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FUN
FOR EVERYONE
A POCKET ENCYCLOPEDIA
OF GOOD TIMES

UNIVERSITY OF
CALIFORNIA



TO THE
ATTORNEY GENERAL

Fun for Everyone

A Pocket Encyclopedia
of
Good Times

Suggestive Social *and* Recreational
Programs *for*
Community Groups

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INTRODUCTION

Every community group has its contribution to make to the social, recreational and civic life of the community. Each group has members whose qualifications fit them for leadership in recreational activities.

The purpose of this booklet is to put at the disposal of community groups and their members programs which will be suggestive in planning community events and in building up a social life in which all may share. The programs outlined may be used by groups in rural districts, towns, and cities, and they may readily be adapted for use in schools, church parlors, town halls and neighborhood and community centers of all kinds.

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CHAPTER I

SUGGESTIONS TO LEADERS

WHY THIS BOOK?

Do you ever pick up a game book and glancing through it say: "Well, there ought to be plenty of material in this book—if I only knew just what I wanted to look for." "I don't know what I want."

In this book programs are classified under different headings so that you may more easily find some suggestions through which to crystallize your thoughts.

True it is, that many of the programs for one group may be used for several other occasions and older or younger groups—but after you have looked under the special heading "Young Men and Young Women," for instance, then you may go through the book and adapt from other programs for your needs.

This will give you some new material and will help you to create other programs with your groups during the year. Each group yields many original ideas for programs when they get interested. Remember that all material is suggestive. Any program needs to be adapted to the group. People are always more important than the activity. The activity is the avenue through which their expression is developing. Make a way for them to use some of their own ideas.

Chairmen are sometimes heard to say: "If my group does anything, I will have to plan it *for* them." The wise leader will discard the word "*for*" in this sense and will say instead, "with" them. There has never been a group that could not make suggestions if given a chance. The real leader leads the group but gets all the creative expression from them that is possible. Each time it is

easier to do this. The opportunities which a leader has to strengthen and enlarge neighborhood and community joy are limited only by the vision of that leader.

Music, dramatics and recreation give us a large range of material; the talents in any group should find expression through one of these avenues. The happy combination of the three in many ways gives us activity for every day of the year and leads us steadily on to a better appreciation of the best in each. With this appreciation should develop leaders who can really lead and who can bring joy and enthusiasm into the group.

How to Use It

Be a leader—not a director. Enjoy whatever you do with the group. They know whether you really want to do the thing you are doing or if you are there as a duty and must see it through.

Ask for suggestions from the group with whom you are planning the program. Adapt whatever you can and use it. Find leaders and at first ask them to do a small part and then more as fast as they have gained poise and some discretion. One is never a finished product. We learn every day and from every group with whom we work.

In choosing material for a program consider how many people may be there; their ages; their interests. Have in mind some of those who could help as leaders. Is there a theme around which to center the activities? Does this suggest decorations?

What committees will you need? Always work out plans with your committees. Don't be one of those who say "I'm chairman. I did most of the work. My committee did not amount to much." That is usually your fault. Divide up the work to be done and each one will do their part. Many times a chairman doesn't know how to lead the others, either this or he loves to get all the honors himself.

Where to Use It

Whenever there is space enough; in the back yard; in the front yard; in the neighborhood block; on the corner vacant lot; in the house; in the church; in the school; in the lodge room; in the club room.

When to Use It

Whenever people have time for fun; whenever they want help in answering—"What shall we do?"; at home with the family; at parties in the home, the grange, the club, the church, the neighborhood; in open programs at school; at play festivals in the neighborhood; at community fetes, festivals and special day programs; at picnics; at weekly play hours at community centers; any time when the programs suggested fit your needs.

GAME LEADING

Be definite in your directions—at the same time be gracious.

Avoid using the word *must* in your directions. It always gives a severity to your instructions which antagonizes some in your group. The severe leader often-times becomes an overbearing director.

Be sure that everyone understands before you begin just what the group is to do. There is nothing so disastrous to a group as the failure to start right.

Get everyone into the game if you can. This is where the real tact of the leader shows itself.

Play a game long enough but not too long. Again you must feel the atmosphere of the group. Stop while they are enjoying the game, not after they have begun to get tired.

Alternate your activities so that the group does not have too much physical exertion at a time. This takes away the joy at once—especially in a group that have not played much.

If a game is not going well don't try to patch it up and make it go. Drop it for the time and go on to something else. It is not the time to experiment with the group.

Is everyone having a good time? Are *you*?

ORGANIZATION OF PROGRAMS

Choose from these suggested committees the ones which are needed for your program: the Invitation Committee; the Program Committee; the Music Committee; the Decorations Committee; the Finance Committee; the Publicity Committee; the Refreshment Committee.

SUGGESTED DUTIES OF COMMITTEES

Invitation

See that individuals or groups are asked by phone, by letters, by personal calls, dependent upon conditions. The main thing is to see that everyone who should be invited is asked. This group may also be the one to receive the guests.

Program

Nature of program

Talent in group—other talent needed

All arrangements in connection with every part of the program

Music

Securing of song leader if needed

Conference about choice of music for different numbers

Correct placing of piano

Arrangement of everything connected with music used in program

Decorations

Is there any money to spend? How much can be done without spending any money?

Can the decorations be brought from woods?

Securing and placing of all decorations

(Be sure the committee follows the theme of the program, the season or the significance of group giving program.)

Finance

Making of budget

Responsibility for collecting admission charge if one is made

Approval of expenditures of all committees

Publicity

If the program is open to the public make stories about it so interesting that people will want to see it. If the program is closed make story of it count in the special work which this community group is doing.

Homemade posters, magazine cut-outs mounted, watercolor designs, jingles, limericks, slogans—all make good publicity and interest many people.

Contests for best Slogan and Town Song are helpful.

Refreshments

Decision as to whether charge is to be made for refreshments

Buying and serving of refreshments

The head of organization or group giving the program or the chairman of the Program Committee meets all the chairmen of committees and together the work is

planned. Each chairman then meets his committee and the work is definitely divided up so that each member of the committee has definite things to do and reports to the chairman. The work of all committees should be tied up in a way which will mean most effective co-operation.

CHAPTER II

FAMILY RECREATION

What Can the Family Do?

The impetus for family recreation comes from the mother or father who realize its value, or from the children who bring home suggestions from some work at school in which they are interested.

The father who believes in recreation which develops wholesome play will start a back yard playground—a sand box for the youngest, a bar for the others to chin, a rope to climb, a teeter and a place where the family and the neighborhood friends can play volley ball.

The mother who realizes the values which come to any of us through putting our thoughts into actions, through creating and developing the things in which we are interested, will see that the children in the home know the nursery rhymes, the bed time stories and the hero tales that follow the period of legends and fairy tales. She will also use these stories as a medium for self-expression. She will help the children dramatize them, giving each one a chance to create and develop the scenes.

Some stories read during the week may be dramatized over the week-end. Sometimes father and mother and all the family take part. Father builds a little model stage to follow the doll house and they work out the stories with the little stage first. Later with the use of some cardboard or paper, a tree full of blossoms may grow on an old curtain or a little cottage built of wrapping paper may adorn the stage for a setting. So our first family recreation centers around: 1. The Back Yard Playground; 2. The Story Hour. Live the story

hour. Make the stories vivid and interesting. Each family should own a book of fairy tales—one of nature stories, one of realistic stories like "Peter Rabbit" and "Little Black Sambo"—one of hero tales.

Below is a suggestive list:

STORY BOOKS AND STORIES (for school and club groups)

1. *Stories to Tell to Children*—Sara Cone Bryant—Houghton, Mifflin Co.
2. *How to Tell Stories to Children*—Sara Cone Bryant—Houghton, Mifflin Co.
3. *Famous Stories Every Child Should Know*—Mabie—Grosset, Dunlap & Co.
4. *The Blue Rose Fairy Book*—Baring—Dodd, Mead & Co.
5. *Fairy Tales from Many Lands*—Pyle—E. P. Dutton & Co.
6. *Dramatization of Bible Stories*—Miller—University of Chicago Press
7. *The Junior Classics—Old Fashioned Tales*—P. F. Collier & Sons
8. *Myths of Greece and Rome*—Guerber—American Book Company
9. *Worthwhile Stories for Every Day*—Evans—Milton Bradley Company. (This book contains 185 good stories including myths, historical legends, Bible stories, hero stories, sketches and stories of great men, Christmas and Thanksgiving stories. Very worth while.)
10. *Stories of Great Adventure*—Bailey—Milton Bradley Co. (Classic, Legendary and Ballad material for all ages.)

11. *Tell Me Another Story*—Bailey—Milton Bradley Co.
(Especially for children 3 to 8 years old.)
12. *For the Children's Story Hour*—Bailey and Lewis—
Milton Bradley Co. (Stories for all occasions
and all ages classified under 17 titles, 135 stories.)
13. *Stories Children Need*—Bailey—Milton Bradley Co.
(Over 50 stories from such writers as: Tolstoi,
Hawthorne, Dickens, Bjornson, McDonald and
others. Graded.)
14. *The Wagner Story Book*—Frost—Scribner & Sons.
15. *Fire Light Stories*—Bailey—Milton, Bradley Co. (50
folk tales from the folk lore of Celts, English,
American, Indians and Southerly Negro and Nor-
wegians.)
16. *Just So Stories*—Kipling—Doubleday, Page & Co.
17. *Fairytales Plays and How to Act Them*—Bell—Long-
man's
18. *Merry Adventures of Robin Hood*—Pyle—Scribner.
19. *One Thousand Poems for Children*—Compiled by
Ingpen—Jacobs
20. *Friends in Feathers*—Gene Stratton Porter—Double-
day, Page & Co.

Stories for Special Days

21. *Hallowe'en*
Shoemaker and Elves
Hansel and Gretel
Grimm—Harper
Cobbler and the Ghosts—In *Old Fashioned Fairy
Tales*—Ewing—Little, Brown & Co.

22. *Thanksgiving*

First Thanksgiving Day—In *Story Hour*—Wiggin and Smith—Houghton, Mifflin & Co.

American Holiday Stories—Schauffler—Moffat, Yard & Co.

23. *Christmas*

Where Love Is God Is—Tolstoi—Crowell & Co.

Little Cosette, Legend of the Christmas Tree and the Pine Tree—In *For the Children's Story Hour*—Bailey and Lewis—Milton Bradley

Story of Christmas—In *How to Tell Stories*—Bryant—Houghton, Mifflin & Co.

Tiny Tim in Dicken's *Christmas Carol*.

24. *Easter*

A Handful of Clay from *Blue Flower*—Van Dyke—Scribner

The Resurrection—*New Testament*, John, Chap. 20.

Herr Oster Hase (The Easter Rabbit)—In *For the Children's Story Hour*—Bailey and Lewis—Milton Bradley

Persephone—Greek Myth

Parsifal—In *Wagner Opera Stories*—Barbour—Public School Publishing Co.

Some Stories that Dramatize Well

Epaminandos (Stories to Tell—Bryant)

Nursery Rhymes

Snow White and the Seven Dwarfs—Grimm

Red Riding Hood

The Shoemaker and the Elves (*Worthwhile Stories*)—Milton Bradley

Alice in Wonderland

Siegfried Stories

Robin Hood Stories

Pied Piper of Hamelin

Story of Achilles—*Ellison Reader*—No. 2

Story of Ulysses—*Ellison Reader*—No. 2

HAND WORK

Hand work in the home forms a very valuable part of home recreation and education, and this interest in constructive hand work often helps to shape the later interests of a child. A few suggestions follow :

Age 4 to 6—Sand moulding, paper cutting, paper folding, drawing, coloring pictures

Age 7 to 10—Kite making, gardening, basketry, modeling in clay, toy making, constructive cardboard work, doll furniture

Age 11 to 15—Clay modeling, bead work, stenciling, wood blocking, manual training work—designing and making things for the home—kite making, coaster and canoe making

OTHER INTERESTS

Age 4 to 6—Singing games—Nursery Rhymes

Active games

Learning of poems such as *Twinkle Twinkle Little Star*

Having playthings to shape ideas—as sand tools, blocks, doll house, engines, balls, etc.

Natural Rhythms—swimming, wading, bouncing ball, running

Age 7 to 10—Active group games with very simple team work

Table games—jacks, dominoes, block puzzles, jackstraws

Nature Lore—birds, insects

Singing games and folk dances
Special interest in pets
Natural Rhythms and Activities—jump-
ing rope, hiking, swimming, rolling
hoops, roller skating

Age 11 to 15—Group games—team work
Boys' athletics—girls' folk dancing
Table games
Interest in club work, scouting
Dramatics—Singing
Natural Rhythms—hiking, climbing,
swimming, rowing, skating

Every home should have a good book of games and stunts as *Games for the Playground, Home, School and Gymnasium* by Bancroft, and some good music. If no one plays an instrument, have a victrola with a few good records so that children may hear different rhythms and learn to know good music.

These suggestions give a basis on which to work in order that the home may develop those things which make an appeal to the different ages.

EVENINGS AT HOME

The "Evenings at Home" or "The Family Evenings" may include things which have grown out of these interests. In the suggestions which follow the purpose is to show some ways of putting together material which may be at hand. They include music, dramatics and recreation. One family or several can take part.

I. *A Party for Sister's Birthday*

Sister is in the high school, but at this party everyone has a good time even to six-year-old Betty and including father and mother.

The guests are received by a small member of the family or possibly two. Twenty or twenty-four guests have been invited. When they return from leaving their wraps each one is given a small card on which is written the name of a very familiar song as *Yankce Doodle*, *Dixie* or one of the popular ones which everyone knows. A number also appears on the corner of the card. Two cards have the same song. Everyone begins humming or singing the song given him and looking and listening for a guest who has the same song. When the partners are found the progressive stunts begin.

There are six tables with four chairs at each. The tables are numbered. The partners are seated at tables according to the number on their cards. On each table is a "stunt," and the two people finishing first—not necessarily partners—score ten points. The four players move to the next table. A bell is rung at the beginning of the game and when changes are to be made. There are three judges.

Table I—The Rice Relay.

A bowl in the center has rice in it. There is a saucer in front of each guest and toothpicks near the bowl. When the bell rings each guest lifts out ten pieces of rice one at a time—on the toothpick and deposits them on his saucer. The two finishing first score ten points and all move down to the last table. Those at other tables move up one. Score is kept on the cards given out in the beginning.

