, jester, page, knave, and herald. Cards for the remaining children have lords and ladies upon them.

Air Balls of rice paper may be bought at a Japanese shop, or it is possible to make light paper balls as follows: Three circles of colored paper measuring three inches in diameter are cut. Across each of these is drawn a line dividing it exactly in two. Then another line, crossing the first at right angles and dividing the circle into quarters. In one of these circles, which we will call No. 1, four slits are cut, starting at the edge, for half an inch in toward the center along the ruled lines. In the next circle, No. 2, two slits are cut for half an inch in toward

the center, starting at the edge, at the two ends of a ruled line, and a long cut is made on the line at right angles with it, beginning half an inch in from the edge and ending half an inch from the opposite edge. No. 3 has two long cuts, bisecting each other, through the center of the circle and ending at half an inch from the edge of the circle at the end of each line. Taking No. 1 in the left hand, slip the long middle slit in No. 2 over it and the small slits on each side of No. 1 will hold it securely. The cross-cuts in No. 3 allow it to slip over the other two and catch in the short slits on the edge of each. This makes a light ball which is easily blown about.

Net Stockings for bonbons are cut the size of babies' socks. The two sides are buttonholed together with bright-colored worsted, and a cord to match draws it up like a bag at the top.

Star-shaped Jack Horner Pie : A star-shaped frame will have to be ordered from a carpenter. The size will be determined by the size of the table on which it is to be used. The foundation of the pie is a large ten-quart milk-pan, covered first with white tissue and then with silver paper. The gifts are wrapped in white tissue paper and tied with silver cord a yard long with a small silver star at the end. They

are packed into the pan, care being taken not to have them come above the top. Cover with white tissue paper, draw the cords through small slits, and paste the paper around the edge. Make small corresponding slits in the large silver star and draw the cords through. Paste the rim of the pie to the under side of the star.

FEBRUARY—ST. VALENTINE'S PARTY

Favors for St. Valentine's Post : Tiny envelopes one by two and a half inches have a shiny red heart in each. In the stamp corner is a tally-heart, and the envelop is addressed in gold ink "To my Valentine."

Gift Tarts : Small shallow white saucers are used by the Queen of Hearts in making her world-renowned tarts. She wraps tiny gifts appropriate to the season in tissue paper and places one in each saucer. Then, with a red tissue-paper covering (cranberry-color) pasted neatly to the edge of the saucer, and strips of brown paper touched with darker brown water-color to look like pastry, and a strip of the pastry paper around the edge, the tarts are complete.

Endless Chain of Hearts : A brass chain long enough to extend around the table can be purchased at a

hardware-store ; also tiny brass padlocks and keys. Hearts cut out of red crêpe paper six inches across the widest part, and of white tissue paper a trifle smaller, are used in covering the favors. A favor wrapped in tissue paper is first covered with two of the tissue-paper sides pasted together at the edges. They are then laid between the crêpe-paper tops, which are laced together with gold cord. A bow is made at the top with full loops of the cord. By one of these loops the heart is padlocked to the chain, and one is arranged to come in front of each girl and boy. The tiny keys are wrapped in silver-foil, and one is baked in each of the heart-shaped cakes. Great is the excitement when they are discovered and the favor hearts are unlocked from the chain.

If a Heart-shaped Jack Horner Pie is used for the favors, the chain hearts may be bonbon-boxes tied up with the cord and the same idea of the padlocks carried out. The pie is made in the same way as the Twelfth-night star, a heart-shaped frame being used instead of the star top.

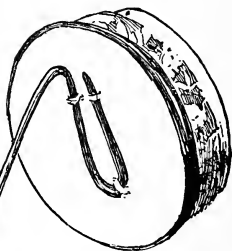
MARCH — ALICE IN WONDERLAND

The Rose bush for ALICE IN WONDERLAND is very realistic, and the gift-filled roses a delightful sur-

prise. A small round box has a stiff wire stem bent and sewed securely to the bottom. Rose-petals, red or white, cut and curled, are then slipped on to the stem and pasted so as to cover the box. Next the calyx of green tissue paper is made and the stem twisted with a strip of the same, rose-leaves being twisted in with it. The top of the box has two of the same petals pasted on it and five or six smaller crushed ones for the center. The box is lined with fringed white paper, a tiny trinket hidden within it, and the cover put on, making a

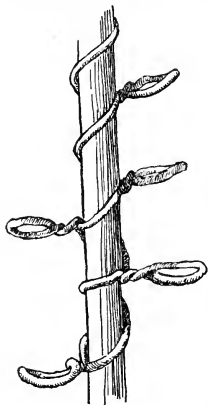
perfect rose. The stand for the roses has for its foundation a small dish-pan the shape of a flower-pot. The two handles are removed and a tin funnel turned upside down is wired to the bottom of the tin through punched holes.

