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NELLIE M. LEWIS  
GAMES &  
PARTIES  
THE YEAR  
AROUND



Invaluable for children and adults, for individuals as well  
as group leaders . . . illustrated and indexed



# Games and Parties

THE YEAR ROUND

BY

① NELLIE M. LEWIS



AIRMONT BOOKS

22 EAST 60TH STREET • NEW YORK 22

# GAMES AND PARTIES THE YEAR ROUND

An AIRMONT BOOK published by arrangement with  
Thomas Bouregy & Co., Inc.

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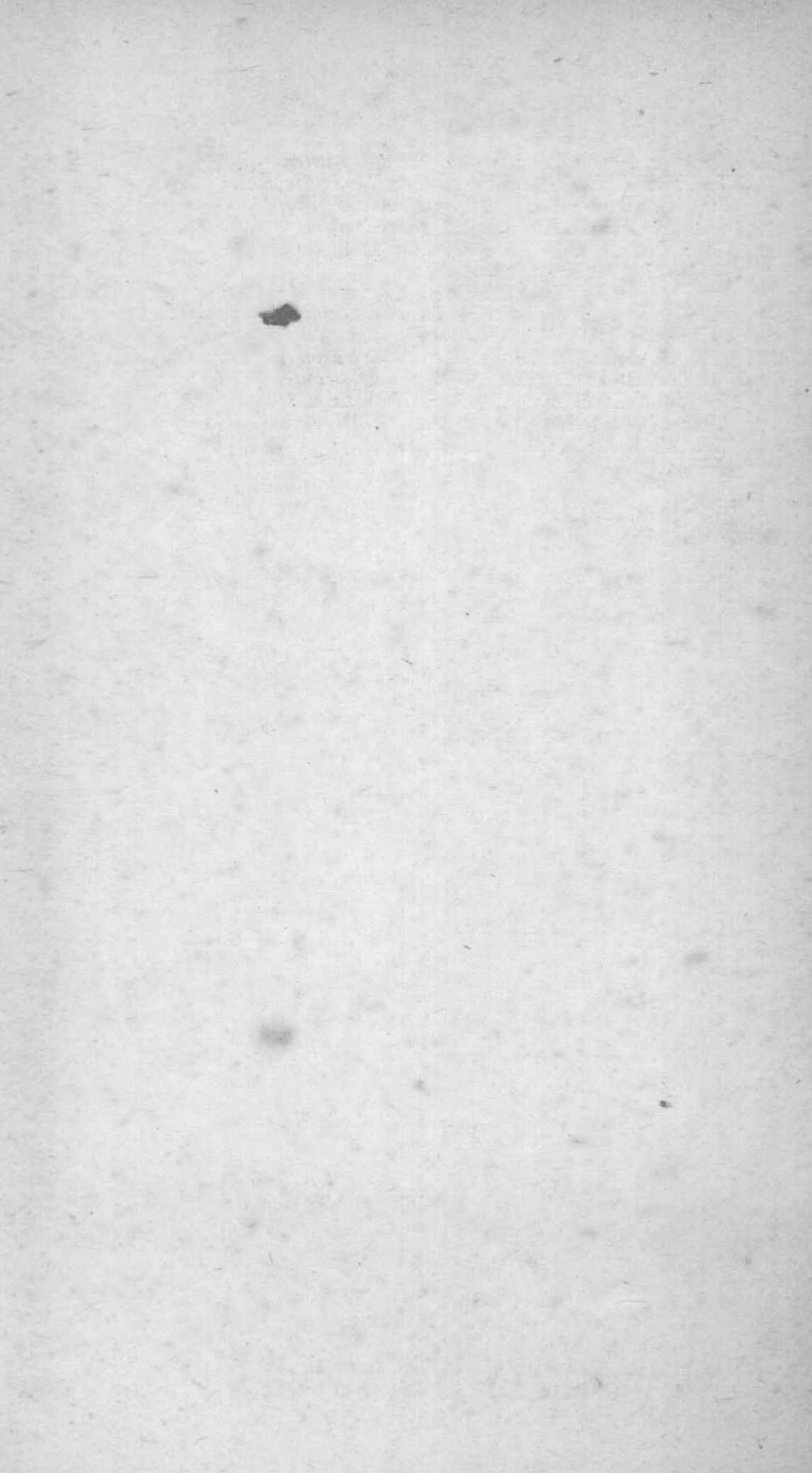
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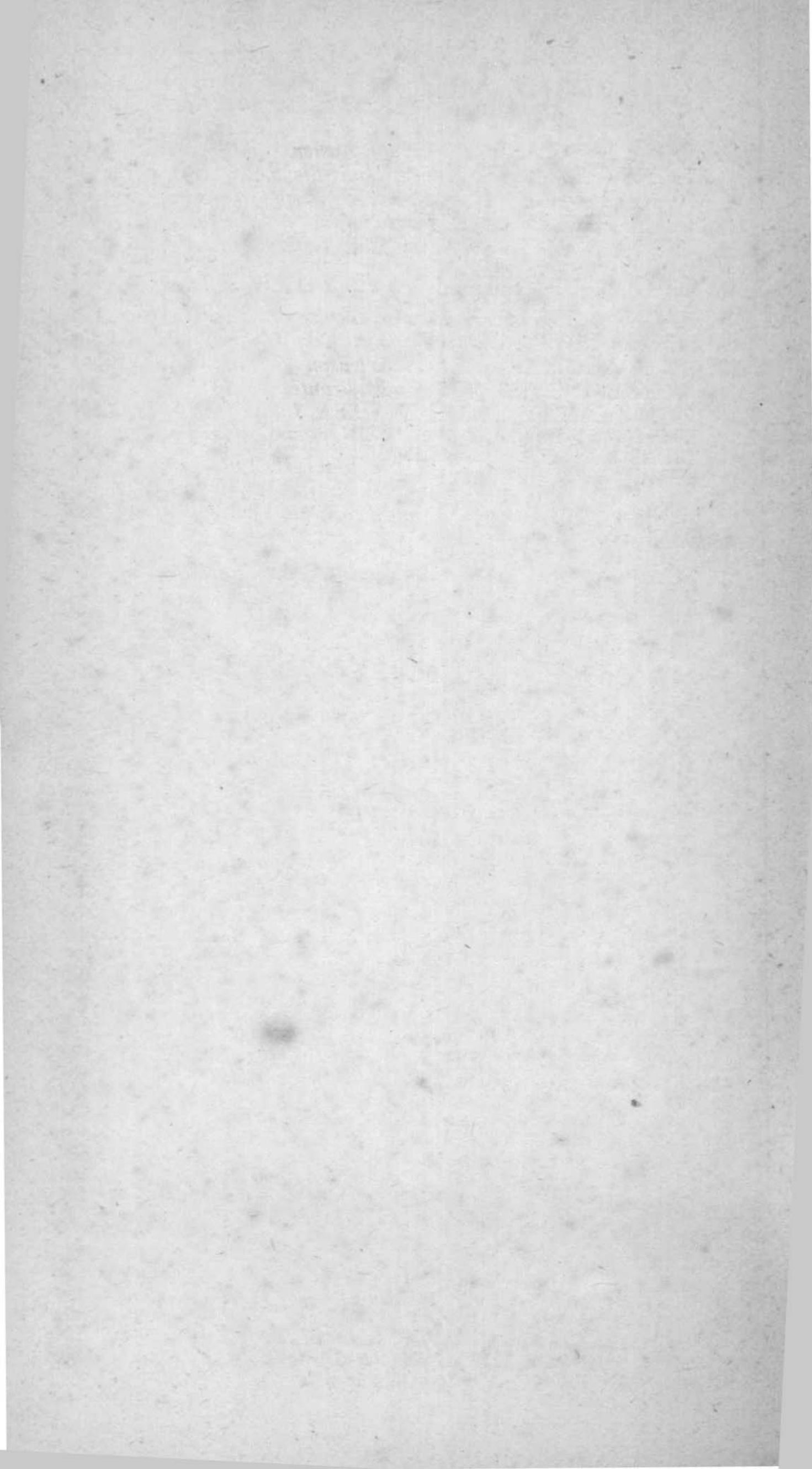
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## ACKNOWLEDGMENTS