Table II—"The Story Told"

A box in the center of the table is filled with slips of paper. On each paper is the title of a well-known rhyme or story as *Little Miss Muffet*—*Little Red Riding Hood*—*The Three Bears*—*Old Mother Hubbard*. A package of blank cards, four pencils, and a box of colored cray-

ons are on the table. When the whistle blows each guest draws out a slip, the first one touched. He writes the name of the story on the card and illustrates it. All work until the whistle blows when the three judges decide on the two best illustrations. All move.

Table III—The Peanut Relay

A wooden bowl filled with peanuts stands in the center of the table. Four hatpins are on the table and a small white bowl is before each guest. When the bell rings each one jabs peanuts one at a time and puts them in his bowl. The two who have the most when the whistle blows are the winners. All move.

Table IV—Jingles

A covered box stands on this table. In it are slips with the names of the guests on them—one on each slip. When the bell rings each one draws out a slip and writes a four-line jingle about the name. Two finishing first win. All move.

Table V—Spring Millinery

There is plenty of crepe paper in several colors, with four pairs of scissors, a pot of paste and thread with four needles. When the bell rings each guest makes herself or himself a fancy cap and puts it on. Each one at this table scores ten points and they all move.

Table VI—What Am I?

There are sixteen large cards on the table turned faces downward. They are numbered. Small blank cards and pencils are on the table. When the bell rings each guest takes four of the cards. On each card is an advertisement cut-out and mounted. Guess what each advertises. Write on your card the number of each and opposite it

what advertisement you think it is. Those that guess their four correctly get ten points.

Put names on score cards and hand them in. The one getting the most points gets a gift of a candle and candlestick—the birthday symbol.

Find the partner you had at the beginning and gather around the birthday table where a buffet luncheon is served. At the last the birthday cake is brought in and all make a wish. "Sister" cuts it. In it are: A new dime—for wealth; a new penny—for luck; a ring—for a wedding; a thimble—for maidenly bliss; a tiny ivory statue—for your wish.

The fortunate or unfortunate ones report, then the jingles that were written at Table IV. are read.

Remember that everyone has on a fancy cap which he made at Table V. The guests divide into four groups and using their caps for a costume suggestion each group has five minutes to prepare a charade or a vaudeville stunt. These are presented and guessed by the others. All gather for some good night songs and the party is over.

II. *A Winter Night in the Home*

Stunts and Surprises. We have been looking forward to this night all the week. Father and mother said they had some surprises for us so we had to keep up with them and get something ready. It has been great fun. It was decided that each of us could bring one guest. No one would tell who his guest was. The party was to begin at 7:30 and last until 9:00. Here we were, twelve of us, little and big. We each selected a number from some cards in the hall and our stunts and surprises came in the order of our numbers.

1. Father had number 1. He went over to the victrola and put on a new record he had just brought home (sur-

prised us) and said that when the music began we must all do something in time to the music. We could dance or perform any way we chose as long as we kept time. Anybody who didn't do this had to put on an extra stunt.

2. Brother Ben (12 years old) had number 2. He told us all to get our hats and put them on, take our guest as our partner, choose a corner of one of the two rooms as our base and when he blew the whistle to fold our right hands back of us and try with our left to knock off our partner's hat. The other one must dodge. See who keeps their hat on the longest in each couple. This he called "Knock Off."

3. Mother was number 3. She had us all sit down in a circle on the floor, then she told us the story of *The Pig and the Sheep* or how the animals built a home and everyone found something to do. (*Worthwhile Stories* by Evans.) After mother told the story she asked different ones each to choose a character. She had funny little caps and coats of paper that suggested the part we had chosen. Then we played out the story. After that we changed characters and did it again. Then the animals danced for joy when the house was built. We had another victrola record, *Turkey in the Straw*, and we all impersonated the animal we were, performing to the music.

4. Betty (aged 6) was number 4. She sang a new school song for us and then taught us to play *Dickory, Dickory, Dock* the way they did it at school.

5. I was number 5 (Evelyn, aged 15). I had made a part of an alphabet on cards. I held up a letter and the first one who named a fruit beginning with that letter scored 2. I held up ten letters in succession for names of fruit.

6. Mother said each of our guests should think of some song or some character. When she started a march on the victrola each one was to pass across the room and act out the song or character and we would guess. We had been singing *Steal Away* at school that day—so my guest stole across the room, to the music, looking and listening all the way. Father guessed it.

Betty acted out *Little Boy Blue*. Father was *King Arthur*. He had just read us one of the King Arthur stories the night before. Ben acted out *Sweet Genevieve*. And mother acted out *Old Mother Hubbard*. She then told us that the cupboard was bare but that she would give each of us ten minutes to hunt in the corners and hidden places for good things to eat. We found peanuts, candy, apples and popcorn balls and had a feast before our guests went home.

III. *A Shadow Party*

One evening each of us took a story we had had at school and made a shadow play out of it, putting up a sheet between the dining room and living room, and acted out the stories. We fixed costumes of just "any old thing" that we found about the house.

IV. *Athletic stunts*

One evening we spent in the back yard and Ben and Father gave us stunts to do.

1. We all had to fold our arms, lie down and get up without using our elbows or hands.

2. Whiskers on the Cat. Ben had a black paper cat pinned up on the fence—then he had cut-out whiskers of black paper (three whiskers fastened and a pin through them). He turned each of us around three times and we had to try to pin the whiskers on the cat.

3. An esquimo race. The men of the family—a race on all fours:

4. The women—(girls)—hopping race.

5. Jumping race (everyone). Fold arms across chest and jump to the goal in little jumps.

6. Balance Stunt. Lay a large water bottle or a jar on its side—sit on it, place one foot on top of the other and write whatever you are asked to write.

7. Tantalus Trick. Stand with your back against the wall of the house and pick up a piece of money that has been placed in front of you, without raising heels from the ground.

8. Discus Throw. Each one of us had a picnic plate (paper). We lined up and on "Go" each one threw his plate as far as he could.

9. We built a small bonfire and roasted marshmallows while mother told us a story.

V. *A Musical Memory Evening*

It is great fun to play the victrola records and see who guesses the most of them correctly.

VI. *Dramatic Night*

Costume the story of the month that you have voted that you liked the best. Invite in the neighbors and present it.

VII. *A Game Party in the Back Yard*

1. Follow the Leader
2. Hide and Seek
3. Oats, Peas, Beans

4. Poison
5. Japanese Tag
6. One-Legged Race
7. Black and White
8. Looby Loo
9. Wild Horses
10. Jolly is the Miller

All of these games will be found in such game books as Bancroft's *Games for the Playground, Home, School and Gymnasium*, with the exception of *Wild Horses*. For this players join hands in lines of threes. Two wild horses try to join hands at the end of one of these lines; the game is to keep them away. If one succeeds then the opposite or fourth one is the Wild Horse.

VIII. *A Game Evening Indoors*

1. Authors—20 minutes
2. Jack Straws (one game)
3. Simon Says Thumbs Up
4. Button, Button, Who's Got the Button
5. Hunting an object to music. One is sent out and the object chosen is hidden. Music plays softly when the seeker is far off and louder as he draws near its hiding place.
6. Peanut Tossing. Place a hat in the middle of the floor. Each one has ten peanuts which he tries to toss into the hat from a certain distance. The one throwing the largest number in wins.

CHAPTER III

NEIGHBORHOOD PARTIES

The size of our city or town or rural district determines in a way the size of our neighborhood. Through the church, school and club organizations existing in a neighborhood every family can be brought in, through some community programs which families may enjoy together.

What families and neighborhoods do in the way of activities set standards for the community. Someone takes the lead and talks with representatives from other organized groups in a section and before long there will be a neighborhood group whose influence will make the work of each group greater because all are thinking more in the terms of the neighborhood. Everyone in the neighborhood is asked to come to a "First Party"; they are always asked to any others given after this. Keep inviting them—they will come.

The different churches or the schools may be the best indoor centers. A neighborhood playground which your interested group has started will naturally be the outdoor center. The first committees which would be needed would be—Invitation, Program, Refreshments. We shall not formally organize The Neighborhood Club until we have had one good time together, because a great many would not be interested until after this first party.

SUGGESTIONS FOR NEIGHBORHOOD DAYS AND EVENINGS

I. *Echoes of Yesterday*

Costumes

Each family comes costumed to represent an earlier

day. No money is to be spent on costumes. Old dresses and scarfs are brought down from the attic. Bonnets, caps and fichus are made from everything, from wrapping paper to valuable old scarfs and laces. No historical dates are given as guides in costuming. You can wear a dress of five years or a hundred years ago. Some of our own costumes of five or ten years ago are very funny now. The men can easily fashion a good costume by doctoring up a hat and a coat.

Program

1. Each family is asked to think of something that has happened in the family in the past that will make a good stunt. A charade, a pantomime, a song or a scene with spoken words, as:

- a. Father's first talk over the telephone
- b. Brother's first long pants and how the family felt about it
- c. When sister could play *The Maiden's Prayer*
- d. The first time we went to a movie
- e. A camping experience
- f. The favorite story that mother told the children

These numbers are called for during the evening. No number is to be more than two minutes long.

2. The Old Family Album

On the stage if there is one or at one end of the room make a wooden frame and cover with black. In this setting pose pictures from the old album. Certain families have been asked each to do one of these pictures. Have five or six poses.

3. Songs

These may be solos, quartettes, larger groups and some sung by the entire gathering.

- a. Old Oaken Bucket

- b. When You and I Were Young, Maggie (sung by old couple)
- c. Silver Threads Among the Gold
- d. One or two of the old hymns

4. Games

- a. Looby Loo—by children and grown-ups
- b. Jolly is the Miller (fathers and daughters)
- c. Oats, Peas, Beans and Barley (mothers and sons)

5. Refreshments—Apples and popcorn

6. Good Night Ladies—Sung while everyone shakes hands with his neighbor.

Did you have a good time? Do you want another party? Can we form a Neighborhood Organization now and elect officers? Shall we set the date for the next party?

Have new committees on Invitation, Program and Refreshments each time. Each family pays small membership dues, 25 cents or 50 cents a month. This covers cost of refreshments. Keep refreshments *small* but *fun* very large.

A club like this will soon want to begin to improve the neighborhood playground and to help in a civic way. The families will grow closer together and the spirit in the neighborhood will grow from "each family for themselves" to "every family for the neighborhood."

II. *Valentine Fete*

The neighborhood assembles for a "Costume Parade"—funny costumes, or artistic ones, but made from things at home. Some songs which everyone knows can be sung during the parade, or a group may prepare a song and take turns singing it. Have it a marching song so that with a drummer boy or two you can have music.

The neighborhood may have several musicians and you may have your own band or orchestra. After the parade all gather at the party center.

Program

1. A song as: *Liza Jane* or *Love's Old Sweet Song*

2. How Do You Do.

Everyone has been asked to take an assumed name for the evening—something funny. Ten nickels have been given to ten guests and the holders of the nickels are not known to the others. The tenth person who shakes hands with anyone holding a nickel gets it. All shake hands, telling their "nom de plume" for the evening; these who have the nickels keep count and award the tenth one.

3. The Program Committee appoints four or six captains and they divide up the guests into groups. Each group has five minutes to arrange a charade to present to the whole company. Announce the number of syllables in the word to be acted out; whether it is a common or a proper noun; how many scenes there will be. It is possible to have each syllable a scene and then one which gives the entire word, or to have just the latter.

Suggestive Words

Runabout—Run-a-bout—(Come in and run about and around each other and out)

Topknot—1st group, spinning top; 2nd—Wedding ceremony

Galveston—Gal-vest-on—(Put a man's vest on one of the girls and she marches through as all admire her)

It is possible to think of many good words. These charades are called for by calling the captains in turn. The company guess.

4. Stunts

a. Tie up candy hearts, two in a packet in bright paper, and tie this packet in the center of two yards of string. Fix several of these. Choose a couple for each string. On "Go!" they each take an end of the string and chew up to the packet. Who wins?

b. A children's group dramatize one of their school stories as: *Little Red Hen*; *Gingerbread Man*; *Hansel and Gretel* and others. (One of the teachers has this group ready.)

c. One of the Sunday School teachers of a boys' class is asked to put on a three-minute stunt.

d. A Musical Love Story—Someone who plays well and knows the old songs accompanies a story told by one of the group. It might begin like this: "As I was sitting on the porch last night who should I see coming down the street but "*Robin Adair*" and with him that sweet girl that has just lately come to town—"*Annie Laurie*." They told me that they had met each other "*Comin' Through the Rye*" and were on their way to see "*The Old Folks at Home*." The story may ramble on as long as it is interesting. When the narrator reaches a song title he stops and the pianist plays a few measures. The company guess what it is—supplying this part of the story each time.

e. Draw a curtain at the end of the room and show an old Valentine with paper embroidery. By taking strips of white and colored shelf paper which may be bought in rolls it is possible to arrange a very good looking valentine frame. Pose three or four pictures in it—typical of the old valentines.

Have music played during the pictures—some of the old love songs as: Drink to Me Only with Thine Eyes; Good Morning Pretty Maid; Sally in Our Alley.

5. Games. Games by the children as: *I tisket, I tasket*—a singing game beginning "I sent a letter to my

love"; *Little Playmate Dance with Me*. (Both of these are in *Children's Singing Games* by Hofer, A. Flanagan & Company, Chicago.)

6. Refreshments

Ice cream and little cakes in shape of a heart

(*A Masque of Old Loves*, suggestive for Valentine Day, may be secured from Community Service—Price 10 cents.)

III. Scenes from Southern Days

All committees are made up of people who have called the South home. This could be given where there is a stage or where one end of the room may be curtained off.

a. The Cotton Fields

Arrange cotton in stalks to look like the cotton growing. If in cotton season someone could send for some from the fields. Place these stalks in cans or crock or pails and put earth around them. As the curtain is drawn a number of people made up as negroes are singing *Old Black Joe* and picking up and down the rows as they sing.

b. At Evening Time

To the tune of *Yankee Doodle* a group dance in a circle hands joined.

1. Eight glide steps to the left—to the first two lines.
2. Eight glide steps to the right to the next two lines.
3. Swing partners, locking left elbows in first two lines of chorus.
4. Swing partners locking right elbows to last two lines of the chorus and gentlemen move on to the next place to the right taking a new partner. Repeat several times. All those not dancing clap hands in time and sing.

c. A story-teller gives one or more of the southern tales such as Uncle Remus stories. The school or the library always yield these.

d. Boys in plantation costume are seen standing by cornstalks as the curtain is drawn. Each boy holds several stalks which rest on the floor as though planted. As they sing *Down in the Cornfield* they pantomime binding the corn in bundles.

e. *The Swanee River* sung by all.

f. *Tenting Tonight*—a group of soldiers around a campfire on the stage. Fire is built by extending an electric wire, bringing bulb to center, placing red cloth or paper over it with wire between, as wire cover for bulb. Place branches on it, and you will have a good looking campfire.

g. Some of the old negro Spirituals sung by choir group, as: *Nobody Knows the Trouble I've Seen; There's a Little Song a-Rollin' in My Heart.*

h. *Dixie*—sung and used for a grand march, everyone taking part.

