

substitutes for these may easily be found. Also, instead of the plan of patrol against patrol (of eight members), being adhered to, players may be divided simply into two sides. For convenience sake these players have been given as boys, but most of the games mentioned here are played by the Girl Guides, and are equally suitable for girls.

For country schools fortunate enough to have their being near a moor, wood, or common, the game of "Numbers" is described, and the inevitable rainy day, when the playground is impossible, provided for by "Nobody's Airship."

The Boy Scout movement is well in line with the educational tendencies of the day in that it seeks to teach by giving the children pleasure. The typical scouting game, therefore, develops observation, quickness of thought and action, imagination and resource. The following examples are taken from "Scouting Games," by Lieut.-General Sir Robert Baden-Powell, K.C.B., slight alterations having been made to adapt them to teacher's requirements.

The Staff Run

Divide the players into two sides of exactly equal numbers. If there is one child over he must stand out, but this is no great hardship, as a game is finished in a few minutes, and he can then take the place of one of the players.

The sides themselves are now halved, and the children stand in single file, the foremost of each half facing, with a distance of about eighteen paces between them. The distance between the two "sides" must measure at least five paces, and their lines should be parallel.

The teacher or director of the game stands in the middle of the parallelogram thus formed. He hands (in lieu of the staff) a handkerchief or some other object to the boy heading one of the halves of each side. On the word "Go!" each boy runs as quickly as possible to the foremost player of the opposite half of his side, gives him the handkerchief, and drops out of the game. This second boy runs back to the other half, leaves the handkerchief

with the now leading boy, and falls out himself. The game goes on until the last boy is reached. He then races to the teacher with his handkerchief, and the end boy on either side who reaches the goal first wins the game for his side.

This game causes intense excitement, especially if the strength of the sides is fairly equal, both having the same proportion of fast and slow runners.

Where's the Whistle?

A number of children should be blindfolded, and should stand in a line at one end of the playground. The teacher, provided with a whistle, goes to the other end of the ground. On the first note of the whistle they start out to find him.

In this they are guided solely by the sound of the whistle, which he must blow somewhat frequently, especially if he notices a child heading for the wall or other unsympathetic object. The aim of the player is to find and touch the whistle-blower, and as each child succeeds in doing this he takes the handkerchief from his eyes and retires from the field. The first player to touch wins, but the game should be continued until the last boy, "the duffer," reaches his goal. "Where's the Whistle?" is suitable for a hot day, when vigorous exercise is not advisable, as no running is needed, and it affords as much amusement to onlookers as to players.

The Bull Fight

Twelve players take part in this game, the rest of the children forming the boundary of the arena by standing round in a ring. If there is not a sufficient number to do this, a circle may be chalked on the ground.

The players consist of one bull, one matador, four Chulos, and six scarf-bearers. The last-named are provided with large, clean handkerchiefs or dust-ers, while the bull has five or six strips of paper, about six inches wide, pinned to his back.

The Chulos and scarf-bearers are waiting in the arena when the bull rushes in, and they try their hardest to tear off the strips without being