The bottom of the tin is covered with white tissue and a gathered frill of the the outside. A flag-stick in the funnel and wired The pan is then filled



green crêpe paper, and green is pasted around three feet high is placed to make it quite secure. The with artificial moss. The

stick is twisted with green tissue paper, and loops of soft green-covered wire are arranged as in the picture.



These loops hold the roses, and the gift surprise is ready for the Gardeners, who distribute the flowers, white to the girls and red to the boys.

FAIRY CHARACTER PARTY

Fairy Rose-tree: These roses are made a little differently from those described for the ALICE IN WONDERLAND PARTY. Instead of using a box the stem is fastened to a piece of oval cardboard about two and a half inches long. Five of the small crushed petals are pasted on the outside and six of the large curled ones on the under side. The stem is finished as already described. A pretty bisque doll's face with two holes at the top, under the hair, is fastened into the center, and the roses are placed in the wire loops, as in the other rose-bush.

Wrap as many gifts as there are children in green tissue paper, with green ribbons a yard long for the



CHRISTMAS SNOW-BALL

LITTLE BO-PEEP SURPRISE

FAIRY ROSE-BUSH

boys. Whatever color is chosen for the roses,—red, pink, yellow, or white,—the girls' ribbons are the same. The gifts are packed in the pan. After the children have drawn their favors, each receives one of the fairy roses.

MOTHER GOOSE CHARACTER PARTY

Little Bo-peep Surprise: A pan is covered and lined like a Jack Horner Pie, and filled with ribbon-tied gifts as already described, white for the girls and green for the boys. The covering is of pretty ivy-green crêpe paper, and it is finished with a large double frill. White woolly sheep glued on to cardboard stands, one and a half by two and a half inches, covered with green crêpe paper, are glued where the ribbons come through the top of the pie. A doll dressed as Little Bo-peep stands in the center, crook in hand. One little girl, instead of drawing a gift, finds on the end of her ribbon a card which reads: "This little girl is entitled to Bo-peep."

MAY—MAY PARTY

Individual May Baskets: These little baskets are woven of raffia or rattan in the conventional May basket shape (see Chapter II). If rattan is used,

it is pretty to gild each basket and tie a fluffy bow of gauze ribbon at the top of the handle.

Gift Basket: A large round rattan basket is placed in the center of the table. The basket is much prettier if gilded. A bow of broad pink satin ribbon is tied to the handle and the basket filled with sprays of apple-blossoms, real or artificial. A gift is tied to the end of each stem, and satin ribbons half an inch wide extend to each place, pink for the girls and green for the boys.

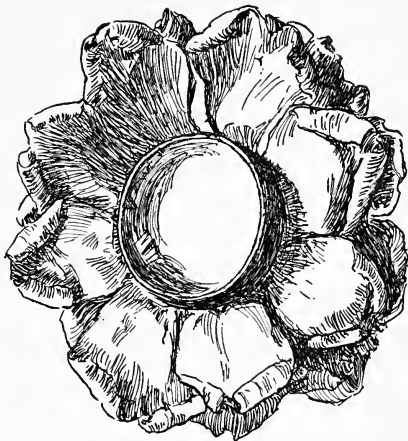
JUNE—ROSE PARTY

Butterfly Favors: The wings of paper butterflies are made over a frame of white cardboard. From top to point each wing measures eleven and a half inches. The frame is covered with white tissue paper and then with crêpe paper gathered at the inner side, stretched, and pasted to the edges. White, yellow, and green are the prettiest colors to use.

A wire stiff enough to support the butterfly is attached to the center, where the two wings are joined by sewing with strong white linen thread.



The body is then pasted to cover the joining. Two black-headed pins are stuck in for eyes, a piece of flexible green-covered wire attached for antennæ, and the butterfly is ready for its markings of black, gold, and delicate shades.