Gentlemen form line at one side of room—girls at opposite side, all facing same direction.

1st verse: March up to end of hall—march down center by twos—taking for your partner the one you meet at the end of the hall.

CHORUS:

1st line: Gentleman marches around his lady who stands still.

2nd line: Lady marches around gentleman who stands still.

3rd line: Join both hands and glide six steps in line of direction.

4th line: Glide six steps back to place and the gentleman steps forward to next lady. The first gentleman goes to end of line and takes last lady.

i. *America the Beautiful* as a soldier of the north and south stand with the flag.

j. *Home Sweet Home*

IV. *A Neighborhood Fair*

This can be held in one block in the neighborhood and the different booths can be on porches, in back yards or wherever seems best.

1. A Lantern Parade. Everyone carries a lantern of some sort and visits the different places of interest. Money can be raised for the playground or other neighborhood needs at this time.

2. The Baby Show. Babies of the neighborhood are gathered and weighed—a prize given for the tiniest one and one for the heaviest one. Every baby that is well and weighs the normal amount gets a blue ribbon. Avoid choosing the prettiest. The reason for the baby show is perhaps to start a baby clinic in your neighborhood—at least to get every mother interested in knowing whether her babe is of normal weight or not.

3. The Pet Show. Children bring their pets and exhibit them from the old red rooster to the Pekinese pup, parrots and canaries—they are all there. White rabbits and mice not forgotten. It is good for a child to have a pet and it is good to exhibit that pet. Each child is ready, if asked, to give name and history of pet. A blue ribbon is given every pet that looks as though it had a good master.

4. Exhibits. Handicraft and sewing done by boys and girls or by any foreign groups in the neighborhood. Such an opportunity as this may give some boy or girl an opportunity to study art or engineering or to crystallize his thoughts about his future work in life.

5. Side Shows. Stunts which certain groups will enjoy doing as: Strong Man; Fat Lady and Lean Lady; Dances; Fortune Telling.

6. Exhibit of Garden Stuffs. Flowers, vegetables, fruit. Plans may be suggested for next year's garden.

7. The Grocery Counter. Many things the home will need are done up in attractive packages. You pay a certain amount for an envelope with a number in it. That number is the number of one of the packages which is yours.

8. Auction of the White Elephant. Many have been asked to bring something not wanted at home. These are done up in packages and auctioned off.

9. Folk Games and Dances. In an open space, perhaps the street running between the booths, have games and folk dances given by different school and church groups. The teachers will arrange this. Have some games impromptu where the older ones are invited to join in.

10. Athletics. *Races by the Fathers.* One-legged race; Fat man's race; *Races by the boys;* Backward race; Wheelbarrow race; *Relay by the girls.*

Walking or Running Relay—by couples. This can be played by two or more sets at the same time. Players are in couples in lines—the same number of couples in each line. On "Go!" the first couple walk or run to the goal, clap their hands three times, return and touch the next couple and go to end of line. As soon as the next couple are touched they continue the game. The set finishing first wins.

Race by young men against older men

Travelers' Race—If planned beforehand each contestant

brings hat, coat, gloves, red handkerchief and other articles of clothing. They lay these at one end of room—or can have them in a suit case—and line up at other end. On “Go” they run—put on all the articles and return. One arriving first wins.

Race by the mothers

Ball and Stick Race—Players are in couples, and there are two sets or more. The first couple in each set have a wand and one ball between them. On “Go” each couple pushes the ball to goal and back without touching it with the hands or feet and gives the stick to the next couple and goes to the end of line.

11. Refreshments Served in Several Booths. Home-made candy, cookies and ices

V. *A Country Circus*

A country circus provides a great deal of amusement. There may be committees on advertising, refreshments, decorations, costumes, music and entertainment. The side shows may include the Siamese Twins, Mr. and Mrs. Tom Thumb, the Wild Man of Borneo, the Charming Charmer of Snakes, the Tattooed Man, the Fat Woman and the Little Man. In the vaudeville acts may be featured Nitchevo, the Man with the Iron Muscles; Winsome Winnie the Wire Walker; Careless Kate the Bareback Rider; a trained animal act and similar features.

(More detailed information may be secured in Bulletin 425 published by Community Service.) Many suggestions will be found in Sorepaw and Fell's *Indoor Circus* and inexpensive pamphlets which may be secured from Eldridge Entertainment House, Franklin, Ohio.

VI. *A Winter Party*

Held on the neighborhood playground.

[*Thirty-five*]

1. Singing—for 15 minutes. Include in the songs two or three that you can march to and march as you sing. Play *Follow the Leader*—the leader must be a good one. He may clap his hands, he may run a few steps and march again.

2. Snow Target Contest—Have a large painted target at one end of grounds or a large board covered with bright cloth. Each contestant has three snowballs made. Each time he hits the target he counts ten. Players are divided into two groups with captains and the one wins who scores the highest. Two or more of these games can be going at once.

3. Snow Relay—Use everyone in this who can run. Players come up in fours or eights and space. The first four in each line have three minutes to build a snow man twenty feet in front of their line. Then the game begins. The first one in each line runs around his line's snow man back to the next player whom he touches then goes to end of line. Each player runs in turn.

4. The Sled Relay—Everyone who has a sled brings it and gets a partner. Sleds with owners and partners line up—half the players on each side of the field. They represent two teams. On "Go" Number One on each side takes his partner around the circle. They pass each other and arrive at their starting places. Then the next couples go until one team has finished.

5. Jingle Bells. Everyone has brought one or more sleigh bells which he has on an elastic on his ankle and which jingles in tune whenever he moves or runs about. All sing the chorus of *Jingle Bells*. The children take partners and run in a big circle as everyone sings; the others run in place, keeping time to the song.

VII. *Neighborhood Sleigh Ride*

At end of drive go to a large home and have a marsh-mallow roast, charades and songs.

VIII. *An Evening of Fun*

A progressive game party is very popular for neighborhood groups.

(See Appendix A for suggested games.)

IX. *Neighborhood Contests and Inter-Neighborhood Tournaments*

These may include Quoits; Volley Ball; Basket Ball; Tennis; Handball; Pushmobile; Skipmobile.

X. *Neighborhood Field Day*

A Play Festival

1. *America* sung by all
2. Children 5 to 8 years of age dramatize nursery rhymes such as Little Miss Muffet; Dickory Dickory Dock; Little Boy Blue
Let the children work out the games just as they want to.
3. Boys and Girls 9-12 play such games as Last Couple Out; Handkerchief Snatch; Run for Your Supper
4. Song—by all
5. Older girls—folk dances—used in school
6. Older Boys—Fox and Hound; Hurdle Relay
7. One act play by a neighborhood group
8. Young Men—Dodge Ball, Center Ball
9. Mothers and Fathers—Walking Relay by twos
10. Song—by everyone

11. Children—Singing Games
12. Boys and Girls 9-12—dramatize a story such as
The Shoemaker and the Elves
Pied Piper of Hamelin
13. Older Girls and Boys—A flag drill to music of
Stars and Stripes Forever

As they finish all follow them and fall in marching line. The flag group leads them in a serpentine march across the field and back several times until all are in the field. Eight boys may be stationed on either side of the field six feet apart. Lead the line around them. Use *America the Beautiful* for the march. When all are in the field (old and young) all halt, face the front and give pledge to the flag—then sing.

14. *Star Spangled Banner*

CHAPTER IV

BOYS AND GIRLS

Many suggestions given for Family and Neighborhood Recreation will give you material for these programs. Sometimes, however, you want a scheme for decorations or a theme around which to center your activities. For this the following suggestions are offered:

I. *A Trip to Different Countries*

Suggest costumes with paper caps. In the *Americanization Song Book* (for unchanged voices) by Armitage—twenty different countries. A few of these with suggestive folk dances as those found in *Dances of the People* by Burchenal, or *Dances, Drills and Story Plays* by Lamkin, Denison & Co., make a very attractive program.

II. *A Nature Hike*

Have stories, little dramatization and games along the way. Gather flowers or leaves from different trees. Have someone meet the party as a surprise along the route who tells a story of the trees and flowers. Build bonfire and cook supper.

III. *A Hallowe'en Hike*

Go to different homes and at each home have some surprise such as Fortune Tellers; The Witches' Brew; Apple Bobbing; Hallowe'en Games.

IV. *A Bird Masque*

A symbolic masque written and presented by the boys

[*Thirty-nine*]

and girls, may be followed by a procession over town to dedicate new bird houses and bird baths built by the boys and girls.

V. *A Doll Show*

An exhibit of Grown Folks Dolls; Old Fashioned Dolls; Character Dolls; Historic Dolls; Dolls of all Nations; Boy Dolls and Girl Dolls; Little and Big Dolls.

Prizes are awarded. Games follow.

VI. *The Pet Show*

Described in Chapter III.

VII. *A Balloon Party*

Each one brings a balloon and dresses in some bright color. Crepe paper costumes or decorations may be worn and balloons can have streamers. Games center around balloons.

1. A Balloon Procession. Different rhythms are played by piano, victrola or orchestra and the group follow the rhythm as: running, skipping, gliding.

2. A Maypole Balloon Dance. Take a barrel hoop, wind it in a bright color. Attach balloons to the edge. If these are filled with gas they will stay up in the air above the hoop. Fasten streamers of bright cloth to the hoop so each child has one. Three children stand on a decorated box in the center (or a table) and support the hoop. They can place it on their heads and hold it with arms bent, for a long time. The other children hold a streamer in their left hand and their balloon in the right. All face to the right. The steps used for the dance are as follows:

1. March 32 steps around the circle.
2. Face rear and return—keeping the streamer still in the left hand and letting the balloon float to the center.
3. Face rear and skip 32 counts.
4. Face center of circle and glide back to place.
5. All kneel and hold 8 counts.
6. All face outward—kneel and hold 8 counts (march music).

This is pretty for a May party and is very easily arranged.

3. Balloon Tossing. Toss balloon in a sheet, or to music keep balloon in the air by batting it lightly.

4. Balloon Volley Ball. Toss and bat balloon over string or rope.

5. Balloon Parade. Before refreshments have parade with partners chosen by colors, or cards cut and matched, or by marching and meeting a partner in one of the figures.

VIII. *A Costume Party*

Use newspaper characters and advertisements such as Gold Dust Twins; The Campbell Soup Kids; The Goops. Work out stunts for these groups.

IX. *A Peanut Party*

Have games in which peanuts are used as—

- a. Peanut Hunt
- b. Each one dresses a peanut in a certain time. Have bowl of nuts and bright bits of paper and pins.
- c. Jabbing for peanuts.

- d. Feeding the elephants. Make a large funnel of paper and put it up between two curtains separating rooms. Cut out large ears (elephant's ears) out of brown or gray paper and pin on to the curtain either side of the funnel. Each guest has ten peanuts. He stands ten feet away and throws them one at a time endeavoring to get as many as possible into the funnel.

X. Dramatics

Note—Plays for boys and girls can be used for many programs and repeated for many groups. Among the plays for children are:

The House of the Heart and Other Plays for Children by Constance D'Arcy Mackay. Henry Holt & Company.

Daniel Boone, from *Patriotic Plays and Pageants* by Constance Mackay. Henry Holt & Company.

The Toyshop, a drama for children by F. S. Isham and Ed. Wetzel. Samuel French.

Little Plays by Lena Dalkeith. Plays centering around the Knights of the Round Tables. (Principally for boys.) Published by E. P. Dutton.

New Plays from Old Tales by Harriet S. Wright. Macmillan Company.

(Additional lists may be secured from the Bureau of Educational Dramatics at Community Service.)

CHAPTER V

SUGGESTIONS FOR HIGH SCHOOL

Programs

The High School evening parties and programs may often be worked out from some of the interesting things being done in the High School courses. The English and History courses should always yield good things for dramatization. The Music and Physical Education Department likewise have much material that can be used by the pupils in home, school and neighborhood programs. The Domestic Arts Department and the Manual Training Department are most helpful.

It is suggested that High School parties and programs be in the hands of the classes with faculty advisors and that workshop methods be used in carrying out their plans. This means that the faculty would need to see the possibilities in such a plan and be ready to cooperate.

The art work which a class does today or the sewing or cooking which a group does tomorrow takes on an entirely different interest if it is for a special school demonstration or party. These things can be worked in as part of the regular class work and be invaluable from the correlation standpoint and from the real joy and interest that come out of them. Such programs reach out into the community and draw the homes and the school closer together.

One High School taking part in a community festival made all the costumes for their group and the properties not only for their groups but for other community groups. They did this in their regular class work. The history class studied the history of the properties made;

the English class helped with dramatization. A school cooperating in all of its departments is like a community working together.

The Chamber of Commerce or the Legion in your town may want the High School groups to work out with them a civic program for some occasion. The Auxiliary of the Legion may ask for assistance in a program such as *America in Song and Story*—an opportunity to do a real live piece of work which not only involves a knowledge of history, music and dramatics but means definite contacts with the community. In cooperation with city departments, Rotary clubs, Kiwanis clubs and other groups, a program may be planned which will be suggestive of civic activities looking toward a community beautiful. Such opportunities as these should be woven into regular class work and become the laboratory—the workshop for real service.

No program can be handed to a school ready for use. All suggestions are given in the hope that they will be adapted and changed to fit individual needs. Boys and girls will develop their own programs around certain themes which present themselves.

The following programs are merely suggestive:

I. *America in Song and Story*

This suggests the Indian, Pilgrim, Colonial, Civil War and World War periods.

1. Indian Days

"The Sun Worshippers"—(old Zuni Indian melody) in *Twice 55 Community Songs*—Birchard

This suggests the story of the "Indian Sun Worship" which was a universal custom among tribes. Information may be secured from the library regarding this, which may be told in story form by one of the English class. An Indian Sun Dance may follow.

