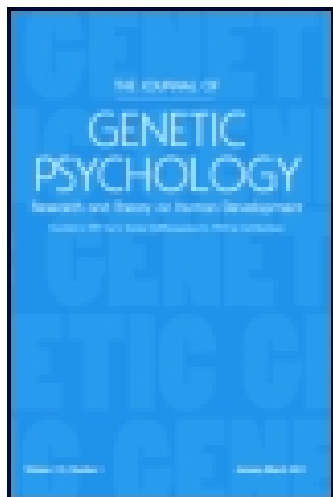


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The Pedagogical Seminary

Publication details, including instructions for authors and subscription information:

<http://www.tandfonline.com/loi/vzps20>

A Study in the Play Life of Some South Carolina Children

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Published online: 28 Aug 2012.

To cite this article: Zach McGhee (1900) A Study in the Play Life of Some South Carolina Children, The Pedagogical Seminary, 7:4, 459-478, DOI: [10.1080/08919402.1900.10533011](https://doi.org/10.1080/08919402.1900.10533011)

To link to this article: <http://dx.doi.org/10.1080/08919402.1900.10533011>

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A STUDY IN THE PLAY LIFE OF SOME SOUTH CAROLINA CHILDREN.

By ZACH MCGHEE, Assistant in State Department of Education,
Columbia, S. C.

This study, which as presented here is by no means complete or conclusive, is an attempt to throw light on the subject of children's interests in a way not wholly different from that of other statistical studies recently made in different parts of the country. The plan of asking a large number of children what plays they are most fond of playing is strikingly similar to that of Thomas R. Croswell as described in his excellent article in the *Pedagogical Seminary* of September, 1899, the main difference being that in the present case each child was furnished with a list of plays from which to select and the number of choices was limited to five. The returns in the two cases have been dealt with somewhat differently, but with the same general ends in view. The two investigations must have been going on at the same time, neither student being aware of the other's work, the article referred to appearing in the fall of 1899, while the bulk of the present work was done in the spring and in the autumn of 1898. The results in the two cases might, therefore, afford material for some interesting comparisons, especially also since the children studied in one case are in New England while in the other they are in the far South.

The plan of the present work embraces the presumption of correct answers by a large number of children to the question "What do you like to do?" or "What are you interested in in your plays?" To insure correctness and spontaneity in the replies, the question is put: "What plays do you like best to play?" A list was furnished each child, because it was believed after some experiments that the children, if asked to write down the names of the plays they were fond of playing, would have written down the first that came into their minds, generally those they had most recently played, not being able to call readily to mind plays that they had delighted in at other times and under different circumstances. The question is not asked "Why do you like to play these plays?" nor "What elements in these plays do you like?" because children do not know how to answer these questions. A child, or a grown person for that matter, is not accustomed to analyze his likes and dislikes. We

learn what these likes and dislikes are and analyze them into their elements afterwards.

PLAN OF WORK.

The names of a large number of plays played by the children and young people in this section were collected, in various ways, from children, teachers, and others. From these the list given on pages 464-5 was selected and arranged. Great care was taken in the ordering of the plays in the list that those of a similar character, having in them the same elements, be separated as widely as possible so as to avoid any suggestion of grouping. This list was printed on slips with spaces for name of child, sex, age, and date.

These slips were sent out to a number of town superintendents, principals, and others in different sections of South Carolina, who had manifested an interest in the subject, and these took pains to collect the data through their teachers, according to the directions which accompanied the slips. These directions were as follows:

To the teacher.

Give one of these slips to each child.

Direct that each child

1. Fill out the four spaces at the top;

2. Read carefully, noting each word;

3. Underscore the *five* plays he is most fond of playing.

Give no explanations of any of the plays, but insist that only plays that the children know and are fond of playing be underscored.

Allow no questions about how to play any of the games.

Make no suggestions.

Allow no communications.

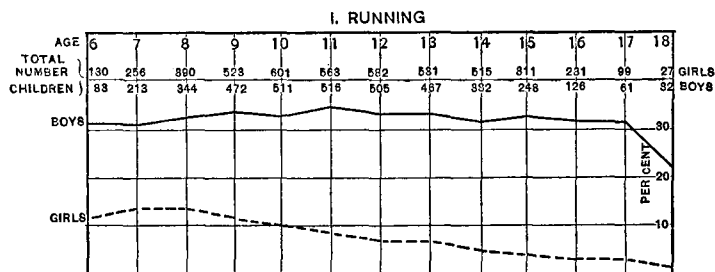
Collect the papers as soon as they are finished.

This was done twice, once in May and once in December. Properly marked papers were returned from 4,566 children in May, and from 4,152 children in December. These form the basis of the study presented here. There were also returned about 4,000 others from white children in December, and about 3,000 from negro children, but the tabulation of these has not been completed.

These returns have been tabulated and studied in various ways.

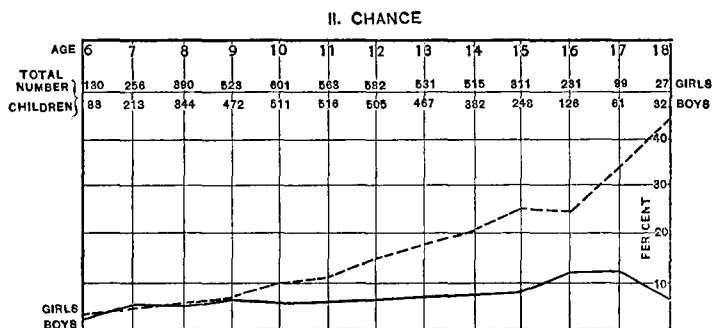
For the charts below, the lists, marked so as to represent the choices of the children, were tabulated according to age and sex. Then, the most careful analytical study of each play in the list having been made [see analysis of plays at the end], the plays were classified according to the elements of interest found in them. For instance, all plays into which the element imitation enters as a dominant element (*e. g.*, dolls) were put into one group; all those in which chance is a dominant element

(e. g., parchesi) were put into another; and so for the others. The number of choices of each of the plays was put opposite that play in the group and the sums taken. The per cent.—that the number of choices of plays in each particular group is of the total number of choices—was then found. These per cents. for five of the groups are given graphically in the charts below (I, II, III, IV, and V).



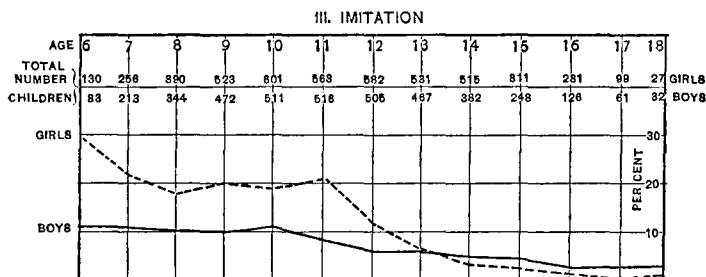
Group of Plays in which Running is the Dominant Element.