A Rose Horn for a Hide-and-go-seek favor is made in the following way :

A short tin horn is used for the foundation. Three small crushed rose-petals are pasted inside the flared end. A pencil is pushed through the paper to let the sound out, and six of the larger curled petals are pasted on the outside of the flared end. The horn is then wound like a stem with green tissue paper and leaves.

Rose Bonbon-box : This box is made in the same

way as those that grow on the Alice in Wonderland rose-bush, except that a bisque doll's face is fastened



in the center (see description of Fairy Rose-bush on p. 152.)

Rose Gift Ball: This ball has a wire foundation like the large snowball (see p. 148), and is made in the same way, ex-

cept that pink tissue paper is used for the first covering and it is then covered with rose petals. The handle is covered with green tissue paper and leaves, and the ribbons attached to the gifts are pink for the girls and green for the boys.

JULY—FOURTH OF JULY PARTY

Cartridge Belt and Bag: A strip of khaki twenty-four inches long and four inches wide is folded

and stitched for the belt. It may be fastened with two ball-and-socket fasteners. A square bag of the khaki, five by seven inches, is then attached to the right side of the belt. It may or may not have an envelop-shaped flap at the top.

Bonbon-boxes like large fire-crackers may be bought at the confectioner's. Stand as many as there are children upright on a tray, and tie around with red, white, and blue satin ribbon two and a half inches wide.

A Jack Horner Pie made of white crêpe paper, with decorations of poppies, daisies, and cornflowers, and red, white, and blue ribbons for pulling the favors, is pretty and appropriate. The gifts should be wrapped in paper napkins that have American flags in the corners. Patriotic gifts such as toy cannons, red, white, and blue horns, and cap-pistols may be selected.

OCTOBER—HALLOWE'EN FROLIC

A Witch is made by dressing a small doll in peaked cap, black skirt, and red cloak. She is wired astride a small bunch of fagots.

A Ghost: A Japanese skeleton swathed in white chiffon makes an ideal ghost.

Jack-o'-lantern Surprise: Select a large round pumpkin, and carefully remove the top, keeping it whole for "Jack's" hat. Next hollow out all of the inside possible, and cut triangular eyes, nose, and mouth. The favors will suggest the future lot of the boy or girl who receives them: a ring for the one who will be the first married, a horseshoe for good luck, a thimble for an old maid, etc. These favors are wrapped in yellow tissue paper, tied with long strands of raffia, and packed in the pumpkin. The raffia is used instead of ribbons for pulling the gifts, and gives the effect of hair.

NOVEMBER — FAMILY PARTY

Gift Pumpkin: A wire frame—fifteen inches in diameter, with a round opening at the top seven and a half inches in diameter, and like the frame for the large snowball except that it is not quite so high—is ordered from the florist. This is covered with white tissue paper and an outer covering of yellow crêpe paper. A top of cardboard, slightly wadded and covered with the yellow paper, has a wire stem first wound with cotton wadding and then with green tissue paper. The pumpkin-vine is made of soft green-covered wire twisted with the green tissue

paper, and has large irregular pumpkin-leaves cut from the same and wired through the center. Realistic little tendrils are made from the green wire, covered and twisted into the proper shape. The vine is attached to the stem of the pumpkin and twisted gracefully around it. The pumpkin is now ready for the gifts, which are wrapped in yellow paper and tied with ribbons a yard long, yellow for the girls and green for the boys. On the end of each ribbon is fastened a papier-mâché turkey with spreading tail.

Bonbon-boxes in fruit shapes may be bought at a confectioner's.

CHAPTER VIII



SUGGESTIONS FOR SIMPLE MENUS

CHAPTER VIII

SUGGESTIONS FOR SIMPLE MENUS



JANUARY — TWELFTH-NIGHT PARTY

Consommé

Chicken croquettes and green peas

Lettuce sandwiches

Ices served in star-shaped ice-cups

Individual cakes, star-shaped (a ring baked in one)

Bonbons in net stockings



FEBRUARY — ST. VALENTINE'S PARTY

Valentine place-cards

Cream of celery soup Heart beets

Chicken patties, heart-shaped

Sandwiches in heart-shape

Heart-shaped ices, individual

Fancy cakes, heart-shaped

Favor tarts or chain of hearts¹

¹See Chapter VII.