Music—Any 4/4 Indian rhythm, such as the Sun Dance,

by Lea Freedman. M. Witmark & Sons, 144 West 37th Street, New York

- (a) Circle formation face to left
Indian step (step hop, step hop, keeping feet close to the ground) 32 steps
- (b) Same step facing center of circle and moving forward 4 steps
Raise arms high, looking upward hold 4 counts
Dance backward 4 steps
Arms high and hold 4 counts
Repeat 16 counts. Total, 32 counts
- (c) All face the sun 4 counts
Raise arms slowly upward 4 counts
Hold them there looking upward 4 counts
Lower them slowly—at same time bending body 4 counts
Resume natural position slowly 4 counts
Repeat 16 counts. Total, 32 counts
- (d) Repeat the first step 32 counts
 - (a) Raise arms high, palms up toward the sun and leave stage walking slowly

2. The Pilgrims

Scene between Massasoit and the Pilgrims—"The First Peace Treaty"

Pilgrims enter on their third journey from the boat. They begin to make the forest their home. As they enter some have bundles, the men have guns. They drop to knees and sing Doxology. As they rise they see Massasoit and a group of Indian chiefs on the hill-top approaching the village. They are alarmed. Governor Bradford sends Miles Standish forward with two men to find out the meaning of their visit. Squanto the interpreter goes with them. The Indians make it known that they are friendly.

Miles Standish returns and goes to inform the Gov-

ernor. They are asked to proceed into the village. They are met by the Governor who speaks to them.

Governor Bradford—

“Being thus arrived in a good harbor and brought safe to land we desire to have known to us our friends of these forests. With you we would sign a treaty which shall last all the while after. If it we shall agree to help each other; to leave behind us our fire arms when we are exchanging visits. Moreover if war be made upon the colonists, you will help the English, and, if they attack you, the English will help you. Be it further agreed that those tribes with whom you are in alliance be conveyed this information. Do you agree to these terms?”

The treaty is signed and the Indians prepare to return home. The Pilgrims wish them Godspeed and go forth to explore their new home.

3. Colonial Days

Yankee Doodle—Sung by all

Story of one of the great battles—Story of the Surrender of Yorktown (told by some of the history class)

The Minuet

(Music—*Minuet* from *Don Juan*—Mozart—Century Music Co.)

(Danced by physical education class)

4. Civil War Days

A program illustrative of Civil War days may include the singing of negro spirituals, such as *Steal Away* and *Swing Low Sweet Chariot*; a southern story such as one of the Uncle Remus Stories; showing of a picture of Lincoln and a group of kneeling slaves; recitation of some of the great poems as *Your Flag and My Flag*.

5. World War Days

As *America* is sung World War veterans come on the

stage. Two of them give short stories of some experience they have had. A High School student recites one of the war poems in their honor. The Legion leads some of the songs such as *Over There* and *Long, Long Trail*.

As they are singing the pupils wave flags which have been concealed and keep time to the singing. A large flag is let down on the stage. All stand at salute and repeat the pledge. The program concludes with the *Star Spangled Banner*.

II. *An Athletic Program*

This program is held in the hall, gymnasium or out-of-doors. There is room enough for classes and guests to assemble around the edge and to have the center for the stage.

1. All march in singing school song. The following is suggested:

- a. Serpentine—marching the length of the space and back several times
- b. Marching by twos into a large circle
- c. Unwinding the circle and marching out to the spaces where each group is to sit

2. Class Stunts

Each class has one serious and one funny stunt. The serious one comes first. The Freshman class girls might present basketball tableaux, changing quickly from one grouping to another as "Ready for the Ball"; "On Guard"; "A Swift Play"; "The Game is Ours." The different positions should be shown correctly. The last tableau might represent "How to Take Victory." One of Sousa's marches or any good march may be played during the tableaux.

The Sophomore girls may work out a mimetic drill

to music (march time), taking the positions in a hockey game and making a drill of them.

For the Freshman boys athletics are suggested, such as running and jumping with the use of "On your marks!" "Get set!" "Go!" as an exercise to music, each boy running forward four or five spaces on "Go!" A good march should be used.

Discus, shotput and hurdling are all effective when put in mimetic form and done to music—a good waltz. This number might be divided between the boys of several classes, each taking a certain part.

3. Song—*Our Boys Will Shine Tonight*

4. High Spots in the Game. Football groupings or tableaux by members of the football teams

5. Senior Class Song and Yells

6. A Wrestling Drill. This may be worked out to music and the different principles of the art shown

7. A Tennis Drill to Music (waltz)—using the principal plays as a basis

8. Class Songs

9. Games for Everyone—as, *Black and White*, *Dodge Ball*, *Follow the Leader*. (The leader may do athletic stunts but nothing too difficult for all to follow)

10. *Yankee Doodle*—Take partners and march in a large circle during the singing of the verse.

Chorus

1st line: Join both hands and glide four steps side-ward in the direction you are marching

2nd line: Glide four steps in the opposite direction

3rd line: Keep hands joined and swing partner with either the running or the skipping step (once)

4th line: Gentlemen move up one place and bow to

new partner. Continue several times through the song.

11. Inter-class Wrestling Stunts

- a. All Freshmen boys against all Sophomore boys.
On floor in couples.

Rooster Fight—Arms folded—On “Go,” hop on one foot and push opponent until he puts down other foot. This scores one point. Blow whistle every two minutes and start new round. Have three rounds.

- b. Freshman girls against Senior girls

Toe the Mark. Draw a chalk line. Have Freshmen on one side, Seniors on other, each with a partner. When whistle blows join right hands and try to pull opponent over line. Three rounds.

- c. Junior boys vs. Senior boys

Blindfold Wrestle. Line up side by side blindfolded. Try to find partner and force him to his knees. Three rounds.

- d. Sophomore and Junior girls

Round We Go. Draw a four foot circle around each pair of contestants. Contestants cross hands at wrists and join hands with opponent. In this position try to force opponent out of circle. Three rounds.

Cheers—yells and songs after each

12. Funny Stunts

- a. Use name of well-known people present for charades, acting them out for the rest to guess

- b. Contests such as:

Standing Broad Grin (measuring grins)

Hippodrome Balance—(Participant sits on a jar placed on its side, one foot on top of the other, and writes name)

Paper Race—Each leader has two pieces of paper.

He must lay these alternately for each step he takes in crossing to the goal

- c. Surprise Race

One member of each class is given a suitcase or bundle which has a variety of things in it. They run to the goal with suitcases, open them and costume themselves using everything in the suitcase and return to goal. This group then retires and plays a four minute original play which they present in costume.

13. Class Songs and Yells Between Numbers. The program should end with class songs.

The officials needed are judges, scorers, referees.

III. *A Winter Carnival*

This may be arranged by the High School students or given as a community affair. It may be that some of the clubs have helped to provide a skating place for the community and they may have asked the High School to open the winter playground with a carnival.

Some of the committees necessary in arranging the program are committees on grounds; lighting; publicity; music; program; officers for contests; refreshments. It is well to have publicity. The history of the sports; the nations leading in them; mention of places where ice carnivals have been given and similar details make good news items.

The place where the carnival is held should be well lighted; several large bonfires around the edge add greatly. Lanterns, confetti and flags in the hands of groups will help create a carnival atmosphere. There should be a band if possible and participants should be asked to wear the brightest colors they have in sweaters, caps and scarfs. Snow caps (cotton) of bright red and other gay colors, add to the effect. Everybody can make one from something in the piece bag at home.

The program committee has discovered all the skaters in town and they have been asked to enter the various

numbers on the program. Contests have been planned so that people of all ages can enter and enjoy the events.

A Suggestive Program

1. Under the leadership of a good song leader all march around the edge of the winter playground singing an old song which can be used as a march.

2. Ten minutes of general skating for everyone

3. At one end where two snow forts have been erected the boys and girls have teams and the storming of the forts goes on with judges to referee.

4. Skating races (for boys and for girls) for speed

5. Some fancy skating numbers

6. Coasting for distance

7. Fathers and sons' races on sleds—sons draw fathers on sleds

8. Single skate race for men who have never before skated

9. If there is a slight rise in the ground around the skating center, have a toboggan race for families

10. Games on skates such as *Drop the Handkerchief* and relay races with many groups playing at once

11. Three-legged race on ice (for boys)

During the events have music either band alone or band with singing.

12. Singing Game

All with skates off, form circles twelve to sixteen in each circle. To the tune of *Here We Go Round the*

[*Fifty-one*]

Mulberry Bush all glide to the left around the circle singing:

1. Here we go around the skating rink
The skating rink
The skating rink
Here we go around the skating rink
This cold and frosty evening.

2. All skip to the right singing:
What shall we do to warm our hands
Warm our hands
Warm our hands
What shall we do to warm our hands
This cold and frosty evening?

(Repeat the music as everyone claps in time.)

3. All sway to left and right, singing
What shall we do to warm our toes
Warm our toes
Warm our toes
What shall we do to warm our toes
This cold and frosty evening?

13. All take partners and skip to time of *Jingle Bells*.
Some of the people may have bells.

14. Refreshments. All gather around the various bonfires where refreshments—coffee and sandwiches—are served for a nominal sum.

IV. *Evening Dramatique*

An evening of community dramatics in which everyone can take part affords a great deal of amusement. The company is divided into groups with eight or ten in each group. This may be done in a large opening march which ends by having the guests march up in

eights, each rank becoming a working group. Its group appoints its captain.

The leader of the evening announces the program, stating that each group will have five minutes to prepare its part. Each group has a part of the hall known as "home."

1. Charades

Groups I, II, and III take part in this. Each group in turn acts out the name of two flowers which the rest will guess. For example: *Rose*—Members of the group march up in rows and halt, or stoop down and rise slowly. As soon as a charade has been guessed correctly all the rest may chase the group "home." Any caught are taken over by the pursuing group.

2. Group IV—Pantomimes (act out) one verse of a well-known song or pantomimes the title of a book. The rest of the group guess as before.

3. Group V—Character Pantomime—Each one in this group has one minute in which to characterize and pantomime some well-known character in history or prominent and current events. Music is used with this.

4. Group VI—Proverbs—Each one of the group takes one word of a proverb, such as "All is not gold that glitters"; or "A new broom sweeps clean" and at a signal shouts or sings his word. Later the group pantomimes the proverb in a scene. Suggestive music is used.

5. Singing Games for all, such as *Here We Come Gathering Nuts in May*; *Roman Soldiers*. After this the groups run to their "homes."

6. Group VII—Pantomime glimpses of an English lesson

- a. Question Mark; Shown by a doubting Thomas or an inquisitive Susan

- b. Dash: Someone rushes into the scene interrupting all
- c. Period: Very final—Someone comes in and puts a stop to everything. These scenes can be made very funny.

7. Group VIII—Pantomime the Commercial Department

- a. Touch System—Group writing on typewriters and gazing upward or seated they go through the movements of writing.
- b. Trial Balance—One or more people stand in grotesque positions trying to balance. Some succeed at once while others never do.
- c. Double Entry—Two horses, dogs or other animals are led in and entered. (These can also be used in shadow plays.) Other departments may be similarly worked out.

8. All sing some of the community songs which have action, such as *I'm a Little Prairie Flower*; *Old Mac-Donald Had a Farm*. The following game may be played to *Pack Up Your Troubles*:

Take partners—Have three or more extra boys in the center. March forward in a circle with partners during half of the verse. As the leader calls "change" boys face about and march to the rear while the girls continue in the same direction they were going as the last half of the verses are sung. When the chorus begins the group must be ready for the leader to say "partners" or for the music to stop suddenly. When this happens each boy must try to find a partner, the extra boys going into the center. The game is repeated as often as is desired. The chorus alone may be used and repeated several times.

Five minutes intermission to prepare the closing numbers.

9. Groups I and II lead the others in games such as:

Race in Ten Steps—Players are in two groups—one at either end of hall in line. On “Go” the leader counts ten quickly. All may run while he counts but if a player takes a step after he stops counting that player must return and begin again. Repeat until someone has won by reaching the other side

Laughing Relay—Players line up in twos, face partners and march backward six steps. Leaders draw for first chance. Sides are named Blues and Reds or Blacks and Whites. If Blues have the first turn on “Go” they try to make those on the Red side laugh. Whoever laughs joins the Blues. A turn lasts only a half minute or a minute. Then the other side has its turn. The side gaining the most recruits wins.

10. Groups III and IV dramatize a story familiar through history or English class work. A suggested one follows:

St. George and the Dragon

Scene I—The king and his beloved daughter

Scene II—The dragon—and many knights in succession who tried to kill him but were killed in turn

Scene III—King’s daughter offering herself after the edict had gone forth that the dragon must have a beautiful girl sacrificed to him each morning. The pigeon is set free and flying eastward reaches the knight.

Scene IV—Rescue of the king’s daughter. Use speaking in the portrayal

11. Groups V and VI lead in games for everyone as:

Backward Relay by Couples. Players lined up in rows

[*Fifty-five*]

of couples. On "Go" the first couple in each line runs backward to the goal, sits down, claps hands three times, folds arms, gets up without unfolding arms, runs forward, touches next couple in line and takes place at end of line.

12. Groups VII and VIII lead in a march which gives everyone a partner for refreshments, as follows: All girls form at left side of room; boys at right side facing the end of the hall or gymnasium. They march to the end of the room and down the center by twos. All march to the left in single file, each girl preceding her partner. A large circle is formed. All halt, face partners and grand right and left follow until the whistle blows.

13. Song and Good Night

V. *An Evening of Folk Play*

Song and story of England, Ireland and Scotland. Such a program presented by the High School students for the friends of the school may be worked out through the Music, Dramatic and Physical Education Departments, assisted by the History and Domestic Arts Departments.

1. A story of the program and how it grew
2. *Comin' Through the Rye*—sung by school and audience, led by a group of girls in Scotch costume on the stage
3. A Scotch Dance, as for example:
Highland Fling by costumed group (pleated and plaid skirts, white waists and red paper tams and sashes for girls' costumes)
4. An old Scotch Folk Tale—Whippety Stouri in

Scottish Tales by Grevson, or Story from one of Barrie's plays as *Window in Thrums* or *Sentimental Tommy*

5. *Flow Gently Sweet Afton* (Scotch)

6. Dramatization of an English Fairy Tale, as one in *English Fairy Tales*—Putnam

7. English and Welsh Songs

Drink to Me Only with Thine Eyes, and *All Through the Night*

8. English Country Dance by group

(Costumes for girls can be white skirts and colored smocks; for boys, knee trousers, white waists and red sashes)

9. An Irish Fairy Tale—One may be chosen from *Donegal Fairy Tales* by MacManus McClure

10. Irish Songs—*Believe Me If All Those Endearing Young Charms*—audience and school. During the song a group enters in Irish costumes.

11. The costumed group dances to the *Irish Washerwoman* or some other old Irish tune.

12. Presentation of a one-act folk play as one of *The Silver Thread and Other Folk Plays* by Mackay, Henry Holt and Company, 19 West 44th Street, New York, or *Land of Heart's Desire* by Yeats (an Irish fairy tale) Walter H. Baker & Company, Boston.