We wish to express our indebtedness to Mr. Lynn Rohrbough, Delaware, Ohio, for permission to include in this volume some of the Singing Games which he has published in *Handy II*, which book we most highly recommend to those wishing to explore the field of rhythmic games, folk dances, quadrilles and set-running.

Our thanks are also tendered to Miss Mary Miller and Miss Frances Fleming for permission to include several musical mixers of which they are the co-authors. Among the many who have contributed valuable suggestions we would especially name Rev. G. F. Kelly, Miss NeTannis Semmens, William R. Cook, John Slemmon, and Mr. R. C. Sidenius, who is the pioneer, in Canada, in the field of Social Recreation.

N. M. L.



## FOREWORD

"The hours that make us happy make us wise"

—John Masefield

SOMEONE has said, "If you want to know what a boy is, watch his play. If you are concerned as to what he will become, direct his play." Warren T. Powell of Boston University says, "Recreation brings a joyous element into the 'abundant life of Christian living.' It is a vital part of any character-building plan and can be actually used to develop qualities and habits of Christian character which we seek to build for complete Christian living. In fact, the gymnasium, the party and the playground actually may become the laboratory in which the teaching of our worship and instruction may be worked out in a life situation. A party will afford an opportunity to express courtesy and consideration for others, to make people feel at home and comfortable, to be unselfish in planning a good time for all, to be honest, just and fair in observing all the rules of the game. We can study about unselfish service on Sunday—we can practise it on Friday at the party or social."

Leaders in the recreational field have a mighty challenge in suggesting and providing fun for the family in order to keep the members of a home together, interested and loyal. The boy who is a member of the home where the family as a unit play games, work at puzzles and problems, do handcraft, pull taffy, etc., will not seek questionable places for his recreation, or everlastingly seek the motion-picture theatre, if there seems nothing else to do. It is to this type of home that the chums of the son or daughter will want to come. It is through fellowship in this sort of wholesome home environment that life-long friendships are made.

A man recently was asked, "What activities in which your father, mother, Jane, Frank and yourself participated

as a family group, do you most vividly recall?" The answer, after a moment's thought, was not the trip to Vancouver or the fishing trip into Algonquin Park, but, "Why, those games and puzzles we all used to struggle over around the fire at night—just the five of us. Sometimes we would invite in other families and all have a grand time together—sometimes pulling taffy, sometimes toasting marshmallows after we had finished our games."

To provide games and other recreational material to promote happiness would in itself be sufficient justification for their production. When added to this there are character values, there is a challenge to make our leisure hours contribute not merely to happiness but to wisdom. A well-balanced programme of recreation is not to be used merely as a bait to attract folks to the church club or any other organization; it is not even for the sake of play itself, though that would be worth while. It is an important factor in character building.

Well-directed and carefully chosen recreation develops friendliness, loyalty, courtesy, trustworthiness, team spirit, quick thinking, generosity and self-control. It is an outlet for emotions; enables one to meet strangers more easily; releases the mind from care and worry; trains one to take part in activities; and develops creative faculties; while it fosters good will and harmony; and encourages group thinking.

L. P. Jacks, in *Education Through Recreation*,\* makes the significant statement that "Man is a skill-hungry animal, hungry for skill in his body, hungry for skill in his mind, and never satisfied until that skill is appeased. No amount of ready-made pleasures purchased on the market (alluding to professional baseball, boxing, moving pictures, etc.), no intensity of external excitement will ever compensate for the loss of creative impulse or for the starvation of his essential nature as a skill-hungry being. What has this fundamental truth to do with play and recreation? As I see the matter, these words—Play, Recreation, Leisure—are the names of a great opportunity for

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\* *Education Through Recreation*—Dr. L. P. Jacks; Harper and Brothers, New York City. Used by permission.



awakening self-activity, the dormant creativeness of human beings, which other influences and other circumstances of our times are unhappily tending to suppress."

The writer will not soon forget an experience with a large group of people brought together under the auspices of a Home and School Association. It was nearing election time, and many of the members of the Board of Education were present, including the chairman, together with candidates. After a brief demonstration of folk dancing, the audience was asked to move back the chairs and participate in some simple rhythmic games and folk dances. Soon all present were entering heartily into the activities, and having a joyful time. Unaware of the presence of the members of the Board, we asked one of them to come into the centre of the floor to demonstrate a certain movement in a rhythmic game. He responded with alacrity. Later in the evening when these people were called upon to make speeches in connection with their "election platform," one and all referred to the good time they had had that evening. Particularly enthusiastic was the chairman of the Board of Education, who, by the way, was the man who had been asked to help demonstrate.

A number of years ago the writer was privileged to hear in Toronto Miss Elizabeth Burchenal, shortly after her return from a somewhat lengthy sojourn in Europe. Miss Burchenal was a member of the International Commission of Folk Arts of the League of Nations, whose duty was to record and preserve the arts of the nations of the world. She and her sister had learned and recorded many of the folk dances of the people, which hitherto had been passed on from one generation to another only by word of mouth. Miss Burchenal stated that many of these European people possessed a delightful spirit of happiness and spontaneity which she believed to be the outcome of their play life. In villages and rural parts the whole population—father, mother, children and grandparents—turned out during the evening for play on the village green.