Fox and Hounds, Football, Dog on Wood, Chick-a-my chick-a-my crany-crow, Kitty Wants a Corner, Goosie-goosie-gander, Fox and Geese, Stooping Catcher, Tag, Catcher, King-a-mount, One Hole Cat.



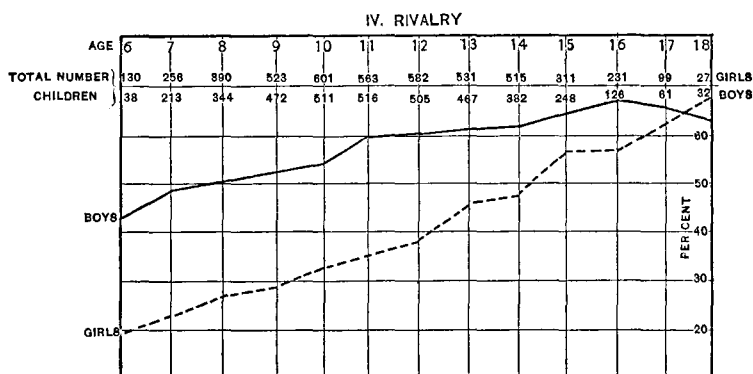
Group of Plays in which the Element Chance is Predominant.

Dominoes, Authors, Up Jinks, Lotto, Hull Gull, Jack in the Bush, Parchesi, Cards, Snap, William-my-tremble-toe, Consequences, Cross Questions and Crooked Answers, Gossip, Backgammon, Borrowed Property, Walk to Jerusalem.



Group of Plays in which Imitation is the Dominant Element.

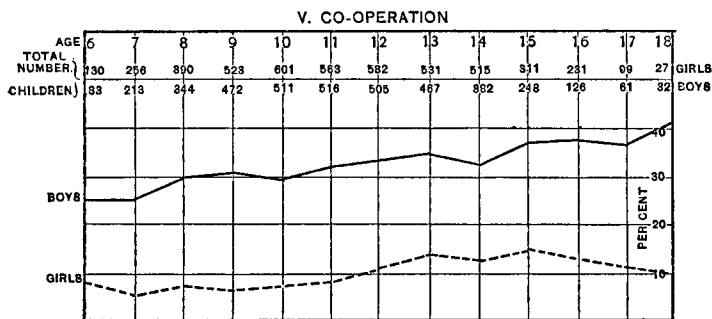
Pretty Maids' Country, Buffalo Bill, Dolls, Circus, Keeping House, Having Show, Punch and Judy, Policeman, Jail, Having Parade, Steamboat, Making Play House, Black Maria, Dumb Scrambo, Quaker Meeting, Teacher.



Group of Plays in which Rivalry plays the most Important Part, the Object of the Game being to "Beat" an Opponent.

One Hole Cat, Golf, Walking to Jerusalem, Shinney, Marbles, Picking Eggs, Pretty Maids' Country, Authors, Dominoes, Up Jinks, Lotto, Football, Croquet, Battle, Knucks, Hull Gull, Jack in the Bush, Crokinole, Tennis, Open Gates as High as the Sky, Base, Parchesi, Charades, Cards, Ten Pins, Bean Bags, Stealing Chips, Wrestling, Jack Straws, Baseball, Snap, Foot and a Half, Simon Says Wig Wag, Pig in the Parlor, Jack Stones, Hop Scotch, Checkers, Bull Pen, Clumps, Parlor Croquet, Philopœna, Roly Poly, Dumb Scrambo, Geography, Pil-

low Dex, Basket Ball, Green, Five Hundred, Tit Tat Taw, Mumble Peg, Backgammon, Chess, Tiddledy Winks.



Group of Plays in which Co-operation is Prominent.

Football, Base, Charades, Stealing Chips, Baseball, Geography, One Hole Cat, Up Jinks, Having Show, Battle, Having Parade, Dancing, Pillow Dex, Pig in the Pen, Bull in the Pen.

The value of these results depends, of course, very largely upon the grouping of the plays. A number of plays, especially the more popular ones, are so complex in their character that it is difficult to determine exactly what is the chief element. In fact, the reason some of the plays are so popular is because they have in them so many elements of interest. It is necessary, therefore, in the case of a few plays to consider several elements as of equal strength of interest, and such plays in the classification would fall in more than one group. However, in the charts above, no plays occur twice in the three groups, Imitation, Running, and Chance. The other two groups, Rivalry, and Co-operation, must necessarily include plays which are in the other groups. These two elements, rivalry, and co-operation are hardly to be compared with the others at all. Wherever rivalry enters into a play at all it is a "dominant" element, because the object of the game is to beat the opponent; but the activities, mental or physical, brought into play in doing this, determine the preference for any particular plays. As an illustration, in the games crokinole and parchesi there is the same element, rivalry. In each the object of the game is to beat an opponent: one person prefers to do this by excelling in skill; another prefers to excel in chance; another prefers to excel in hunting; and so on. With co-operation it is likewise: some prefer to co-operate in one way; some prefer to co-operate in another way.

Since the greater the number of children giving answers the more reliable and valuable the results of such calculations as these, the curves from about 8 or 9 years to 14 or 15 are more nearly accurate than the others. The sudden shoots at the end, from 17 to 18, may mean very little, or nothing at all, because of the small number of choices at 18.

The fact that the *Running* Chart (I) confirms common observation in that boys are fonder of this exercise than girls, and that this fondness on the part of boys does not seem to vary much with the ages here studied, is in some degree a corroboration of the other results. The Co-operation Chart (V) also confirms what we have ordinarily believed.

It would be very interesting to have these per cents. from an earlier age than six. Especially would it be interesting to know whether, by this method, the rivalry curves would start lower down at an earlier age and steadily rise as they do from six up; whether the imitation curves would be higher, as we all should expect, for the years before six; and would there be before six in imitation such a striking difference between the boys and the girls?

Besides the study of these plays according to groups, the tabulation according to individual plays affords an interesting study. Below is given the list and the total number of choices of each play.

NUMBER CHOOSING. BOYS 3,958, GIRLS 4,760.

