

And wishing for a place of rest,
Anything rather than a chest,
Then stepped the poet into bed,
With this reflection in his head:

Moral.

Beware of too sublime a sense,
Of your own worth and consequence.

Let us see how well you know the story. Whose cat was this? What does "sedate and grave" mean? Are all cats like that? Cowper wrote a letter to his cousin, telling about a very pretty kitten, and her tricks and games. "But time," he said, "that spoils everything, will turn her into a cat, and then no more fun." Tell two places where the cat liked to be? Why did she want to find another place? Where did she look for a place, and what place did she find? What made the drawer a very comfortable bed? What happened soon after the cat went to sleep? What did she think about then? Did Susan know that she was in the drawer? What do we call a person who is sure that every one else is thinking about her? How long was Puss in the drawer? How did she feel? Tell how she was let out. Was she changed at all? Learn the words that the poet said as he stepped into bed.

To the Teacher: [There are many words in this poem that the children will not understand, but do not explain any more than is necessary for them to get the facts of the story. Keep steadily in mind that the object is not to teach them words and definitions, but to interest them in reading. Encourage them to talk freely about the story. Read them Cowper's "Columbriad," another cat story, and be sure to read them "John Gilpin."]

PUZZLE GAMES FOR "BREAKING-UP" DAY AND HOLIDAYS.

(a) WORD SQUARES.

In a word square the first row and the first column form the same word; the second row and the second column, the same; and so on. Children will be delighted to puzzle out fitting words. They should begin with words of four letters, and continue to those of five or six letters, Examples:

M E A D
E D G E
A G U E
D E E D

Four letters.—1. A river in Oxfordshire. I S I S
2. A part of our body. S I D E
3. A thought. I D E A
4. A chair. S E A J

(b) ARITHMOREMS.

In an arithmorem figures are substitutes for Roman numerals, and letters are added to complete the word it is desired to disguise. To make the riddle more difficult these letters should be transposed out of their proper order. Examples:

1. (a) 54 and e—LIVE.
2. (b) 57 and ten song (a famous traveller)—LIVINGSTONE.

(c) THE ALPHABETICAL PUZZLE.

The puzzle consists in the choice of a word the sound of which when uttered shall be comprised in the naming of one or more letters of the alphabet, says the *Teachers' World* (Eng.)

Examples:—A word denoting a volume of water spelt with three letters, but that can be expressed with one. Answer: C.

(a) Words containing three letters which can be expressed in one:—

1. A famous garden. Answer: Kew. Q.
2. English rivers. Answer: Dee and Wye. D and Y.

(b) Words containing four letters, etc.:—

1. An adjective. Answer: Wise. Y. Y.
2. A prophet. Answer: Seer. C. R.

One may continue the list with words of five, six, and seven letters; and so on.

(d) MENTAL SCENES.

The aim is to paint in words a mental scene, leaving out all such clues as proper names, which the listeners must discover, as, for instance, the description of the English camp before Agincourt.

Similarly, character sketches may be drawn, with the name of the hero or heroine omitted. Great scope for ingenuity is given in these and other games of the same type.

Bukharest, the capital of Roumania, has often been besieged and taken. Now that it has fallen into the hands of the invaders, Yassy, the chief city of Moldavia, is made the temporary capital.