All the songs but *Wearin' of the Green* are found in *Twice 55 Community Songs*, C. C. Birchard Co. Many others will be found in *One Hundred Folk Songs of All Nations*, Bantock, published Ditson Company, and in other song collections.

Dances may be chosen from *Dances of the People* by Burchenal, Schirmer.

VI. *An Evening with Art*

The program may consist of stories of artists, their works and living pictures showing well-known masterpieces posed in a frame. In connection with this a play may be given such as *The Prince of Court Painters* from the *Beau of Bath* by Constance D'Arcy Mackay, published by Henry Holt & Company. This introduces the painter Romney. The stage sets for the plays given which should be exceedingly artistic may often be designed and made in the art class.

CHAPTER VI

YOUNG MEN AND YOUNG WOMEN

Provision of recreation which young men and young women may enjoy together is a very important phase of community recreation. Such programs may be arranged for the home, the church, the social center, the neighborhood meeting place, the industrial plant—for any place where young people come together.

Many of the suggestions given elsewhere in this booklet may be adapted for this group. Some additional programs follow :

I. *A Minstrel Show or Vaudeville Program*

II. *A Summer Party—Flowerland*

The lawn is decorated with lanterns. Refreshments are served by girls in flower costumes from small tables placed around the edge of the lawn. Large bouquets of flowers are on each table and there are enough flowers (4 varieties) on a tray so that each guest has one. This divides the guests into four groups—the “Rose Group,” the “Blackeyed Susan Group,” the “Marigold Group” and the “Marguerite Group.” Each group selects a leader.

1. The Rose group has a grand march—*The Flower Maze*. All stand in one line with hands joined and the leader winds them up in a maze march. When in the center of the maze the leader calls “Halt!” The last two in the line raise their arms making an archway and each part of the circle in line with these two and the leader follow suit. In this way a line of archways is formed from the center out. The leader leads under

this archway and the maze unwinds in order. One of each archway puts arm over head as he goes under. All keep hold of hands until the entire group has gone under the archway and are again in one large circle.

2. Each one of this group chooses a partner from one of the other groups, a young man selecting a young woman, a young woman a young man. The arbor march may follow.

In this march all follow the leader and march by twos down the center. Alternate couples march to the left and right coming down the center by fours. The first four as they face to march down the center face their partners and make an arbor by joining their hands. The couples following go under the arbor, take their position beside the first four, join hands and add to the arbor. This is done until all are in the arbor. With hands still joined, all glide sideways by twos around toward the outside until each line forms a double circle. The couples on the left form the circle on the left, those on the right form on the right. The lines are then broken up by the swinging of partners and each person chooses one from the other two groups. In this way everyone is brought on the lawn. Circles of twelves are formed with partners standing side by side.

3. All Sing—

The Flowers that Bloom in the Spring—Arthur Sullivan

1. "The flowers that bloom in the spring tra la
2. Breathe promise of merry sunshine
3. As we merrily dance and sing tra la
4. We welcome the hope that they bring tra la
5. Of a summer of roses so fine

6. Of a summer of roses so fine
7. And that's what we mean when we say that a thing
8. Is welcome as flowers that bloom in the spring
9. Tra la, la, la, Tra, la, la, la
10. As we merrily dance and sing
11. Tra la, la, la, Tra, la, la, la
12. The flowers that bloom in the spring"

Game:

- Glide 8 steps around circle to left—lines 1-2
- Glide 8 steps around circle to right—lines 3-4
- Lady goes under partner's arm (4 steps)—line 5
- All go forward to the center of circle—line 6
- All move outward again—line 7
- Gentlemen under ladies' arm—line 8
- All glide 8 steps left—line 9
- Swing partners—line 10
- All glide 8 steps right—line 11
- Swing partners—line 12

All gentlemen move back of their ladies and to the next lady as they end "Swinging partners." This gives everyone a new partner. Repeat the "Singing Game" several times.

4. *Sweet Genevieve*—Sung by a group of the men and as they sing all the girls march slowly past them in a procession of beauty.

5. Each of the four "Flower Groups" retire to corners and prepare to act out in charades the names of two flowers as: "Wild Rose." All march in rows, suddenly acting in a very wild manner, then retreating. In acting out "Fuchsia" a few enter, followed later by others with fingers to mouths—saying "sh; sh."

Each group in turn presents their charades and the others gather round and guess. As soon as they guess correctly they chase the group back to their corner and catch as many as they can to add to their side.

6. *The Last Rose of Summer*—A solo by one of the girls. As she sings another girl in a flower costume (rose) appears opposite her and poses through the song.

7. All the guests march down center by twos. They face partners and march ten steps backward, forming two long lines facing each other. A game, the *Gardners*, follows:

One representative from each group comes to the center. These four are the gardners. Each one is to try to catch as many of the other groups as he can and at the same time keep his own group from being caught. Each gardner in turn calls his group, and wherever they are they must run to the other side. The rest of the gardners catch as many as they can. When each group's name has been called twice, the group having the largest number left wins the game.

8. Refreshments

III. *A Library Evening*

1. Each guest comes representing the title of some well known book, story, play or author as: *The Ancient Mariner*, *Rip Van Winkle*, *Much Ado About Nothing*, or *Longfellow*. Each one has some very short quotation from the book he represents. On arrival the guests are given numbered cards with pencils. They talk with each other trying to guess whom they represent. They can ask for the quotation and the one asked repeats it each time. Put on your card the numbers in order and fill in the answers according to the numbers on your neighbor's card. A prize of a book may be given for the most correct answers.

2. Divide into groups of eight or ten and act out the names of one of the new books such as *If Winter Comes; Main Street; Four Horsemen of the Apocalypse*. The other groups guess what book it is.

3. Songs everyone should know—representing the musical portion of the Library. Weave these into a story and as they come have a few measures played, the group supply the name. After the story sing some of the song through, all singing.

4. A One-Act Play as: "*The Florist Shop*" by Hawkrige—Drama Book Shop
Neighbors, by Zona Gale—Drama Book Shop
The Wonder Hat—Ben Hecht and Kenneth Goodman—Drama Book Shop

IV. *A May Day Fete*

In the morning there may be a Maypole dance by the girls, College songs and a processional and athletics by the boys. In the afternoon have a presentation of an out-door play such as *The Fountain of Youth* from *Plays of the Pioneers*, Mackay—Harper Bros.; *The Awakening of Spring*—one of *Three Pantomimes*, by Betzner—Womans Press; fairy scene from Shakespeare; *Midsummer Night's Dream*

V. *A Game Party Indoors*

This may be held at the schoolhouse, in a good sized hall or in the church basement. Guests may be divided in groups for some of the numbers; for others they will be together. The division may be by the months in which the guests were born, the states from which they come or the colleges they represent. Again divide them according to color of hair or eyes or by height. Begin the evening with a grand march bringing the group down

the center by fours then ask the first and third lines to face to the rear. This gives two circles on each side of the room and brings everyone in place for the first game.

1. Run for Your Supper. A couple in each circle runs around the outside circle with inside hands joined. Those in the circle also join hands. The runner on the inside touches the joined hands of two in the circle. This couple must then run in the opposite direction trying to arrive at their places before the runners do. The couple arriving last continues the game.

2. Tree Goal. All guests follow leader marching by threes and stopping on the order "Halt!" Groups of threes then scatter over the room; two of each group face and join hands making the tree while the third one stands in the center of the tree. There is an extra who has no tree. Lively music is played. When the whistle blows the extra person starts the game by running into a tree causing the occupant to run out and seek another tree. The game is played fast. After two or three minutes a whistle is blown indicating that each group is to exchange their members the center one becoming a part of the tree, the other going into the center. The game continues and another change is made which gives everyone a chance to run.

3. Magic Music—a quiet game. All gather at the center and sit on floor or on chairs. One person is sent out of the room and an article is hidden. The person returns and tries to find the object hidden, being guided by music which grows louder as he approaches the object and softer as he goes away from it. Continue until three players have been sent out. By this time the group will be rested.

4. Stunts. Divide the group into the divisions previ-

ously mentioned and give each group five minutes to arrange a stunt to present to the others. Such stunts may be:

- a. A shadowgraph using some well known story or rhyme. Nursery rhymes are good.
- b. A pantomime of a ride in a Ford or the family getting ready to go on a picnic.
- c. Tight rope walker and attendants.
- d. Charades.

5. Refreshments. In grouping for refreshments cut out magazine advertisements eliminating the names. Cut each advertisement in two parts, varying the shape and size; distribute one-half to a young man, the other to a young woman. The partners are discovered by matching up the two pieces. At the table during refreshments have the group guess as many of the advertisements as possible.

6. After refreshments a few funny races will be entertaining before going home. These have been planned by the leader so that any equipment needed is on hand.

1. *Kiddie Kar Race.* Each contestant with a kiddie kar lines up on a starting line. On "Go" they ride to the goal and back to the starting line.
2. *Newspaper Races.* The contestants line up on starting line each one with two sections from a folded newspaper. They race to the opposite line or goal by stepping only on the papers moving each piece ahead to make a place for the next step. This race can be used for people of any age from children to adults.
3. *Athletic Race.* One-third of the group line up, go to the goal and return doing some athletic stunt enroute. Other two groups follow in turn.

In the finals the last two from each group repeat for speed.

7. Songs—ending with *Good Night Ladies*

CHAPTER VII

SUGGESTIONS FOR MEN'S GROUPS

Such groups as the American Legion, Rotary Club, Kiwanis Club, Chamber of Commerce, Young Men's Christian Association and fraternal groups are always interested in community projects. There are very many ways in which they will cooperate with any group working to affect an improvement in the community along civic or recreational lines. Such cooperation has resulted in the construction of skating rinks, wading pools, bathing beaches and playgrounds; in a broader welfare work and in the production of festivals, pageants and holiday celebrations.

Many of the programs outlined in this booklet may be initiated and fostered by men's groups. A few special programs follow:

I. *Memorial or Armistice Day*

The celebration may be preceded by a processional in which every organization and each neighborhood has been asked to participate. All have been requested to carry flags and to make and carry a wreath. Each section of the procession is led by a group from the Soldiers of all Wars.

All gather at the city park or some central place where a platform has been erected for the Soldiers of the Wars. The chairman for the day and the song leader are also seated on the platform. In the center is a symbolic figure representing *America*. Back of this platform is one slightly raised and enclosed with curtains or a light frame work with curtains across the front.

During the singing of *America* the symbolic character

of *America* stands with the soldiers, and above the curtain is drawn showing Boy Scouts and the flag. They keep their position until the song is ended, then raising the flag high they hold it while all turn toward it and repeat the pledge of allegiance.

During the singing of an old hymn such as *Praise God From Whom All Blessings Flow* a Continental soldier (1776) takes his place on the raised platform at the back. There follows a two-minute talk to the "Boys of '76" by the president or secretary of the Young Men's Christian Association.

As the *Battle Cry of Freedom* is sung a Mexican soldier takes his place on the raised stage. He is followed by a soldier of 1812 and *Columbia the Gem of the Ocean* is sung.

"The Path of Freedom" is the subject of a two-minute talk given by one of the officials of the Knights of Columbus.

As *America the Beautiful* is sung a soldier of the north and a soldier of the south stand side by side on the raised stage. As they stand there the president of the Rotarians speaks for two minutes on the subject "One Country, One Flag."

To the music of *There'll Be a Hot Time* a Spanish War veteran takes his place in the picture.

As *The Long Long Trail* is sung a soldier, sailor and marine of the World War join the group on the platform and the president of the Kiwanis club gives a two-minute talk on the topic "America of Today."

America is played again as *America* summons those in the picture. They go forward to the front stage led by the soldier of 1776. They group at the center stage around *America* while back of them are such soldier groups as Grand Army of the Republic, Spanish War Veterans and American Legion. A tribute is paid by the commander of the American Legion to the boys who

did not return. As *The Star Spangled Banner* is sung those on the stage and in the audience move their flags slowly in unison to the music. The groups on the stage led by *America* and Soldiers of all Wars form in procession and go to the cemetery where wreaths are placed on soldiers' graves under the leadership of members of the American Legion, assisted by representatives of all the men's organizations.

This can be made a very beautiful service and there need be no expense except the building of the platform. Even this can be given by the labor union and the lumber may be rented for a very small sum.

(Additional suggestions may be secured in a *Suggested Program for Memorial Day* issued by the Bureau of Educational Dramatics, Community Service.)

II. "Ladies Night"

Many of the men's clubs have so-called "Ladies Nights" during the year. These evenings may combine all the talent of the club in various ways.

The hall is decorated in the colors. Dinner is served at 7:30 o'clock. The suggested program which follows begins before the dinner and continues throughout the evening. The music is supplied by an orchestra of several pieces—piano and violin or piano and drums.

Guests have laid aside their wraps and have assembled in an adjoining room. The tables have been set in an open square with room for marching on the outside. For the mass number in which all take part the outside of the room is used; for the smaller numbers the middle space.

1. The guests enter singing *Howdy*. They march in couples around the outside until all stand in two circles, the women forming the inside circle. All face the center and sing the first four lines of the song. On "Let's grab

a hand and shake it" each one takes the hands on either side and shakes them. That is, all of the women join hands and all of the men join hands. On "And shake it" all women face rear and shake hands with partners. The singing is continued as they face each other. On "And as for greeting, make it that good old-fashioned way" all face to the left—men in one direction, women in the opposite. Singing the chorus they march the way they are facing, shaking hands with each one in turn. At the end of the chorus all face center and repeat the verse doing as before. Then they face in opposite directions for the chorus, repeating it and coming back to their places. After this the guests find their places at the table.

2. (a) Quartette—During the first course a quartette made up of members gives two numbers in the center space.

(b) One original dance given by a member. This may be a funny number, perhaps a song with dance steps in the chorus.

3. Grand Opera Quartette—A quartette of members dressed to represent grand opera stars, two as women in full evening dress. Take a verse of one of the popular songs and make an elaborate number of it. Repeat phrases and words with great emotion. The accompaniment for this may be the grand opera orchestra. This group made up of guests have kazoos in their mouths. One plays a clothes horse strung up for a harp; one a folding hat rack used as a trombone; a third plays a tennis racket for a violin and a fourth an old kettle with heavy paper over the top for the kettle drum. All play the tune on kazoos as they pantomime on the instruments.

4. Solo or Quartette Number

5. *Our Boys Will Shine Tonight* (between courses)

The women stand and holding their glasses high sing the verse once. The second time they move forward eight steps holding glasses high as they sing the first two lines. In singing the third and fourth lines they face the men holding glasses toward them. They then face in the opposite direction and finish in the same way moving back to places. (This can easily be directed by the song leader.) The men respond by singing *Sweet Adeline* and lifting their glasses.