	BOYS. GIRLS.			BOYS. GIRLS.	
Book,	125	120	Croquet,	250	923
One Hole Cat,	95	51	Jump Rope,	102	1,029
Walk to Jerusalem,	58	208	Clap in and Clap out,	148	907
Shinney,	138	33	Battle,	387	59
Smiling Angel,	29	303	Swinging,	136	194
Marbles,	603	56	Punch and Judy,	218	122
Picking Eggs,	82	49	Stage Coach,	40	52
Pretty Maid's Country,	15	232	Knucks,	57	3
Authors,	163	516	Hull Gull,	67	57
Goosie Goosie Gander,	178	378	Pig in the Pen,	110	90
Buffalo Bill,	343	36	Keeping Store,	109	141
Dolls,	44	1,365	Introducing to King		
Dominoes,	133	240	and Queen,	28	216
Circus,	166	53	Jack in the Bush,	62	45
Keeping House,	47	595	Kitty wants a Corner,	90	318
Up Jinks,	127	335	Crokinole,	437	696
King-a-mount,	10	8	Policeman,	278	40
Here we go round the			Tennis,	191	370
Rosy Bush,	42	204	Open the Gates as High		
Fox and Geese,	562	357	as the Sky,	134	517
Having Show,	81	59	I Spy,	167	212
Lotto,	179	353	Selling Forfeits,	9	59
Football,	2,216	132	Base,	170	157
Spin the Plate,	58	239	Parchesi,	208	664
Swimming,	953	80	Charades,	14	69

	BOYS. GIRLS.			BOYS. GIRLS.	
Tag,	190	53	Parlor Croquet,	17	84
Cards,	260	265	Chick-a-my Chick-a-my		
Guessing Riddles,	61	211	Crany Crow,	86	256
Ten Pins,	116	51	Devil and Angel,	82	313
Flying Kite,	232	35	Proverbs,	10	86
Object Guessing,	4	14	Philopœna,	8	23
Bean Bags,	22	90	Roly Poly,	112	23
Catcher,	47	36	My Father Had a		
Jail,	170	26	Rooster,	89	82
Stealing Chips,	145	318	Consequences,	11	134
Working Puzzles,	94	127	Black Maria,	105	17
Having Parade,	31	11	Jake Grin at Me,	30	69
Tiddledy Winks,	79	120	Cross Questions and		
Hide-and-Seek,	233	492	Crooked Answers,	55	378
Thimble,	31	147	Gossip,	3	34
Wrestling,	146	2	Golf,	59	29
Drop Handkerchief,	187	778	Good Night,	58	209
Sheepie,	29	78	Ring (on a String),	27	101
Jack Straws,	92	223	Dumb Scrambo,	2	6
Baseball,	2,697	245	Night Dodge,	10	4
Dancing,	163	732	Old Dame Wiggins is		
Club Fists,	47	42	Dead,	44	148
Spinning Tops,	344	31	Leap Frog,	370	37
Snap,	40	66	Key,	14	57
Little Sallie Walker,	84	449	Geography,	17	79
Blind Man's Buff,	109	366	Stooping Catcher,	11	13
Foot and a Half,	300	16	Pillow Dex,	61	114
Simon Says Wigwag,	19	56	Mother, May I Pick a		
Pig in the Parlor,	63	106	Rose?	54	326
Dog on Wood,	128	182	Table Rapping,	22	62
Jack Stones,	120	406	Chess,	35	30
Hop Scotch,	33	166	Basket Ball	179	95
William my Tremble-			Twenty Questions,	7	13
Toe,	59	94	Backgammon,	6	22
Checkers,	398	384	Rachel and Jacob,	13	47
Hide the Switch,	112	216	Hat Stack,	7	3
Steamboat,	147	13	Borrowed Property,	15	79
Bull Pen,	100	8	Fox and Hounds,	275	15
I See a Ghost,	58	137	Quaker Meeting,	28	121
Clumps (Yes and No),	5	11	Green,	30	41
Antny Over,	59	38	Five Hundred,	40	11
Sting-a-miree,	25	10	Teacher,	25	199
Bull in the Pen,	163	25	Tit Tat Taw,	53	83
Making Play-house,	14	154	Mumble Peg,	226,	145

One very striking thing we notice in glancing over these figures is that with the boys two or three plays far outreach all the others in popularity; while with the girls there are a large number of plays of medium popularity with none pre-eminently above the rest. 2,697 boys, or 68.9% of the boys, choose baseball, and 2,216, or 55.9%, football. There are no plays among the girls that can be compared for popularity with these two. The highest on the list with the girls is dolls, chosen by 1,365, or 28.7%. Next comes jump rope with 1,029 choices, 21.6%. On the girls' list there are twelve plays between 10 and 28%;

authors, dolls, keeping house, croquet, jump rope, clap in and clap out, crokinole, open gates, parchesi, hide-and-seek, drop handkerchief, and dancing. The third highest on the boys' list is swimming, 953, or 24%, less than half that of baseball or football; and except the two highest there are only five above ten per cent., and only two, swimming and marbles, above fifteen per cent. It is certain that the boys are much more decided in their preferences, and Chart VI below, which shows according to age the per cents. of the choices of the three most popular plays of the boys and the three most popular of the girls, indicates that this decided preference with the boys is well sustained all the way from six to eighteen, while the curves for the girls' plays vary very strikingly. Whether this enters into the fundamental difference between boys and girls, or is because there is no game on the list which appeals pre-eminently to girls, is an interesting question. The latter is probably true. There is no game which has in it the elements that appeal to girls as strongly as the numerous elements in baseball and football appeal to boys. There is no game which can at all be compared with these two games of boys. Basket ball is played extensively by college girls. This is comparatively a new game in this section, and this accounts partially for the very small number of choices, but an acquaintance with the character and instincts of girls, and with the elements which an analysis of basket ball will reveal, would bring us to the conclusion that basket ball is not likely to become pre-eminently popular with girls as baseball is with boys. The elements of play which the charts above, as well as a number of others made by the writer from these statistics, show as being preferred by girls are not those of a game like basket ball. Chance and imitation, for instance, which elements are very prominent in girls' play, are not in this game. The element co-operation is an exceedingly strong one in basket ball, and this curve [see Chart V] is low for girls. Croquet is the most popular game with the older girls, as seen by a reference to Chart VI below. The curve continuously rises, especially from 12 years of age up. This is a competitive play, and it is to be expected that as the curve of rivalry goes up with age the curve for this game would go up also, while the doll and jump rope curves come down. However, croquet has not in it the elements of a game likely to create any wide interest. It is too dull and lazy a game to appeal to anybody very strongly.

