

## AMUSING GAMES FOR CHRISTMAS.

WHO begrudges an extra hour or two devoted to the very little folks at Christmas time? Not the Canadian father and mother, and not the Canadian bigger brother and sister, we are sure, and we shall not apologize to the latter for devoting the bulk of our space in this issue to the wee ones; and let us point out to our older boys and girls that we shall require their assistance in giving enjoyment to the "smaller fry" at Christmas.

Some of the following games will offer lots of amusement to older children, and their presence and participation in the fun will be greatly appreciated by the little folks.

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## "Honeypots."

A MASTER for the store and a customer are chosen from among the little players,



FIG. 1.

the rest of whom dispose themselves in a row, sitting on the floor, with their hands clasped together under their knees.

The customer then comes in and asks for a pot of honey, about four or five pounds, or any number he wishes; the storekeeper points out the little boy or girl who is to represent the honey-pot of that weight. Then the customer pretends that he does not believe that the chosen pot weighs as much as it is supposed to

do, so the storekeeper offers to weigh it. He and the customer each take one arm of the honeypot and swing it backwards and forwards as many times as the number of pounds it is supposed to weigh. (Fig. 1).

If the child is able to keep its hands joined under its knees as long as is necessary, the honeypot is carried off by its purchaser; but if the child cannot support the weight of its body long enough for the proper number of swings, the honeypot is condemned, and must afterwards be weighed again for a smaller amount.

It is well to choose the storekeeper and customer from among the older and stronger children.

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ANOTHER very favorite game is called:

## "Fool, Fool, come to School."

The children sit or stand round the room, each choosing the name of some fruit, flower, or other object. A master, chosen from among them, stands before them, and calls into the room the fool (also one of the children).

He then says:

"Fool, fool, come to school, and pick me out a rose, or apple," as the case may be.

The fool then endeavors to guess from the faces of the children which one re-



FIG. 2.

presents the object demanded (Fig. 2), and points to some child. If it is the one, the fool carries it off in triumph; if not, the fool retires ignominiously with a chorus of—

"Fool, fool, go to school, and learn your A B C."

The same process is repeated until all the children have been carried off. Sometimes the little players like to take the names of countries or towns.