

Geography and Composition.

The game of "who am I?" has proved very helpful and entertaining to pupils. Ask a child to pass from the room. Write a name, Montreal, for instance, on the board where all may see it. This word is erased and the pupil is called into the room. He questions the other pupils and they answer in the following manner: "Who am I, John?" John, You are a river port. To Sarah, "Who am I?" Sarah, You are the most populous city in Canada. The questions and answers continue until the pupil can guess from the facts given who he is.

In the same way other cities may be given, such as Victoria, Vancouver, Winnipeg, Toronto, Quebec St. John, Halifax, Sydney, London, Glasgow, Edinburgh, Dublin, New York, San Francisco, Paris, St. Petersburg, Berlin, etc.

This exercise helps pupils to frame questions and thus give expression to what they have learned.

Have pupils look for interesting geography facts. Have long envelopes with the name of a country on the back, and classify the facts. Children take great pleasure in finding articles and putting them in their proper envelopes.

Little people, I find, are always glad to show their work to father and mother. I purchased little composition books and a bottle of paste. All the good work of each pupil was preserved in this. When school closed I let them take their books home. Even the parents were glad to notice the improvement in their work.—Adapted from Primary Education.

* Notes on Discipline.

The first way to secure obedience to commands is to make every rule you lay down the subject of careful previous thought.

Every good ruler economizes power and never puts it all forth at once.

You must not shrink from any trouble which may be necessary to carry out a regulation you have once laid down.

Never inflict corporal chastisement for stupidity or ignorance.

The great safeguard for good and happy discipline is to fill the time with work.

If your government is felt to be based on high principles the need of punishment in any form will disappear.—Fitch.

An Alphabet Party.

This is a rather odd party, and may be participated in by all who know their A. B. C's. The questions are all to be answered by letters:

Containing nothing? M T (empty).

Statement of indebtedness? I O U (I owe you).

Part of a house? L (ell).

An insect? B (bee).

To behold? C (see).

Part of the body? I (eye).

A famous poem? L E G (elegy).

A tent? T P (tepee).

A number? A T (eighty).

Unit of measure used in printing? M (em).

All right? O K.

A foe? N M E (enemy).

Indefinite quantity? N E (any).

A vegetable? P (pea).

Intemperance? X S (excess).

An image? F E G (effigy).

Poorly dressed? C D (seedy).

Two of a kind? W (double u).

To covet? N V. (envy)

A bird? J (jay).

A verb? R (are) or B (be) or C (see).

A common beverage? T (tea).

A girl's name? L C (Elsie).

Another one? L N (Ellen).

Yet another? F E (Effie).

Still another? K T (Katie).

A literary effort? S A (essay).—Exchange.

There are twelve good rules which every girl and boy should master before they reach the age of fifteen.

Be courteous to everyone, whatever their station in life.

Shut the door and shut it softly.

Keep your own room in good order.

Have an hour for rising and rise.

Never let a button stay off twenty-four hours.

Always know where your things are.

Never let a day pass without doing something to make somebody comfortable.

Never come to breakfast without a collar.

Never go about with your shoes unbuttoned.

Speak clearly enough for everyone to understand.

Never fidget or hum so as to disturb others.

Never fuss or fret.—Selected.