But there is another element in the most popular plays of boys which does not seem to appeal to girls with any considerable strength, and in this is an additional reason why basket ball, for instance, or croquet, will not have any pre-eminent popularity, for all ages at least. This is what we will call "organization." What is meant by an organized play is a game played

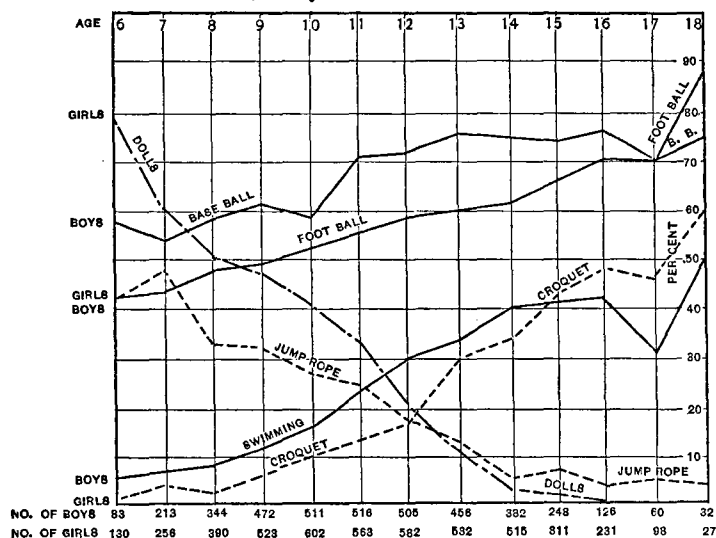
by set rules. Football, checkers, steal chips, shinney, are organized plays; dolls, dancing, keeping house, flying kites, are unorganized plays. Co-operation is close kin to organization, and enters into all games which have "sides" or "partners." The two highest on the girls' list, dolls and jump rope, are plays in which the element organization is wanting. Of the twelve highest on the list, five are totally lacking in this element, while nearly all the others are games like hide-and-seek, for instance, which are but imperfectly organized, and in no play high on the girls' list is the element co-operation prominent. The two highest with the boys, on the other hand, those plays which far outreach all the others, are the most perfectly organized of all the plays on the list, are played by the strictest rules, and demand, moreover, the greatest amount of co-operation or "team work;" while scarcely any play on the list, with the exception of swimming, receives any considerable attention unless it is clearly an organized game. We notice, too, by reference to Chart VI, that the curves for baseball and football are high from the beginning, whereas croquet, the only organized game that is anywhere high on the girls' list, is very low until we reach the age of twelve. The unorganized plays, dolls and jump rope, are abnormally high until the age of twelve.

It would seem from this that the principle of organization is almost wholly lacking in the play of girls, especially between the ages six and twelve, while it is exceedingly prominent in that of boys. This does not necessarily argue an instinctive lacking in this respect on the part of girls; it is more reasonably explained by considering how little attention has been paid to the play of girls. In many quarters, in fact, until within recent years, girls have been taught that it is undignified and unlady-like to play at all. In the case of boys,—inter-collegiate contests, inter-town contests, inter-state, and international contests in athletic games testify to the attention given to their plays and the consequent stimulation to every boy to play. The principle of organization, the habit of organized effort, of studied and directed activity is developed through play, and if it is lacking in girls and in woman-kind in general, may it not be because the play of girls for many generations has been neglected?

VI. A COMPARISON OF FAVORITE PLAYS.

The returns were taken once in the spring and once in the fall. The idea in doing this was to neutralize whatever effect any particular season of the year might have on the choices of the children. Having a list from which to choose doubtless has partially prevented the choosing of plays played only in the particular season in which the choices were made, but it is not to be expected that the choices are altogether the same in the two

VI, A COMPARISON OF FAVORITE PLAYS.



seasons. A number of charts were made according to season with an effort to determine to what extent the season affects the interests. In every case the curves for the two seasons were almost exactly alike, a fact which, by the way, tends to increase the value of the testimony of the charts, for the results, the per cents., from two sets of papers, were found to be almost identical.

In the case of individual plays, baseball was chosen in May by 71 % of the boys, in December by 65 %; football, May 52 %, December 61 %. These two have elements very much alike, so that this leads to an explanation of how, though different plays may be chosen, the elements are the same and the curves for the two seasons alike. With the boys, marbles stand: in May 19 %, in December 11 %; swimming, May 27 %, December 21 %. With the girls, dolls stand: in May 29 %, in December 28 %; jump rope, May 23 %; December 20 %; croquet, May 20 %, December 19 %. Only a few plays are given here as an illustration, and those are chosen which we should naturally expect to be affected by the season of the year.

The number and variety of comparisons that could be made with these tabulations, and the number of view-points on the subject that can be had, are almost without limit. The papers were taken according to schools and according to races. In one town there is a set of papers from a school which has in it about three hundred boys and no girls, and another set from a school in the same town which has about three hundred boys and

about three hundred girls. It could be determined from these tabulations whether the same elements enter into the plays of the boys in the two schools, whether the presence of the girls in the school have any effect on the play life of the boys. The children of the two races could be compared. It would be interesting to note whether, though different plays be chosen by the children of different places, the plays have in them the same elements. These and many other ways of studying the returns are suggested; but lack of time and space forbid a more extended presentation.

ANALYSIS OF PLAYS.

Elements of Interest in Children's Plays.

Surprise,	Burlesque,
Expectancy,	Imagination,
Hunting,	Guessing,
Unusual Activity,	Set Words,
Favoritism,	Resistance to Law,
Imitation,	Absurdity,
Deception,	Natural Phenomenon,
Strategy,	Quickness of Perception,
Chance,	Watchfulness,
Pomp, or Display,	Generalship,
Singing,	Inflicting Pain,
Running,	Practical Joke,
Daring, Defiance,	Memory,
Physical Strength,	Constructiveness,
Dexterity,	Co-operation,
Agility,	Rivalry.
Acquisitiveness,	

NOTE. The plays are given in the order in which they occur in the list used.

Book. One holds out the hands, palms down. Another attempts to hit these hands with a book held in both hands. If the person with the book strikes quick enough to touch the hands before they can be jerked down, the person whose hands are struck must pay a forfeit. Chief elements: Surprise, Strategy, Quickness of Perception.

One Hole Cat. A game very similar to baseball, the chief difference being that there are two bases instead of four. Chief elements: Running, Rivalry, Dexterity.

Walk to Jerusalem. Sometimes known as Chair Dance. Chairs are placed in a row facing alternately right and left, the number of chairs being one less than the number of persons playing. All march around the chairs to music. When the music stops, all try to sit down: one is left out and must stop playing. One chair is taken away and the music and the walk are resumed. This continues until there is left only one chair and the one who has succeeded in sitting in it has "walked to Jerusalem." Chief elements: Surprise, Suspense, Rivalry.

Shinney. Played in some sections on ice, but played by the boys in the South on ordinary turf. The ball is a hard rubber ball about the size of a golf ball. Each player has a shinney stick, bent at one end like the shepherd's staff. Each side tries to knock the ball to its goal. Chief elements: Running, Rivalry, Dexterity, Co-operation, Inflicting Pain.