6. Shadow Plays

The tables are quickly moved back after the last course and chairs^a are placed at one end of the hall, leaving a large cleared space. At one side of the room where there are double doors a sheet has been hung for a shadow play. Jokes on members of the club have been gathered by a committee and made into limericks or jingles which are acted out behind the sheet. The jingle is first read then the action takes place while appropriate music is played. This is very amusing and not difficult.

7. Games (in which all participate)

(a) *Auto Race*—The guests each carrying a chair, march by twos down the center, then by fours or sixes. There are three or four feet between rows. The chairs are placed and all sit down. The lines should be the same length and there should be the same number in each. Each line takes the name of a car. On "Go" the leader of each row runs down the hall to his left, around the end of his line and up the hall on the right. He touches the person behind him and sits down. The next car starts at once. The row wins which finishes first.

(b) *Alphabet Game*—Players are divided into two groups which form lines on either side of the

room. Two sets of the alphabet are used. The letters should be marked very plainly on cards with ink or crayon—one set being in black, the other in any color. Pass one alphabet to one side and one to the other. The leader calls a word and each side builds the word at the end of the line. Those who have the letter for that word run and stand in place holding the card at chest. The side spelling the word first wins a point. The game is played for five or ten minutes and the score announced.

- (c) *What Food Today?*—All bring chairs to the center—some may be back to back, others in small groups. There should be two chairs fewer than there are people. Each one selects the name of some article of food. The leader begins to march around in and out among the chairs. As he marches he calls the names of various articles of food. The person having the name called follows him. When all or almost all have responded he calls "The meal is served" and everyone tries to get a seat. The two who are left out continue the game taking turns in calling names of food.
- (d) *Good Bye My Lover Good Bye*—All march singing, taking as partner anyone near at hand. On the chorus all face center, join hands, swinging them backward and forward.
- (e) *Auld Lang Syne*—One verse is sung with hands joined and bodies swaying slightly to the left and right.

III. *Members' Night*

On this evening one club entertains another. The program begins with a dinner. During the dinner there are songs led by a song leader. The program of stunts

is given just after the supper. Some contestants are selected beforehand for some of the stunts which need a little preparation. Several of the numbers, however, are open to all the guests.

1. The Golf Quartette—Costumed in eccentric golf suits this group sings a parody on some well-known song as *The Bull Dog on the Bank*, rendering it *The Golf Ball on the Bank*. Jokes are brought in about some of the golf enthusiasts.

2. A Tug-of-War—Blondes against Brunettes

3. The Bell Ringers—Insert some appropriate name, perhaps the name of the town. The group giving this number is dressed to represent a family—mother, father, big sister, small brother and sister. The bells are arranged on a long table. They are dumbbells, sleigh bells, cow bell, bird cage with bell suspended inside, blue bell—a large paper bluebell with a bell fastened on the inside; a gong; bottle with small bell hung up on the inside. The number is worked out just as though it were given by a group of professional bell ringers.

4. Relay—Married Men versus Single Men—This may be a walking, a running or stunt relay. Players—there should be the same number on each side—line up in files facing a goal at the end of the room. On "Go" the first one in each file walks or runs to the goal, does some stunt such as sitting down on the floor and rising, or standing close against the wall with knees straight and bending over and picking up a handkerchief. He then runs back, touches the next in line and goes to the end of the line. This continues until one side wins.

5. Song by all

6. A Shadow Stunt—The Fat Man and the Lean Man—Two men have umbrellas. The fat man raises

his; the thin man keeps his lowered. A sheet is spread over each so that only the feet show. A small box is placed on each umbrella for the head and a hat is placed on this. A doctor enters the scene. As the fat man sighs and says: "If I could only lose one hundred pounds," the doctor in pantomime assures him that he can, gives him a dose of medicine and the fat man gradually lowers his umbrella, making a remarkable change in his weight.

The thin man who sighs to be fat receives his dose of medicine from another bottle. He begins gradually to raise his umbrella until he is very fat. (A sheet can be put up between double doors and a light tried out to see just how near the actors need to be to give a distinct shadow.) Other shadow stunts can be worked out.

7. Blindfolded Boxing Match—Several couples can enter this. They stand blindfolded face to face with their partners. After they have turned around three times the starting whistle is blown. Time is called in two minutes. Three rounds are played.

8. Songs and Good Night

IV. *A Weekly Evening for Games*

This program may include billiards, quoits and volley ball. A tournament between club members from different states or different colleges or from different sections of the town makes a very interesting winter program. Inter-club contests between the different men's clubs may be developed.

V. *An Ice Mardi Gras*

One or more men's clubs have decided to sponsor a skating rink for the community. The rink is opened with an Ice Mardi Gras. It is lighted with strings of lights over which are hung lanterns made of bright

paper. Bonfires light up the shores. At one end an ice palace illuminated with different colors makes a very attractive setting. Everyone in town has a chance to help. The lanterns have been made at school and in many of the homes.

Everyone comes with some suggestion of a Mardi Gras costume. A bright scarf and cap, any fancy costume, streamers, confetti and other carnival accessories are in evidence.

1. A parade on skates
2. Ice yachting demonstration
3. Skating with partners, changing partners at the blowing of the whistle
4. Skating race for boys
5. Skating race for girls
6. "Run and Slide" race for boys and girls 9 to 12 years old
7. All skate toward center of rink singing some college songs
8. Coasting on sleds for distance—boys and girls
9. Ice Shiny or simplified Ice Hockey—High School boys
10. Skating race for men 20 to 50 years old
11. Demonstration of Skate Sailing
Make the sail of sheeting, the frame of bamboo. One person or several can use it. It is controlled by ropes attached to the sail and the frame, as on a sailboat. You can carry your sail or have it fastened to you. The first is less dangerous.

12. Ice Shuffleboard

This is fully described in Bulletin No. 45 issued by the Playground and Recreation Association of America

13. Singing around the bonfires and a parade or march around the rink

VI. *Evening of Games, Athletic Events and Stunts*

Such events may be held for members of the American Legion, Kiwanis clubs or similar groups or these groups may entertain the boys of the community. The American Legion, for example, may entertain all the Boy Scout troops; the Rotarians the High School boys. A suggested program will be found in a bulletin entitled *Suggestions for Games, Athletic Events and Stunts for Boys and Men*.*

VII. *Community Forum*

A forum of this type may be conducted by the men's club, headed each month or every two weeks by a different club. Some of the subjects suggestive for the civic problems of the town are:

1. "What are our community interests?" This discussion will give a basis for further programs and will develop the fact that all civic and recreational interests are community interests.

As an outgrowth of this discussion the following subjects may be developed.

2. "The Administration in Our Town—How We Work—Your Relation to Us"—short practical talks by members of city administration

* Published by the Playground and Recreation Association of America. Price 20c.

3. The Bankers' Night—What We Should Know about a Bank

4. The Physicians' Night—The Community Health

5. Commercial Night—Drygoods—Methods of Testing Fabrics and of Fixing Prices; Groceries—Rise and Fall of Prices

6. "Our Community and the Farm Bureau"

7. Other Topics of Community Interest—Play Week; Learn to Swim Week; Plant a Tree Week; Good Health Week; Safety Week. (Which of these shall we boost first?)

A forum of this nature may grow into a very vital community asset.

VIII. *A Minstrel Show*

The minstrel show is a form of entertainment of never failing interest in men's groups. The *Minstrel Encyclopedia* published by Walter Baker contains many suggestions for such entertainments.

IX. *Dramatics*

Many men's groups are interested in producing plays with all men cast. For such groups the following suggestions will be of interest:

Box and Cox—two men, one woman—the woman's part can be taken by a man. Published by French

Four English Farces by Jennings—French

The Ghost of Jerry Bundler by W. W. Jacobs—French

Leave the Woman Out by Gordon—Drama League Bookshop

The Rising of the Moon—an Irish Tale in "Seven Short Plays" by Lady Gregory—French

Allison's Lad and Other Plays by Beulah Dix—French

CHAPTER VIII

WOMEN'S ORGANIZATIONS

Every community has a number of women's organizations, such as the American Legion Auxiliary, women's study clubs, musical clubs, mothers' clubs, Daughters of the American Revolution and others, who have a valuable contribution to make to the community social life. The American Legion Auxiliary may give a social evening for their own workers or they may want to plan a program which will include other women's groups. The Federated Women's Clubs of a certain section may wish to introduce a social program into their conferences. Other clubs will want to entertain the children of the community or some of their friends.

One of the vital studies of special interest to all women's groups is that of home and neighborhood recreation. There is an unlimited field of service open to the American Legion Auxiliary and women's clubs in promoting the kind of programs discussed in the first few chapters of this booklet. A few special programs representing a variety of types follow:

I. *Lavender and Old Lace*

Every member brings her mother or a near relative who will enjoy hearing of olden days. Each one comes in the costume of the kind which her mother wore when she was young. This quaint setting will prepare the minds of the guests for the program.

1. *Old Oaken Bucket*—Sung by Everyone
2. *Stories I Used to Hear*—An Indian story of the early days when grandmother really knew the Indians and grandfather traded with them

3. Indian Songs

Songs found in *Indian Games and Dances with Native Songs* by C. C. Birchard

Songs from *The Peace Pipe*—Converse—C. C. Birchard

Land of the Sky Blue Water—Cadman, White-Smith Music Co.

4. Some of the old singing games by a group—*Here We Go Round the Mulberry Bush; Pig in the Parlor; Old Dan Tucker*

5. An old reading that one of us used to give.

6. An old song that we used to sing, *Ben Bolt* or *Annie Laurie*

7. Stories of the old settlers given by their descendants—Old Daguerreotype—Poses of early residents in a frame or between curtain

8. Songs of Civil War Days—*My Old Kentucky Home; Tenting Tonight*

9. Old group dances—Lanciers or Virginia Reel

10. Famous American Women—short sketches of some of our famous women

11. The American Folk Music

Negro Spirituals and Folk Songs such as *Swing Low Sweet Chariot; Old Black Joe*

12. A Village Choir of 1848 sing an old hymn

13. Two of the old songs—*Juanita; Auld Lang Syne* (sung by everyone)

II. *A Program of Folk Music of England and France*

Stories may be given by those who were across in some of the many fields of work. Music for this an'

many more programs will be found in *One Hundred Folk Songs of all Nations*—Charles H. Ditson Company, New York. Dances of these countries can be presented by groups from school or club.

III. *Other Folk Programs of Ireland, Scotland, Italy* all make most interesting materials. Combine these with stories, pictures and dances.

IV. *A Picnic Program*

Entertain the men or have only women. All wear old clothes. Ten minutes of singing precede the athletic program. At the end of the singing all march, following a leader. The leader finally takes them to a group who gives each one a slip with a group name on it, two colors of crepe paper and several pins. The slips have one of the following names on them: Mutt and Jeff Group; Friends of the Gold Dust Twins; The Gumps; The Spaghetta Family; The Big Little Family; The Mary Mixups. (These names are only suggestive.)

Each group or family have colors—those of the Gold Dust Twins, for example, being yellow and black. When all the slips and crepe paper colors have been given out, one person in each group is designated as leader. Each leader calls the members of her group together and they adorn themselves with their colors. They may make caps or rosettes or anything they choose as long as their colors are worn. Each group has two entries for each event. There are judges to decide the first and second winners in each event. Songs and yells by the various groups add to the costume.

Events

1. *The Long Step*. On "Go" contestants leave the starting line and walk to the finish (distance prescribed). The one doing it in the fewest steps wins. Speed does not count.

2. *Apple Race.* Each contestant is given an apple. On "Go" all begin to devour the apple.

3. *Chariot Race.* Each family enters three contestants who cross hands with their players and join nearest hands. In these groups of three they run to the goal and back without letting go of hands.

4. *Lollypop Race.* Contestants sit in a straight line where all may see. Each is given a lollypop and some bits of cloth and paper, some pins and a pencil. With these the lollypop is dressed as attractively as possible. Awards may be given to the two who finish first or the judges may select the two best dressed lollypops.

5. *The Egg Balance.* Each contestant is given a spoon and an egg. On "Go" he must balance the egg on the spoon, running to the goal line as fast as possible without dropping the egg.

6. *Distance Throw.* The contestants are given paper sacks blown up. They stand on the starting line and on "Go" throw the sacks as far as they can.

7. *Peanut Throw.* A box is placed in the center of the floor and a ten-foot circle drawn around it. The contestants, each of whom is given ten peanuts, stand on this line and on "Go" try to throw the peanuts one at a time into the box. The first and second awards go to those who throw in most.

8. *All Aboard.* Each contestant is fitted up with articles of wearing apparel which may be gloves, an apron, rubbers, coat or other articles. She lays her pile of articles at the opposite end of the field from the starting line and takes her place on the starting line. On "Go" all run to the opposite line, dress up in their "togs" and return. Speed counts in this. All winners are announced through the megaphone and the name of the family is

always given. Prizes are awarded which may be lolly-pops, sticks of candy, animal crackers, funny toys, elaborate ribbon, streamers of crepe paper or any non-sensical prize.

Yells and songs have been going on throughout the contest. Now a grand march is arranged for all the families with their winning members. This march may be made very amusing by a leader calling the following directions: "Forward march; chins elevated. Jump up and down three times and clap your hands once. Forward march on heels. Twos, center march, knees bent. Fours, center march, hands joined and toes turned in."

After this refreshments are served, the picnickers sitting in groups. Following the refreshments there may be a short program of games, stunts and singing. For example:

1. The Census Taker. All form in two lines with about twenty feet between. The judges who do not belong to any group are the census takers. They take turns calling for families. For example, on the order "The Gumps move," all the Gumps on whichever side they happen to be must change over to the other side. The census takers try to catch them as they move. Those who are caught aid in the chase. The various families are called until over half are caught. The group having most members left wins.

2. Each family has five minutes in which to arrange a stunt which is presented before the groups.

3. All sing *Lil Lisa Jane*, *Old MacDonald Had a Farm* and similar songs.

V. A Circus

Suggestions have already been given for a circus in Chapter III.

VI. *A Musical Mardi Gras*

The hall is festooned in many colors. Each one comes costumed to represent some piece of music, vocal or instrumental. These costumes may be elaborate or simple but they must be amusing. Besides costuming to represent a song or instrumental number each one must impersonate this number throughout the evening. For example: Anyone impersonating the *Blue Danube Waltz* will have a costume in shades of blue and will always waltz in moving from one place to another. The person choosing the *Hungarian Rhapsody* will go into rhapsodies over everything. If *Whispering* is chosen everything will be spoken in a whisper.