In addressing our group—all interested in recreation—Miss Burchenal said, "I do beg of you, as you scatter over this country, to spread the gospel of recreation." It was her belief, after much experimentation and observation in

our own country and abroad, that if people had adequate provision made for recreational activities from childhood up—the participating and not the “spectatoritis” type—there would be little need for our hospitals for mental health. Play not only develops a person physically and builds up character, but does develop an attitude towards life that produces mental health.

On many occasions we have taken groups of children or adults, who were diffident, restrained and ill-at-ease in each other's presence, and by means of a play party or programme of games, enabled them quickly to forget their embarrassment, so that eager participation was readily secured. Tensions were released, worries forgotten, and physical benefit gained. The group was unified—each individual helping the others to have a good time. It is because we have so frequently observed a change in social relations and attitudes that have taken place at camp, in homes, church, clubs, lodges, at picnics and elsewhere, through the use of many of the games and other materials now included in this volume, that the book itself has been brought into being.

If any additional reason needs to be given for the production of *Games and Parties the Year Round*, it is the fact that there is so little produced-in-Canada material in the field of social recreation.

Judging by the constant stream of inquiries for various types of games, puzzles and contests, there is a large number of leaders of teen-age young people and adults, in churches, clubs, lodges, societies and welfare organizations, in addition to day-school teachers, camp directors, camp counsellors and others, who find difficulty in securing material to meet their needs.

This book has been written to make easier the task of these leaders who are charged with the responsibility of preparing recreational programmes to enrich the lives of boys and girls and men and women. Someone has said, “A leader is a person with a magnet in his heart and a compass in his head.” It is the desire of the writer and the publishers, through the medium of this book, to give definite direction to those who have to plan programmes of play.



We believe that the contests, puzzles, tricks, home games, stunts, active and quiet games, singing games, picnic suggestions, etc., found herein, have real worth and merit, because they have been successfully used again and again with various types of groups and individuals. The games that are included have been used many times by the writer. They have been collected and discovered and originated over a period of years. Where the exact source is available, credit has been given and permission to use secured. It is exceedingly difficult, however, to trace a game to its creator. We see a game played with success. We in turn play it and it becomes part of our leadership equipment. A friend writes a letter and describes a recently discovered game, stunt or puzzle. We try it out, and it, too, becomes part of our repertoire. A writer recently said he had diligently searched for the authors of certain games that credit might be given. He found people who admitted they had originated the games in question; due credit was given, and it was later discovered that these same games were to be found in books written years and years before. It frequently happens that two people—without collusion—have worked out, along similar lines, a game or recreational project.

It is hoped that the enthusiastic and observant leader in recreation will be assiduous in adding many games to this collection. "Scrap-book-itis" is a very fine hobby. The hall-mark of a good leader is to be ever-ready with a game when one is called for or needed.

NELLIE M. LEWIS.





## THE "WHAT TO DO" INDEX

To locate each game or item, refer to alphabetical index,  
Page 185.

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This Is My Nose .....	Scouting for Words .....
Geography .....	Six Long .....
Tune Guessing .....	Many of the items appearing in Section "Tricks, Stunts, Mysteries, Problems, Con- tests and Quiet Fun" (page 131). .....
Pat and Rub .....	
Huckle Buckle Beanstalk ....	
You Have a Face .....	
Buzz .....	

### WHAT TO DO WITH FIVE TO TEN PLAYERS

Overhead Ball .....	Lawyer's Puzzle .....
The Dragon's Tail .....	Scouting for Words .....
Thunder and Lightning .....	Newspaper Race .....
Fool Ball .....	A-dancing We Will Go .....
Defenders and Destroyers....	K-K-K-Katy .....
A Leaf Hunt .....	Sidewalks of New York ....
Wild Scramble .....	Paw-Paw Patch .....
Old Sayings Nature Race....	All the Nice Girls .....
Mixed Grill .....	One-Minute Count .....
Catch the Balloon .....	Key Ring Stunt .....
Blanket Pantomime .....	Any of the Single Column Relays in Section "Relay Races" (page 46).
Laughing Handkerchief .....	Games from Section "Games and Races for Picnics, Camp, or Other Events" (page 63).
Simon Says .....	Any of the items from Section "Swimming Tank and Lake Games" (page 72).
Snatch the Handkerchief ....	Most of the items in Section "Tricks, Stunts, Problems, Riddles, Puzzles, Contests and Quiet Fun" (page 131).
Pass the Cup, Saucer and Plate .....	Purple Door, The .....
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This Is My Nose .....	
Geography .....	
Pat and Rub .....	
Ha! Ha! Ha! .....	
Setting-Up Exercises .....	
Huckle Buckle Beanstalk ....	
You Have a Face .....	
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Additions .....	
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