Smiling Angel. A parlor game, the players in couples. The young men and the young women stand on opposite sides of a passage. Each young man is given a question to ask and each young woman, by a different person, is given an answer. Then each couple in turn promenades up and down the passage while the young man asks his question and the young woman gives her answer. If either smiles or laughs, he must pay a forfeit. Chief elements: Surprise, Absurdity, Favoritism (choosing partners).

Marbles. Several games are played with marbles, the bases of all the shooting of one marble at another. One of the chief points of interest in marbles is the making of a collection of marbles. Gambling with marbles is very extensively indulged in. Chief elements: Unusual Activity, Rivalry, Dexterity, Acquisitiveness.

Picking Eggs. Two persons have each an egg and hit the ends against each other. The one whose egg breaks loses his egg to the other. Chief elements: Unusual Activity, Acquisitiveness, Chance, Rivalry.

Pretty Maids' Country. Sides are chosen. The players on each side in turn retire and decide upon some object, generally some article of commerce, which they will represent by acting. They then go up to the other side and are asked, "Where do you come from?" The reply is, "We come from the pretty maids' country." "What do you bring?" They then act what they have brought until it is guessed by the other side, when the actors are chased back to their home. If any are caught, they go on the opposite side. Chief elements: Surprise, Imitation, Running, Imagination, Set Words, Co-operation, Rivalry.

Authors. Played with printed cards. A question and answer game. The one who answers the question asked takes the card. The largest number of cards thus won determines the winner. Chief elements: Chance, Rivalry, Acquisitiveness, Memory.

Goosie, Goosie, Gander. One is the "fox" at one base; all the others are "geese" at the other. After repeating certain words, the geese try to run from one base to the other without being caught by the fox. Chief elements: Running, Set Words, Agility, Rivalry.

Buffalo Bill. An imitation of Buffalo Bill and his wonderful deeds in the Wild West. Chief elements: Imitation, Display, Constructiveness.

Dolls. Includes all plays with images of people or animals. Chief elements: Imitation, Imagination, Constructiveness.

Dominoes. Several games are played with dominoes, but all have practically the same elements. Chief elements: Chance, Rivalry, Constructiveness.

Circus. An imitation of the various feats and features of the circus. Chief elements: Unusual Activity, Imitation, Display.

Keeping House. An imitation of housekeeping or of any phase of social life. Chief elements: Imitation, Imagination, Constructiveness.

Up Jinks. The two sides sit on opposite sides of a table. One side has a coin which they slip into one of their hands under the table. The other side calls "Up Jinks," when the hands are raised into the air. At "Down Jinks," the hands fall upon the table and the opposite side tries to guess under which hand the coin is. Chief elements: Surprise, Chance, Rivalry, Co-operation, Set Words.

King-a-Mount. Two get on some slight elevation. These are the catchers. Each of the others, in turn, runs the gauntlet, trying to avoid getting caught. Chief elements: Running, Daring, Agility.

Here We Go Round the Rosy Bush. The children join hands and walk around one in the middle, singing "Here we go round the rosy

bush, etc." At the words "The last one stoops shall tell her beau," all stoop, the last one paying the penalty indicated. Chief elements: Set Words, Singing, Expectancy.

Fox and Geese. The "fox" tries to catch the "geese." Chief elements: Running, Agility.

Having Show. Giving performances of various kinds in imitation of dramas, circuses, etc. Chief elements: Imitation, Display, Burlesque, Constructiveness.

Lotto. Played with dice, chips, etc. Chief elements: Chance, Acquisitiveness, Rivalry.

Football. Usual rules. Chief elements: Rivalry, Agility, Dexterity, Running, Physical Strength, Daring, Co-operation.

Spin the Plate. Parlor Game. Each person has a number. One spins the plate and calls a number, say "Number 5." Number 5 must catch the plate before it stops spinning or pay a forfeit. Number 5 then spins the plate and calls another number, and so on. Chief elements: Surprise, Favoritism, Curious Natural Phenomenon, Dexterity.

Swimming. Chief elements: Unusual Activity, Agility.

Croquet. Usual rules. Chief elements: Dexterity, Rivalry.

Jump Rope. Chief elements: Dexterity, Unusual Activity, Agility.

Clap In and Clap Out. A parlor game. All young men leave the room. The young women choose each a young man for a partner, to sit in the chair behind which she stands. Then each young man comes in and chooses a seat. If he takes the wrong seat he is clapped out; if he takes the right seat, he is welcomed. After each young man has come in, the young women go out and the young men choose. Chief elements: Favoritism, Suspense, Chance.

Battle. Sides are chosen and arranged on the two sides of a straight line drawn on the ground. Then those on one side try to pull their opponents over the line. Those pulled over go on the opposite side. Another way of playing this game is to choose sides and arrange them on the two sides of the straight line (as in the first way). Each side draws a ring on the ground some distance from the straight line that divides the two sides. They call this the prison. Then members of the two sides try to run across the line to their opponent's prison safely (without being caught) and return to their own sides safely. If they are caught, either in running to the prison or back, they are called prisoners and are confined to the prisons until some one of their side runs over safely and frees them, bringing them back to their side. Chief elements: Daring, Physical Strength, Rivalry, Co-operation.

Swinging. In a swing. Chief elements: Unusual activity.

Punch and Judy. Burlesques on the drama, of various sorts. Chief elements: Imitation, Display, Burlesque.

Stage Coach. A parlor game. All seated save one. Each person is named some part of a stage coach outfit. The one standing tells a story about a stage coach. At the mention of any person's assumed name, that person must get up and turn around, or lose his seat to the one telling the story. At the mention of the word "stage coach" all change seats. The one telling the story enters into the scramble for a seat and all are seated save one, who begins another story about a stage coach. Chief elements: Surprise, Imitation, Imagination, Expectancy, Agility.

Knucks. Played with marbles. Chief elements: Unusual Activity, Rivalry, Dexterity, Acquisitiveness, Inflicting Pain.

Hull Gull. A gambling game. One person takes a number of small objects in the hand. The other guesses how many, and pays the difference between the number guessed and the number in the hand. Chief elements: Guessing, Rivalry, Acquisitiveness, Suspense, Set Words.

Pig in the Pen. One child is the "pig" and gets into a pen made by the other children joining hands around. The pig tries to escape under the hands. Chief elements: Physical Strength, Co-operation, Agility.

Keeping Store. Having goods for sale and selling them in imitation of a store. Chief elements: Imitation, Acquisitiveness.

Introducing to King and Queen. A trick game. A sham chair is fixed between the King and Queen. The guest sits here and falls. Chief elements: Deception, Inflicting Pain, Practical Joke.

Jack in the Bush. Same as Hull Gull. Chief elements: Suspense, Guessing, Acquisitiveness, Set Words, Rivalry.

Kitty Wants a Corner. Each child has a "corner," except the "kitty." The ones occupying corners exchange places, or play off from the corners. Kitty tries to get the corner and throw some one else out, who becomes the kitty. Chief elements: Surprise, Set Words, Running.

