

GAMES FOR CHRISTMAS PARTIES.

COLLECTED FROM VARIOUS SOURCES.

Suitable indoor games for children ranging in age as follows:

The Odd Squirrel.	Ages 6-7	Bean Bag Box.	Ages 8-9
The Race.	Ages 7-8	Hands Up.	Ages 9-10

The Odd Squirrel.

This game is very like Hound and Rabbit, but is a little less exciting, and under some circumstances better adapted to very young children.

Most of the players stand in groups of three, with hands on each other's shoulders, forming hollow trees. In each tree is a player representing a squirrel, and there is also one odd squirrel without a tree. The teacher or leader claps her hands, when all of the players must run for others trees, and the odd squirrel tries to secure a tree, the one who is left out being the odd squirrel next time.

The Race.

This schoolroom game is played with most of the class sitting, being a relay race between alternate rows. The first child in each alternate row, at a signal from the teacher, leaves his seat on the right side, runs forward around his seat and then to the rear, completely encircling his row of seats, until his own is again reached. As soon as he is seated, the child next behind him encircles the row of seats, starting to the front on the right side and running to the rear on the left side. This continues until the last child has encircled the row and regained his seat. The row wins whose last player is first seated. The remaining alternate rows then play, and lastly the two winning rows may complete for the championship.

The interest may be increased by calling the race an international one, the teacher providing small flags of different nations, or the children may cut and paint these of paper. The first child in each row chooses the country he will represent by the selection of a flag at the beginning of the game. This he places on the rear desk, and it is held aloft by the last player when he regains his seat, indicating that his country has come in first, second, etc., in the race.

Bean Bag Box.

A small box measuring not less than six inches square should be fastened inside of one about twice the size and that in a third, leaving at least six inches margin between the boxes. This is set up on a slight incline with a stone or

other object under its further end, or tipped up against the wall. From ten to twenty feet away from this a throwing line is drawn. Each player is provided with five bean bags and takes his place in turn on the throwing line, throwing all five bags at each turn. A bag thrown into the smallest box scores five points, one into the middle box ten points, and into the outside box fifteen points. The player who first scores one hundred wins.

This is a very popular game, and the paraphernalia for it may be easily improvised.

Hands Up.

The players stand in a circle, with one in the center. Those in the circle bend their elbows, which should touch the sides, and extend their hands in front, with palms downward. The object of the one in the center is to slap the hands of any player in the circle while thus extended. The circle players may bend the hands downward or sideways at the wrist, but may not withdraw the arms, or change the position of the elbow. Any one slapped in this way changes places with the one in the center.

The success of this game will depend upon the alertness of the one who is in the center, who should dodge quickly and unexpectedly from one part of the circle to another, with many feints and false moves that will keep the circle players uncertain where he is going to slap next. Played in this way, the game calls for much alertness on the part of all concerned. The circle should not be too large, or the action will be too slow to be interesting.

Schoolroom.—In the schoolroom this is played in groups with the players seated instead of in a circle. Two rows face each other to form a group, with feet drawn well under the seats. The one who is It walks up and down the aisle.

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