MARCH—ALICE IN WONDERLAND PARTY

THE MAD TEA-PARTY

Cambric tea Bread and butter

(Each child moves one seat to the right)

Creamed chicken Lettuce sandwiches

(The children again move)

Ices served in playing-card boxes

Fancy cakes Bonbons

FAIRY CHARACTER PARTY

Chocolate Bread-and-butter sandwiches

Creamed chicken

Individual Brownie ices

Fancy cakes Bonbons

Rose-bush surprise¹

MOTHER GOOSE CHARACTER PARTY

Bouillon Sandwiches

Creamed chicken

“Strawberries, sugar, and cream”

Sponge cake Bonbons

Little Bo-peep surprise²

¹ See Chapter VII.

² Ibid

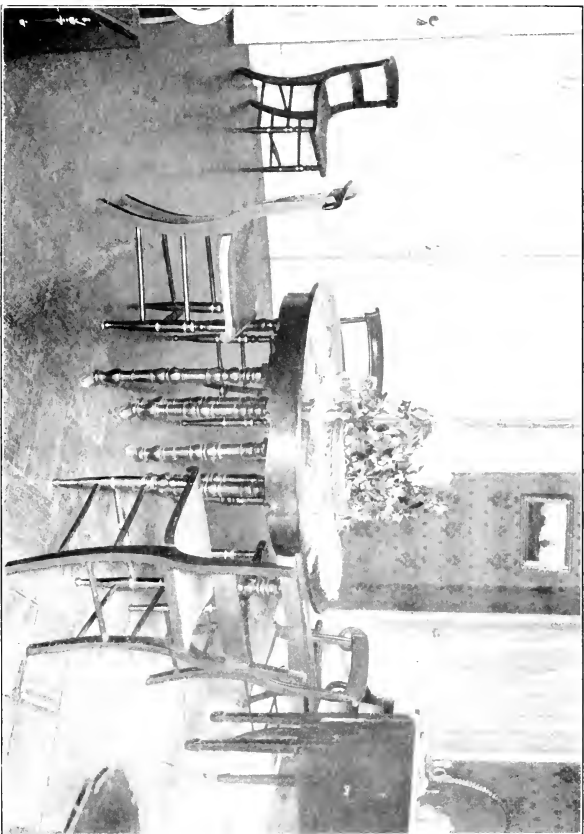


TABLE WITH GIFT BASKET

APRIL—EASTER PARTY

Consommé

Chicken salad Finger-rolls

Sandwiches

Egg-shaped ices in nest of spun sugar

Cakes Bonbons



MAY—MAY PARTY

Chicken Consommé

Lettuce sandwiches Buttered finger-rolls

Flower ices Lady-fingers

Gift basket ¹

¹ See Chapter VII.

JUNE—ROSE PARTY

Bouillon Wafers

Chicken salad Lettuce sandwiches

Strawberry ice-cream in rose cups

Fancy cakes



JULY—FOURTH OF JULY PARTY

Chocolate Bread-and-butter sandwiches

Vanilla ice-cream in red, white, and blue ice-cups

Sponge cake

Bonbons in fire-crackers

Jack Horner pie¹

¹ See Chapter VII.

AUGUST—BEACH PARTY

Milk Sandwiches
Cold chicken Stuffed eggs
Individual squares of ice-cream
Cake Bonbons



SEPTEMBER—IN THE MOUNTAINS

I. SUPPER AT INN

Bouillon Wafers
Chicken patties Hot biscuits and honey
Ices Cakes

II. PICNIC SUPPER

Tongue sandwiches Nut sandwiches
Cold chicken Hard-boiled eggs
Chocolate layer cake
Pop-corn Fruit

OCTOBER—HALLOWE'EN FROLIC

Consommé

Chicken sandwiches

Baked apples, jellied Whipped cream

Doughnuts Gingerbread animals

Nuts Fruit

Jack-o'-lantern surprise ¹



NOVEMBER—FAMILY PARTY

Bouillon Bread-and-butter sandwiches

Creamed chicken

Ices Cakes

Bonbons in fruit-boxes

Thanksgiving pumpkin ²

¹ See Chapter VII.

² See Chapter VII.