Crokinole. Usual rules. Chief elements: Rivalry, Dexterity, Unusual Activity.

Policemen. Imitation of the policemen in making arrests, etc. Chief elements: Imitation, Daring, Resistance to Law.

Tennis. Usual rules. Chief elements: Dexterity, Rivalry, Running, Co-operation, Watchfulness.

Open the Gates as High as the Sky. Two children assume names, generally of fruits, flowers, or the like. These join hands and open the gates, letting the children pass through, and shutting down their arms around each last one. The child encircled is asked to choose between the two names. He is sent to the rear of the one whose name he has chosen. The choosing is done in whispers. When all the children have chosen sides, the sides pull against each other. Chief elements: Chance, Physical Strength, Rivalry, Guessing, Set Words.

I Spy. One stands at a home or base and closes his eyes, while the others run and hide. Then the spyer tries to spy the others who try to get home without being spied. Chief elements: Surprise, Hunting, Running.

Selling Forfeits. Forfeits paid by different ones are singly held over one person's head who prescribes some sort of penance for the redemption of the forfeit without knowing who had paid the forfeit and will have to do the penance. Chief elements: Surprise, Chance, Expectancy, Imagination.

Base. Sides are chosen. Each side has a home or base. The players on each side try to catch those on the other away from home. The one last leaving home has the right to catch one on opposite side who has left home prior to him. The game is played with or without prisons. When there are prisons, those caught are put in prison until brought out by some of their side. When there is no prison those caught play on the side which catches them. Chief elements: Running, Agility, Deception, Rivalry, Co-operation, Daring.

Parchesi. Played with dice and disks on a board marked with spaces. The disks advance around the board according to numbers thrown with the dice. Chief elements: Chance, Rivalry, Generalship.

Charades. Same as Dumb Scrambo. Word acting. Sides are chosen and each side vies with the other in skill and histrionic talent. One side guesses the word the other side acts. Chief elements: Imitation, Strategy, Display, Rivalry, Constructiveness, Co-operation.

Tag. One hits another, "gets his tag," and then runs to avoid being hit in return. The last one to hit has the other's tag. Chief elements: Running, Agility, Rivalry.

Cards. Numerous games with cards, all with Chance and Generalship as the main elements.

Guessing Riddles. One gives a riddle. The others try to guess it. Chief elements: Guessing, Quickness of Perception.

Ten Pins. Usual rules. Chief elements: Dexterity, Rivalry, Unusual Activity.

Flying Kite. Chief element: Curious Phenomenon.

Object Guessing. Each one in turn selects some object in the room and gives the first letter or the first and last letters. The others try to guess what it is. Chief elements: Quickness of Perception, Guessing.

Bean Bags. Pitching bean bags at a hole from a fixed point. Chief elements: Unusual Activity, Rivalry, Dexterity.

Catcher. The "catcher" runs after the others. The one he catches must be the catcher. Chief elements: Running, Daring, Agility.

Jail. Imitation of imprisonment. One or more are arrested and imprisoned, the jailer keeping guard. Chief elements: Imitation, Physical Strength, Resistance to Law.

Stealing Chips. There are two sides arranged on opposite sides of a line. Each side has a number of chips placed in a ring back of the players. The object of the game is to steal the chips of the opposite side without getting caught. Chief elements: Strategy, Daring, Rivalry, Agility, Co-operation, Quickness of Perception.

Working Puzzles. Chief elements: Hunting, Curious Activity, Quickness of Perception, Generalship.

Having Parade. Imitation of street parade. Chief elements: Imitation, Pomp, Co-operation, Constructiveness.

Tiddledy Winks. Shooting small disks into a cup by pressing quickly on the edge of the disks with another disk. Chief elements: Unusual Activity, Dexterity, Rivalry.

Hide-and-Seek. One hides and another seeks. Chief elements: Hunting, Strategy, Surprise.

Thimble. One takes the thimble and conceals it in both hands, then passing his hands between the hands of all the others leaves it in one. Different ones try to guess into whose hands it was left. Chief elements: Hunting, Strategy, Guessing.

Wrestling. Trying to throw each other down. Chief elements: Physical Strength, Rivalry, Agility.

Drop Handkerchief. Players stand in a circle. One runs behind the others' backs and drops the handkerchief clandestinely behind some one. As soon as the one behind whom the handkerchief is dropped sees it he picks it up quickly and runs around with it, at first trying to throw it and hit the one who dropped it before this one gets to his place. He then takes his turn and runs around the ring and drops the handkerchief behind another. If one is hit with the handkerchief before getting to his place after dropping it, he must go into the middle of the ring until some one else has to take his place under the same circumstances. Chief elements: Surprise, Favoritism, Strategy, Running.

Sheepie. One goes in front, calling the "sheep" to follow him. After leading them on for a while he turns suddenly and tries to catch them. Those who are caught before getting into a ring join the catcher in trying to touch the others in the ring. Chief elements: Daring, Running, Agility.

Jack Straws. Picking up straws from a pile with a hook. One must be picked up at a time without touching or moving any other straws. Chief elements: Dexterity, Rivalry, Curious Activity.

Baseball. Usual rules. Chief elements: Unusual Activity, Dexterity, Running, Rivalry, Co-operation.

Dancing. Chief elements: Agility, Display, Co-operation, Favoritism.

Club Fists. A stack of fists is made, each player contributing one or more fists. Then each one is given the option of having his fist knocked off or taken off. Chief elements: Daring, Inflicting Pain, Absurdity.

Spinning Tops. Besides the ordinary spinning of the top, several organized games are played, with the chief elements: Unusual Activity, Daring, Rivalry, Curious Natural Phenomenon.

Snap. Played with cards or dominoes. Each turns the cards or dominoes dealt him until two players turn cards alike, when the first one that calls "Snap" takes the pile of the other. Chief elements: Surprise, Chance, Rivalry, Quickness of Perception.

Little Sallie Walker. One sits in the middle of a ring formed by the other players. These others join hands and walk around, singing. At a certain stage in the game the one in the middle dries her "weeping eyes" and "kisses the one she loves the best." Chief elements: Singing, Set Words, Favoritism.

Blind Man's Buff. One is blindfolded and tries to catch the others. Whoever is caught and recognized by the blind man must be blinded. Chief elements: Surprise, Hunting, Chance, Guessing.

Foot and a Half. One boy bends over and the others vault over him. After all have vaulted the boy moves a foot and a half further, when the vaulting is repeated. This continues until some boy fails to vault and has to "go down" and be vaulted over. Chief elements: Agility, Rivalry, Unusual Activity.