Grand Parade. A costume parade which is a part of the program should also be a character parade, each one representing his character. Each guest brings a few measures of the music she represents with her. This she leaves with the judge who gives her a number on entering. This number is registered on her piece of music for the sake of the judges only. During the evening pencils and cards containing the titles of the various pieces of music are given out. The music brought is then played (titles being hidden) and as each tune is played the guests tell on the card after each title the number of the guest who seems to impersonate it. The time for guessing is limited to ten or fifteen minutes. Later numbers and characters are called and each guest walks across the floor to the music she represents. Some of the songs represented are sung.

Grand Finale. As the last song chosen by the group is sung confetti and streamers are thrown and the Mardi Gras ends.

VIII. *A Game Party*

See Appendix B for description of games which may be played on such an occasion. Many more games and

stunts will be found in *What Can We Do* published by Community Service. Price 25c.

VIII. *Nature Hikes*

These are open to the women of the community. Sometimes they take the form of morning hikes for mothers. Saturday afternoon hikes may be arranged for business girls, Sunday afternoon hikes for families. Definite programs are planned for these hikes. For example, one of those present may give a talk on the kinds of trees. There may be a flower walk when flowers are gathered and someone talks on what to grow in an old-fashioned garden or on the care of flowers. On another walk shrubbery may be the topic of discussion—what shrubbery is poisonous—what is best to plant in yards. A bird walk offers opportunity for interesting discussions on native birds and how to recognize them and on plans for bird houses and bird baths in the community.

Stories can be told appropriate to the subject and poems read. Different kinds of meals about the fire may be planned for every trip. Some of the groups may be responsible for the formation of 'a hikers' club open to everyone in the community.

IX. *Holiday Programs*

The American Legion Auxiliary and other women's groups may make a valuable contribution by helping to plan programs for Thanksgiving, New Years, and other special days. A Community Open House Day on New Years arranged by the women's groups working together has great possibilities for increasing neighborliness and developing a broader social life.

X. *Dramatic Programs*

There are many plays which women's groups can give. Play production sometimes provides a way for raising

money for community enterprises; plays may be given purely for the social values involved. Among the plays having casts for women only are the following:

Mechanical Jane by M. E. Barker—published by French

To Meet Mr. Thompson—Walter Baker

The Widow's Veil by Alice Rostetter—Drama League Bookshop

CHAPTER IX

CHURCH PROGRAMS

In arranging for social evenings for churches a splendid opportunity is offered for influencing home as well as community recreation and for making the church one of the most influential centers of social life in the neighborhood.

A few suggestions follow for social recreational programs in the churches.

I. *Horse Shoe and Quoit Tournaments* for men and boys and for girls and women between different Sunday School classes. A church picnic may be arranged at the time of the finals.

II. *A Stunt Evening* where many of all ages can take part. (See Appendix B.)

III. *A Valentine Party*. Very delightful Valentine parties may be planned for church entertainments. (For detailed suggestions see Appendix C.)

IV. *A Hallowe'en Party*. The church parlor may be made the scenery of a very attractive Hallowe'en party. (See Appendix D.)

V. *The Bible in Song and Story*. The dramatization of Bible stories is very suggestive for Sunday Schools and young people's societies. Some very beautiful programs may be evolved from Biblical plays. *The Child Moses* or the *Story of David* with some of the beautiful things in music can be made a monthly program to which all look forward. Families attend together and it gives avenues of expression for different groups in the church. Through the workshop method the class which is to

produce a play becomes a club meeting during the week and developing costumes, simple stage sets and properties for their play. This is one of the best ways for the church to reach out into the home and for church activities to set high standards morally and socially—standards which carry over into every-day life.

(Many suggestions will be found in *Dramatization of Bible Stories* by Miller, University of Chicago Press.)

VI. *A Musical Evening.* A program of music may be arranged for an evening's entertainment, such as community singing led by one group and college songs by a boys' quartette.

A musical story is also suggestive. For this entertainment all that is needed is a piano and pianist, and sufficient cards and pencils. The pianist announces that he is going to tell a little romance, and that when there is a break in the story the few chords he will play will provide the cue. Anyone wishing this cue repeated may call out "encore," and it will be played a second time. The men and girls work in couples. When the lists are finished everyone changes lists for the purpose of checking up the corrected replies to the numbered questions. A suggested story follows:

"I once knew a young fellow, such a nice chap. Let me see, what was his name? Oh yes! (Plays three chords of *Robin Adair*.) He was a very romantic young fellow, and would often have (*Just a Song at Twilight*). He was constantly falling in love. First it was with a girl he called (*My Wild Irish Rose*). She came from a city where (*The River Shannon Flows*), but before he could make up his mind to propose she sailed for Ireland, and the next thing he heard she was (*Rocked in the Cradle of the Deep*). Robin sighed, (*My Bonny Lies Over the Ocean*), and prepared to follow her. He thought he would find her (*By Killarney's Lakes and Fells*) playing (*The Harp that Once Through Tara's*

Halls); but instead she had a (*Lohengrin's Wedding March*) of her own, and married a man named (*Ben Bolt*). "Cheer up, Robin," she teased. "There are other girls. There is (*Sally in Our Alley*) and (*Kathleen Mavourneen*), but on second thought, since you are of Scotch descent, why not try one of (*The Blue Bells of Scotland*)?" Robin said, "For you I have left my (*Old Kentucky Home*); but I will visit Scotland." He did, and in (*Comin' Through the Rye*) he met a charming girl named (*Annie Laurie*). She said "(*Drink to Me Only with Thine Eyes*)." He said "(*Oh Promise Me*). For you I will leave (*The Old Folks at Home*)." She wore a green wedding gown because he loved (*The Wearin' of the Green*), and also (*Dem Golden Slippers*) so fashionable just now. They lived happily ever after in their (*Home Sweet Home*) in (*America*).

This may also be given as a mass number; instead of writing answers the group may guess the name and supply it as the leader reads it. This does away with cards and pencils. Encourage the working out of original stories.

VII. *Weekly Game Evenings*. There may well be at least one evening every week when the boys and girls may come to the church parlors to play table games or active games and when there will be a leader to help all have a good time. There should be at least one evening, too, when the young men and young women may gather for a social time together. These evenings may be in charge of different groups. The games described in this booklet will be helpful for such programs. Additional suggestions will be found in such books as:

What Can We Do—Community Service

Games and Play for School Morale—Community Service

Neighborhood Entertainments by Stern—Macmillan Company

Ice Breakers by Geister—George H. Doran
Producing Amateur Entertainments by Helen Ferris—
E. P. Dutton & Company

VIII. *Recreation and Dramatics for All Ages*

- a. Quoit Tournament—Men 30 to 70 years old
- b. Quoit or Croquet—Women 30 to 70 years old
- c. Twilight Baseball League—Young men—Inter-church contests
- d. Twilight Volley Ball—Tournament Young Women Interchurch contests
- e. Checker and Chess Tournaments—Older men and women
- f. Basketball and Tennis Tournaments—Boys and girls of High School age
- g. Baseball Tournaments and Kite Flying Contests—
younger boys
- h. Hiking—Bird, tree and flower hikes—all ages
- i. Outdoor and Indoor Mass Games—such as Dodge Ball; Jump Ball; Pig in the Hole; Speed; Captain Ball; Scrimmage Ball. (Any of these may be played in series)
- j. Story Hours—Dramatization of Stories—
younger boys and girls
- k. Evenings from the Poets—as a Riley evening (poems, stories, songs—poems set to music) a Dickens evening (scenes from plays, old English music)
- l. One-Act Plays

CHAPTER X

COMMUNITY DAYS AND EVENINGS

The working out of programs by individual groups for their own members or for the entertainment of other groups must eventually have its effect upon the life of the community as a whole and will lead to the development of community events along recreational and civic lines in which all share. Festivals, ceremonials, holiday and special day celebrations are expressions of community spirit built up through group effort.

The following suggestions are indicative of a few of the activities which may be made community-wide.

I. *The Spirit of America*

This may be held on Washington's Birthday or on Independence Day. There may be a processional of all groups, schools, lodges, the American Legion, clubs, the city Council. It is particularly desirable to have foreign-born groups well represented. All carry American flags and patriotic music is played by a band. The groups interested in promoting certain civic activities carry these suggestions on banners, as:

Community Health—100 per cent

Playgrounds—Our Investment

A Clean City for Us

Preserve the Trees

We Want a City Park

The procession ends at a square which has been roped off, and here a program is presented by the schools and other groups with songs by all interspersed between the numbers.

1. *America*

2. A Flag Drill
3. *The Marseillaise*
4. A French Folk Dance
5. *Rule Britannia* (or the national anthem of some foreign country represented)
6. An Old English Dance
7. Folk Games and Dances by Foreign-born Groups (Where possible they should have their own musical instruments)
8. *America the Beautiful*
9. Games by the Playground Groups
10. Demonstration by Boy Scouts and Girl Scouts
11. A short play as *The Light* from *A Child's Book of Holiday Plays*—Macmillan Company. This play brings in all foreign-born groups of children.
12. Representatives of patriotic organizations, Civil and Spanish War veterans, American Legion and similar groups may stage a brief ceremonial.
13. *The Star Spangled Banner*

II. *Education Day*

This may include School Exhibits—handwork, garden stuff, flowers; exhibits by Farm Bureau and exhibits of old relics in store windows

Parade of Town and Rural Schools with floats

Community Singing

Two-minute speeches by well-known men

A film showing community activities not yet developed in your town

Singing

III. *A Summer Festival*

Outdoor games, water sports, swimming contests, Tug-of-War and similar events can be woven into a very attractive summer festival.

IV. *An Ice Carnival*

Suggestions for a carnival are to be found in Chapters V and VII.

V. *A Community Christmas Tree Celebration*

VI. *Industrial Fete*

Floats representing industry. A festival showing the growth of different industries through exhibits, dramatization and song.

VII. *New Year's Festival*

Morning—Winter Sports—tobogganing, skating, snowball contests.

Afternoon—Open houses over the town held by clubs, lodges, churches, homes.

Evening (6-6:30)—Community singing at a central place.

VIII. *Community Sleigh Rides*

All the old folks take the young folks. In one town this is an annual affair and the merchants give each child who goes a bag of candy. There is singing en route.

IX. *The Birthday of the Town*

Celebrate the Town Birthday each year (the date the town was founded). Present some scene in its history; have a procession of old residents, new residents, visi-

tors; raise the flag; sing the town song. (If there is none have a song contest and out of it may come a good town song.) There may be one speech on *Story of the Town* and another on *The Next Year and What It Should Bring*.

X. *Arbor Day Ceremony*

This follows a week of "City Beautiful Plans." Trees may be planted where needed on the highways or set out and dedicated for an outdoor stage. (See bulletin on *Arbor Day Ceremonial* published by Community Service.) Additional suggestions for the celebration of holidays and special days may be secured from Community Service.

Note. Very often a motion picture film on educational and civic subjects may be effectively shown in connection with community events. These films may be secured from such organizations as the Community Motion Picture Bureau, 46 West 24th Street, New York City; The Children's Bureau, U. S. Department of Labor, Washington, D. C.; the National Tuberculosis Association, 381 Fourth Avenue, New York City, and the State Department of Health.

APPENDIX A

Progressive Game Party

The room is arranged with tables seating four each, as for any progressive party. Each table is numbered and as players enter the hall they are given a score or tally card upon which will appear a table number. When all guests are seated attention should be called and a short explanation made of how the two winners at each table will progress to the next table after score cards have been punched.

The games are as follows:

Anograms: Place a pile of letters, about three complete alphabets and eight of each vowel, face down in center of table. Each person in turn draws a letter and tries to make up names of flowers, cities, animals, birds, etc., as told by person in charge. The cards are drawn, one at a time, in turn by each player and the two players completing the greatest number of words in a given time progress to next table.

Animals: Each person announces the name of the animal he has chosen, the longer the better. They are all given an equal number of cards (any kind of numbered cards may be used), which are turned face down in a pile, and simultaneously each one takes the top card of his pile and turns it face up, making another pile of face-up cards. If two cards of the same number are turned up, their owners call out each other's animal names. The one who first calls out the other's name is privileged to give him all the cards he has already turned up. The object of the game is to get rid of one's cards.

Threading Buttons: About twenty-five buttons and eighteen inches of twine or linen thread given to each

player. A race to see which two can thread all the buttons in the quickest time.

Bean Pick Up: A water glass, about fifteen beans or peas, and two toothpicks for each player. Object: to use two toothpicks in one hand and pick up beans one at a time, placing them in water glass. The two players picking up all beans in shortest time progress to the next table.

Pin Race: Give each player one strip from a paper of pins. At a given signal the pins are removed one at a time and when all are removed from the paper put the pins all back in the paper in same pinholes.

Card Toss: Place hat or basket in center of table. Give each player five cards and from a certain distance toss the cards into the receptacle. The two tossing the most cards into the hat pass on to next table.

Horse Race: Each player given a tape about one yard long by one-half inch wide, and a pair of scissors. At signal to "go" the tape is cut in two through the middle, and the two finishing first progress. This can be made very funny by providing curved manicure scissors or small embroidery scissors.

Cutting Contests: Each player given scissors and sheet of paper about nine by twelve inches. Cut out animals (horse—cow—pig—bear—monkey—etc.) and two cutting the best animals move on.

Millinery: Place supply of feathers, ribbons, laces, buckles and four old hats with supply of pins in center of table. Each player must trim a hat and the trimmers of the funniest and prettiest hats pass on.

Zig Zag Puzzles: Take pictures from magazines or papers and cut each in about nine zig zag pieces. Place each puzzle in an envelope and have enough to last throughout the evening without using any one twice. At end of each play throw away all parts and give new puzzles each time. The two putting puzzles together first pass on to next table.

Slang: Each player given a paper and pencil and in a given time told to write down all the slang words and phrases he can think of. The winners are the two having the shortest lists.

Words: Each person given a pencil and paper and one word, for example, "dictionary," or any appropriate word. From this word write down as many words as can be made in a certain specified time. Two having longest lists of correct words pass on.

Mixed Letters: Sets of letters are mixed up and put in the center of the table, after each guest has been given four letters to start with. They draw letters one by one in turn, from the center pile, trying always to form a word with their letters. Such words are placed in lines before them. If someone is able to form a compound word with the aid of a whole word taken from someone else, he is privileged to take from his neighbor all the letters forming that word. For example; if one guest has the letters s-k-i-n, and a neighbor has s-e-a-l, the first guest may take all the latter's letters. A time limit is set, and a score taken of the number of words formed.

Cracker Relay: Give each player a cracker. At signal to "go" the cracker is eaten and when completely devoured the person must whistle. First two finishing pass to next table.