Simon Says Wig Wag. The leader calls out "Simon says thumbs up, Simon says thumbs down, Simon says Wig Wag," at which commands the others obey by putting their thumbs up or down or wig-wagging them. If the leader should omit the words "Simon says" or any others in the commands, the players should make no move. Whoever moves when the command is wrong is dropped from the game. Chief elements: Surprise, Set Words, Rivalry, Strategy.

Pig in the Parlor. Couples promenade around, one in the middle who has no partner, singing "they kept the pig in the parlor." At certain words everybody changes partners, and the pig comes and joins in the scramble, leaving somebody else without a partner. The one left alone thus must be the "pig." Chief elements: Singing, Set Words, Rivalry, Favoritism, Chance.

Dog on Wood. The catcher can catch any one who is not on wood. The players dart from one piece of wood to another trying always to avoid the catcher. Chief elements: Running, Agility.

Jack Stones. Played with small marbles or Jack stones. Consists of various movements, pitching, catching, etc. Chief elements: Unusual Activity, Dexterity, Rivalry.

Hop Scotch. Played on a court laid off in rectangular spaces. A block or chip is pitched into the spaces in regular order and kicked out by the player hopping on one foot. Chief elements: Unusual Activity, Dexterity, Rivalry.

William my Trimble Toe. Each player contributes a finger, putting the end against the ends of all the others. Then one counts—"William my Trimble Toe, He's a good fisherman, etc.," winding up with, "One, two, three, out goes He." The one whose finger is last counted goes out and is brought back in one of several ways, being given the preference or a make believe preference. Chief elements: Chance, Set Words, Absurdity, Inflicting Pain.

Checkers. Usual rules. Chief elements: Generalship, Strategy, Rivalry.

Hide the Switch. One hides the switch. The others hunt it. Whoever finds it switches the others with it if he can catch them, then

hides the switch in turn for the others. Chief elements: Surprise, Hunting, Running, Inflicting Pain.

Steamboat. An imitation of a steamboat or steamboat party; played in various ways. Chief elements: Imitation, Imagination, Constructiveness.

Bull Pen. Sides are chosen. One side goes into a large ring. The other side, which has the "joog" takes a ball, gives it to one without letting the other side know who has it. Those outside then walk around the ring, each making believe he has the ball, till the one who has it throws it at one inside the ring. If any one is hit he must throw the ball at one of the players outside the ring. If he misses he must sit down and retire from the game. If the one outside misses, he must retire. When all on a side are made to retire, the "joog" passes over. Chief elements: Surprise, Strategy, Guessing, Rivalry, Inflicting Pain.

I See a Ghost. A trick game. The children kneel in a row, putting the new player at the end of the row. They all see a ghost and point one arm. Then they all see a ghost and point the other arm. Suddenly the head one sees a ghost and falls against his neighbor and the whole row falls down, knocking down the new player or players at the lower end. Chief elements: Surprise, Strategy, Absurdity, Practical Joke.

Clumps. A representative from each of two sides decide upon an object. Then they go each to the opposite side and are questioned as to what the object is. The only answers admissible are "yes" and "no." The side that guesses the object first wins a point. Chief elements: Imagination, Guessing, Co-operation, Quickness of Perception, Generalship, Rivalry.

Antny Over. Played with a ball. Two sides on opposite sides of a house. A player on one side throws the ball over the house. If it is caught by one on the opposite side, the one who catches it runs around the house and tries to hit one of his opponents, all of whom run to get out of the way. If one is hit he changes sides or sits down. Chief elements: Surprise, Chance, Running, Agility, Inflicting Pain, Set Words.

Sting-a-miree. One takes the ball and says "sting-a-miree," another says "sting it to me," whereupon the holder of the ball proceeds to "sting" it to him. After the ball is thrown whoever gets it throws it at any fellow who says, "sting it to me." Chief elements: Running, Daring, Set Words, Inflicting Pain.

Bull in the Pen. Same as Pig in the Pen.

Making Play House. This includes all attempts to construct an imitation of a home, room or other place associated with habitation. Chief elements: Imitation, Construction.

Parlor Croquet. Played on a board or table, small balls being knocked with small mallets. Chief elements: Unusual Activity, Dexterity, Rivalry.

Chick-a-my chick-a-my Crany-Crow. The players, all except the witch, form a row grasping one another around the waist and march back and forth repeating: "Chick-a-my chick-a-my crany-crow, went to the well to wash her toe," etc. The old witch draws on the ground and answers the time "1 o'clock, 2 o'clock," etc. At 12 o'clock, the old witch gets up and tries to catch the one at the rear end of the line protected by the mother and all the rest of the children. Chief elements: Imitation, Set Words, Agility.

Devil and Angel. Devil and angel choose sides. Each side has a ring for a base. The devils choose a color and go to visit the angels. The angels try to guess the color, and when they guess it they run after

the devils. Those caught go on the opposite side. Then the angels visit the devils after choosing a color. Chief elements: Guessing, Running, Agility.

Proverbs. One is sent out. A proverb is selected by the others. Then the one who is sent out returns and asks each a question. The answer must contain one word of the proverb, each word being taken in regular turn. The proverb is then to be guessed by the one who was sent out. Chief elements: Guessing, Quickness of Perception, Memory.

Philopœna. Two people join "philopœna." After that when one gives the other something and the other *takes* it without first crying "no philopœna," the first one cries "philopœna" and wins the forfeit. Chief elements: Surprise, Acquisitiveness, Rivalry, Watchfulness.

Roly Poly, or Roly Holy. A row of small holes are dug out in the ground, one for each player. The ball is rolled back and forth from one end to the other. If it rolls into a hole the owner of that hole throws it at one of the other players, who, if hit, throws it at another. The one who misses hitting the man he aims the ball at must put a "pig" into his *hole*. At the end of the game the player who has "pigs" in his hole must stand still and let each one of the other players throw at him as many times as he has pigs in his hole. Chief elements: Chance, Expectancy, Running, Inflicting Pain, Dexterity (throwing).

My Father had a Rooster. The first in a row says "my father had a rooster." The next repeats this to the next, and so on to the end, when the end one asks, "had it feathers?" The question is sent back to the other end of the row and is carried back again. Questions and answers about this rooster are sent up and down the row, each one repeating aloud. When the question is asked "how did it crow?" each one crows in answer. Chief elements: Set Words, Absurdity, Imitation.

Consequences. Each writes on a paper some adjective descriptive of a young man, folds it under and passes it to the next, who writes the name of a young man, folds it under and passes it on for the next to write something else, and so on. A number of stories are thus told by chance. At the end they are all read. Chief elements: Expectancy, Chance, Imagination, Absurdity.

Black Maria. An imitation of arrests made with the Black Maria. Chief elements: Imitation, Physical Strength, Resistance to Law.

Jake Grin at Me. Each one assumes some name, one being called "Jake." One stands, and with a whip of some kind whips one for some assumed offense. The one whipped lays the blame on another, who is beaten until he in turn blames some one else. The most common excuse for offense is "Jake grin at me," when Jake is beaten. Chief elements: Inflicting Pain, Absurdity, Defiance.

Cross Questions and Crooked Answers. Each one is secretly given a question to ask, and by an entirely different person is given also an answer. Then each asks his question of another, and receives the answer, which, unless by accident, bears no relation whatever to the question asked. Chief elements: Chance, Absurdity.

Gossip. One whispers something to his next neighbor, who whispers it to his next, and so on around the room. When it has passed all around it is told aloud, and is generally found to be a very different thing from what was originally whispered. Chief elements: Chance, Absurdity.

Golf. Usual rules. Chief elements: Dexterity, Rivalry.

Good Night. Same as Clap in and Clap out, except that instead of clapping out the person who takes the wrong chair or offers his arm to the wrong young lady, he is told "good night." Chief elements: Favoritism, Surprise, Guessing.

Ring (on a String). A ring is put on an endless string, and the players sit or stand around holding the string in their hands, concealing the ring. One in the middle tries to find it. Chief elements: Hunting, Guessing, Strategy.

Dumb Scrambo. Same as charades.

Night Dodge. The room is made totally dark, and a catcher tries to catch and recognize the others. Whoever is caught and recognized is made the catcher. Chief elements: Hunting, Guessing.

Old Dame Wiggins is Dead. One at the head says "Old Dame Wiggins is Dead." The next repeats this, and so on around the room. The one at the head then says "Old Dame Wiggins is Dead," and accompanies the words with a motion of the hands. This is repeated all around. The third time another motion of some part of the body, hand, arm, foot, or head goes around, and so on till everybody is in full motion. Chief elements: Set Words, Absurdity, Unusual Activity.

Leap Frog. One stoops and each of the others in turn vaults over him. The first that vaults over stops in front and stoops also. Those behind vault over all in front. The first one that stooped starts as soon as the last has vaulted over him and vaults over those in front of him and so on. Chief elements: Unusual Activity, Running, Agility.

Key. One person takes a key and gives it to another, telling him secretly to give it to a third; for instance, the "one who has the roundest face." This is done and the person receiving the key is directed to give it to, say, "the one with the bluest eyes," and so on. At the end, the key is traced around and the reasons given, for the delection of the party. Chief elements: Expectancy, Imagination, Absurdity.

Geography. Sides are chosen and a leader for each side selected. The leader on one side calls some geographical name beginning with "A" and immediately begins to count aloud, One, Two, Three, etc." The leader on the opposite side must call another geographical name beginning with "A" before his opponent has counted ten. This leader begins counting immediately upon calling the name, the other leader calling another name before ten is counted, and so on. The one who counts ten on any name before his opponent has called another name beginning with the same letter wins a point. The aids on the sides stand, or sit near their leaders and give them names to call out. Chief elements: Memory, Co-operation, Rivalry.

Stooping Catcher. The "catcher" tries to catch the others. No one can be caught if he stoops, though the number of "stoops" each one has is limited. Chief elements: Running, Daring, Agility.

Pillow Dex. Played with a very light rubber ball over a table (generally). The players on the two sides bat the ball back and forth. The last side that gets it over wins the point. Chief elements: Unusual Activity, Physical Skill, Co-operation, Rivalry.

Mother, May I Pick a Rose. One is "mother." Each child asks, "Mother, may I pick a rose?" She answers, "Yes, my daughter, if you do not tear your clothes." They go to pick the rose. Mother calls "come home," etc. The answer is, "Don't hear you." The mother finally goes after them with a switch. She gives each one she catches as many licks with the switch as she finds buttons on his clothes. The first one caught is mother next time. Chief elements: Set Words, Resistance to Law, Running, Inflicting Pain.

Table Rapping. Trying to communicate with the spirits of the departed by having a table to rap in answer to questions. All sit around the table with hands placed flat on table forming continuous circle. Chief elements: Curious Natural Phenomenon, Imagination.

Chess. Usual rules. Chief elements: Generalship, Strategy, Rivalry.

Basket Ball. Usual rules. Chief elements: Running, Dexterity, Co-operation, Rivalry.

Twenty Questions. One goes out of room. The others select some object. The one sent out returns and has twenty questions to find out the object, all questions being answered by "yes" or "no." Chief elements: Hunting, Imagination, Guessing.

Backgammon. Usual rules. Chance, Generalship, Rivalry.

Rachel and Jacob. Jacob is blindfolded in the middle of a ring. He points to some one, he knows not whom. This one is "Rachel." She goes into the ring and Jacob tries to catch her. When caught and recognized she must be "Jacob." Chief elements: Chance, Guessing, Set Words, Agility.

Hat Stack. Each boy contributes his hat and the hats are stacked on the ground. The boys catch hands and form a ring around. They then pull each other about. The one who knocks over the hats is taken by the others and bumped. Chief elements: Unusual Activity, Chance, Physical Strength, Inflicting Pain.

Borrowed Property. Each one is secretly given a name of some piece of portable property. By another person each is told to carry some person in the room to another saying, "I come to return some borrowed property." Upon being asked what it is, he gives the name which had been given to him. Chief elements: Surprise, Chance, Absurdity.

Fox and Hounds. A "pack of hounds" chase a "fox." Chief elements: Hunting, Running.

Quaker Meeting. All sit perfectly quiet. The first one that breaks the silence is punished in some way. Chief elements: Imitation, Burlesque.

Green. Two persons "join green." Afterwards each must carry a piece of green shrubbery, generally a green leaf, somewhere on the person. The one who is caught without must pay the wager. Chief elements: Surprise, Watchfulness, Acquisitiveness, Rivalry.

Five Hundred. Played with a knife with blades open at right angles. Consists of resting one blade on the floor or table and turning it, trying to make the blades stick in the floor or table. The several positions in which the knife may fall determines the points in the game. Chief elements: Dexterity, Unusual Activity, Rivalry.

Teacher. An imitation of a lesson, with a teacher and pupils. Generally the rod figures prominently in the play. Chief elements: Imitation, Burlesque, Resistance to Law, Inflicting Pain.

Tit Tat Taw. Two persons play. A square is divided into nine spaces. Each player has a character, and each in turn puts his character into the various spaces, trying to put three in a row, and thus have "Tit Tat Taw." Chief elements: Generalship, Rivalry.

Mumble Peg. Played with a knife with blade wide open. Each player has turns at trying to stick the knife into the ground in different ways, and by different movements of the hands and different positions of the knife, all in a set order. The one who loses in the game "roots the peg" out of the ground. Chief elements: Unusual Activity, Dexterity.