Penny Push: Each player given a yard stick and a penny. Place penny at end of yard stick and with a toothpick push it to the other end of the stick. First two finishing progress.

Penny Puzzle: Place three pennies in a row, take out middle penny and place so as to form a triangle so that the distance from the inner edge of TWO to the inner edge of ONE or THREE will equal the length of the three pennies placed side by side. The person in charge of this table should have a ruler ready to take accurate measurement and when all four players have

placed the pennies they are not allowed to move them again.

All the following games can be purchased at any toy shop accompanied by full directions for playing and are especially good table games: Lotto; Dominoes; Old Maid; Jack Straws; Tidely Winks; Flinch; Parchese; Fish Pond.

This list may be added to indefinitely. Almost any child's game may be made one of the events.

The maximum time at each table should be four minutes, at the end of this time a whistle is blown for all to change tables whether their game is finished or not.

It is well to have some one or two people busy on the side entertaining those not wishing to join in the table games. The game period may cover one and one-half to two hours. The tables may be cleared away and a short musical program introduced while refreshments are being served.

APPENDIX B

Some Group Games for Mixed Groups

1. *Chair Relay*—Line up in couples—two sets or more—the man of the first couple carries a chair—his partner going with him—he sets the chair down on the goal line and she sits down in it—he picks it up, carries it back to the next couple and they (the first couple) go to the end of line. The game continues until one side wins.

2. *Hopping or One-Legged Race*

3. *Race in Ten Steps*—Players are in two groups—one at either end of hall in line. On “Go” the leader counts ten quickly—all can run while he counts but if a player takes a step after he stops counting that player must return and begin again. Repeat until someone has won by reaching the other side.

4. *Apple Race*—Each contestant has an apple and a piece of paper opposite him at goal line. On “Go” he runs—sits down, eats apple, wraps up the core in the paper, leaves paper on goal line and returns.

5. *Candle Race*—Each contestant is given a lighted candle and they play as a race or a relay—the contestants try to carry the candle to goal and back without losing the light.

GUESSING GAMES

1. *Flower Games*—Players divided into two groups—each with leader. One group prepares to act out the name of a flower—other group guesses. If they guess

they take one player. If they cannot guess they give up one player, or as soon as they guess correctly the acting side runs to goal and other side chases, taking all players whom they touch. Some flowers that can be acted out: Johnny Jump Up, Pansy, Rose, Jack in the Pulpit, Butter-cup, Sun Flower, Phlox, Marigold, Lady Slipper, Shooting Star, Indian Pipe, Tulips, Poppies.

3. *Charades*—Players divided into two sets. Good words for charades: Acclaim, Ideal, Handsome, Run-about, Lamplighters, Hornpipe, Chestnut, Shoemaker, Notebook, Cheerful, Firebrand, Baseball, etc. Names of popular songs and of well-known books acted out.

ALPHABET GAMES

Take several words—written on cards and cut them up into leaders. Number each word and have that number on each letter of that word. Distribute a letter to each guest. Give them five or ten minutes to find their word and to get ready to act it out for the company to guess.

APPENDIX C

Suggestions for a Valentine Party

DECORATIONS

Red paper hearts and streamers hung in festoons about the hall, meeting in the center, where a large double heart, arranged as a receptacle, is suspended. From this heart red paper streamers or cords extend to opposite sides of the hall, one for each man and girl present. At the end of every two streamers—that is, for each man and girl—a single heart is attached, which later in the evening is to decide partners for the last dance and the prizes of the evening. If desired, valentines, cupids, bows and arrows and similar decorations may be hung about the hall. At the end of the hall have a large Heart of Fortunes placed, either tacked to the wall or attached to a board on an easel. On this heart have pictures of various sorts, such as a society man and girl; business man and girl; artists; musicians; old bachelors and old maids; mothers and fathers; cooks; suffragettes; politicians; all vocations, the pictures for which can be cut from the magazines' advertisements. In addition, print or write on the heart, "Fame," "Single Blessedness," "Matrimony," "Thy Heart's Desire," "Four Times Wedded" and similar captions. Pin on the wall opposite the large heart big pictures, posters, or drawings of an old maid, a widow, a pretty girl, a suffragette, or other types. This provides the material for one of the games of the evening. Other decorations may be added as desired or made more simple.

PROGRAMS

1. *Getting Acquainted and Choosing Partners*

On either side of the door have two girls with trays

of postcards appropriate to the day, the cards being duplicates, one for the man and one for the girl. The cards should be as amusing as possible, or have clever sentiments that will cause some fun. The men are led by one of the girls to one side of the room; the girls are led to the opposite side and lined up there. The music is started,—a one-step or fox trot. The lines advance to the center of the room, the music stops, and those opposite in both lines hold up their cards, pictures out. Those having cards alike are partners. The music begins and all dance off for the first number.

2. *A Heart Hunt*

This is to decide the King and Queen of the evening. Have any number of small hearts hidden about the room. At a given signal the music starts, and all begin the search which lasts about ten minutes, stopping when the music does. The man and girl having the most hearts are declared King and Queen and are crowned with as much formality as desired. A suggestion is to have them stand at one end of the room, the others dancing up to them making their obeisances. The King and Queen choose the other two they consider the most graceful or the best dancers. These two then waltz up to the custodians of the crowns, who stand at the opposite end of the hall, secure the crowns, and waltzing back crown their sovereigns, the man crowning the Queen, the girl, the King. A general dance follows.

3. *Finding Fortunes*

Two girls pass tray containing paper darts, each person taking one. The music starts and all dance around the hall, passing before the large heart marked with pictures and sentiments. Two girls stand by the Heart and as the couples pass, stop them in turn, blindfold them and tell them to pin their darts on the heart. Their

fortune is determined by the position of their darts. That is, if a dart is pinned on a picture of a business man or girl, that is the person whom she or he will marry. The sentiments will, of course, speak for themselves. When all have pinned on their darts the dancing and music stop.

4. *Valentine Review*

Have a stage or curtained space at end of room. To the music of a waltz, girls dressed as valentines—some of them comic—pass in review on the stage, doing their steps in keeping with the character they represent. Fun as well as picturesque effects may be had in this way. A prize may be given to the most artistic and the funniest valentine.

5. *Finding Your Fate*

The men take part in this alone, the four figures on the wall—the old maid, the widow, the pretty girl and the suffragette, being the determining factors. This is like a donkey party, the men being blindfolded, turned about three times, then given a heart which they pin on the wall. If a man pins his heart on a picture, that is declared to be the girl he is to marry. If he pins his heart on a blank he will be an old bachelor.

6. *Postman*

A girl representing a postman enters with a large heart for a letter pouch. She gives a letter to each person, the envelope written in black to the men, and in red to the girls. In these envelopes are half hearts, each with one or two lines that together make a rhyme. After the letters are all delivered, all try to match their hearts by finding the lines that rhyme. When this is done, they are partners for the next dance and for supper.

7. *Lucky Number Partners*

This is the last number, and brings out the main prizes of the evening.

The men are lined up on one side of the room, the girls on the other. The streamers extending from the large heart in the center are given to the girls on their side, and the men on theirs. A waltz is played, and all dance toward the heart. When beneath it, the King and Queen step out and lower the heart, and the men and girls lift out their streamers, those having the same at the end being partners for the last dance. One heart is of gold, and the couple getting that are given prizes—any simple thing, as a fancy valentine, candy, or a heart-shaped pin cushion.

APPENDIX D

Hallowe'en Suggestions

Decorate church parlor with sheaves of dried grasses, corn shucks, autumn leaves, sheets pasted over the silhouettes of witches, and cats, large pasteboard cats with yawning mouths and raised tails, jack-o'-lanterns of pumpkins, squashes and cucumbers, festoons of corn with the husks turned back to show the ears, lamp and candle shades of red and black gauze or paper, shredded grey paper. Use as many mirrors—large and small—as possible, to reflect and multiply the lights.

If there is a fireplace colored fire powders may be thrown on the flame occasionally. Burning bowls of spirits to which salt has been added give a ghastly light, but care must be taken not to set fire to the place.

STUNTS AND GAMES

The suggestions given below are taken from among those given in the following books:

Home Entertaining by William Chenery

Games for All Occasions by Mary E. Blain

Neighborhood Entertainments by Renee B. Stern

Bright Ideas for Entertaining by Mrs. Herbert B. Linscott

Chamber of Horrors

Blindfolded guests are presented with glove filled with wet bran and uncannily touched on hands and face with pieces of wet fur and ticklers. Mysterious effects produced by muffled gongs and far-away voices sounding through a garden hose. Running water splashing over a cow-bell tied to a faucet gives the sound of rushing

water and keeps the bell tolling dismally. Long strips of paper set in motion by breezes from an electric fan, dangle about the heads of the victims. The bandages are finally removed and guests released among the horrors.

Luminous Writing: Fix small piece of solid phosphorous in quill and write with it on paper. The writing will appear luminous when placed in dark room. Skeletons drawn on the wall, ghostly figures daubed with phosphorous and sprites with large mouths and eyes marked with phosphorous may also be used.

Bluebeard's Wives: Sheet is hung from horizontal rod 6 feet from floor, bottom tacked to floor to make it taut. Girls standing behind protrude heads through slits which are fastened closely about their throats. A strip of red flannel is fastened about throat to cover place where neck touches sheet. Splashes of carmine on sheet below produce effect of blood. Hair of each head is gathered up and fastened to rod above with ribbon. Faces are powdered, and eyes, with a dash of lead-color under them, are kept closed.

Apple Games

Shooting for Luck: Red, yellow and green apples are placed in tub of water. A toy bow and arrow is given each guest. The person who succeeds in firing an arrow into a red apple will be assured of good health; those shooting arrows into yellow ones will have plenty of money and good luck is in store for those who hit the green.

Apples and Flour: Suspend horizontally from ceiling a stick three feet long. On one end stick an apple, on other tie small bag of flour. Set stick whirling. Each guest takes turns in trying to bite apple end of stick. It is amusing to see guests receive dabs of flour on face.

Apple-ten-pins: Several planks are laid side by side

and covered with a sheet stretched taut to make a good rolling surface. The surface is about 4x8 feet, at the height of an ordinary table above the ground and sloped slightly upward at the farther end. A row of apples is placed like ten pins on the farther stage, and beneath this a basket to catch them as they fall. A baseball is rolled from opposite end of table and each guest takes turn in seeing how many apples he can knock into basket in three trials.

Games of Fate

Bowls: One bowl is filled with clear water, another with wine (or grape juice) a third with vinegar, the fourth is empty. All are placed in line on table. Each person in turn is blindfolded, turned about three times and led to a table. A hand is put out and prophecy made by bowl touched. Water shows happy peaceful life; wine promises rich eventful noble career; vinegar, misery and poverty; an empty bowl is a symbol of bachelor or spinster life.

Game of Three Fates: Guests sit in circle. Three Fates are chosen. The First whispers to each person in turn the name of his or her future sweetheart. The Second Fate follows, whispering to each where he will meet his sweetheart, as "You will meet on a load of hay" or "at a picnic," etc. The Third Fate reveals the future as "You will marry him or her next Christmas" or "You will be separated many years by a quarrel but will finally marry," etc. Each guest must remember what is told him by the Fates and then each in turn repeats his fortune. For example, "My future sweetheart's name is Obednego; I shall meet him next Wednesday on the Moonlight Excursion, and we shall be married in a week."

Alphabet: In a doorway hang a big pear-shaped pumpkin on whose surface all the letters of the alpha-

bet have been cut or burned. Keep it rapidly twirling while the guests, in turn, try to stab some letter with long meat-skewers. The letter that is hit will establish the initial letter of one's fate.

FORTUNE-TELLING

A hallowe'en party is not complete without a fortune-teller. Someone can always be found who reads palms or tells fortunes with cards or tea leaves.

GHOST-STORIES

Ghost stories might be told in a dimly lighted room. It is sometimes fun to tell them very extemporaneously, one person starting the story, stopping at an exciting point and leaving it to be taken up by his neighbor, and so around the circle.

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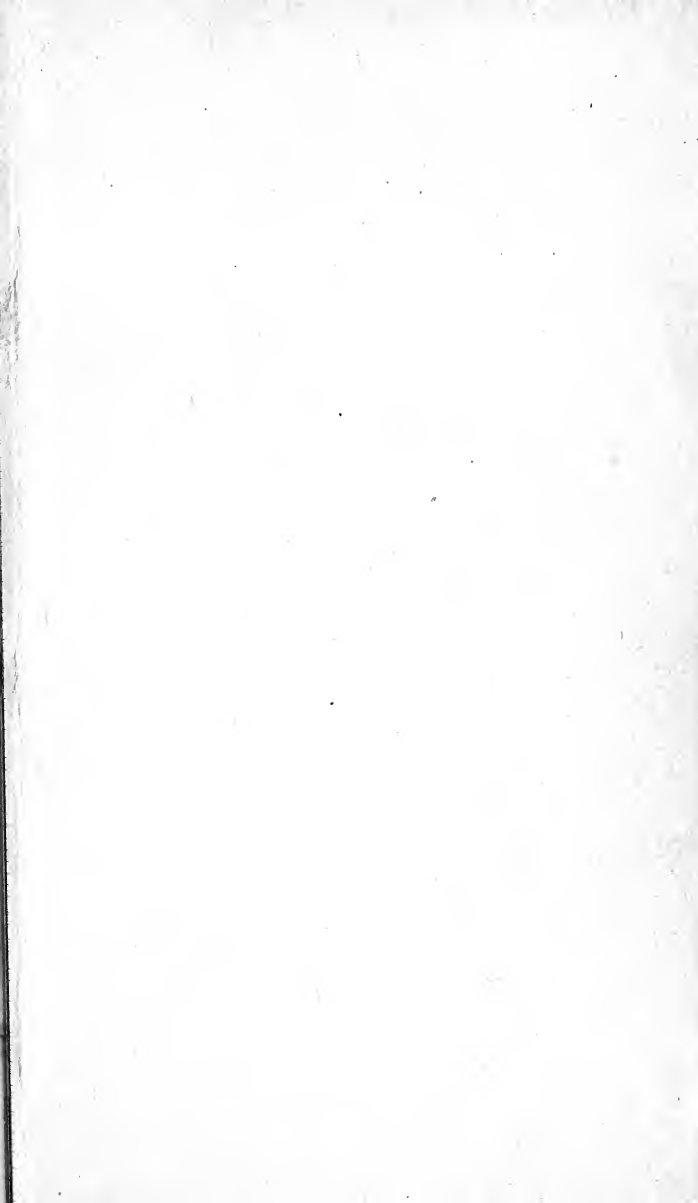
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