

WORK AND PLAY SECTION

VACATION GAMES

Horseshoe Pitching

IN INFORMAL horseshoe pitching two stakes are fixed 30 to 40 feet away from each other. New or discarded horseshoes are used. The first throw is determined by a toss. In turn each contestant then pitches his two horseshoes. A foul line is drawn, and any player who steps over it when throwing is disqualified for that throw.

Each player tries to throw his two horseshoes nearest to the stake at the opposite end. If a horseshoe encircles the stake, it is called a ringer.

The scoring is: ringer, 3; horseshoe leaning against the stake (leaner), 2; horseshoe nearest to the stake, 1; both horseshoes nearest to the stake, 2. The game consists of 21 points.

Circular metal rings may be used instead of horseshoes as in the game called quoits.

Touching Wood

THE PLAYER selected as the It starts inside a circle of the other players in some yard, field, or grassy spot. A definite bounds is assigned, and a player who goes out of bounds immediately becomes the It.

If the It tags a player inside bounds, he immediately become the It in turn, unless he is touching something made of wood.

As a player tempts the It from one side of the circle, players from the other side leave the wood and run to new sections of the circle, even across the entire circle.

Firefly

A CIRCLE is formed of couples, each boy holding his girl partner's hand. One

couple, the Fireflies, runs around the outside of the circle, carrying a flashlight. Suddenly they flash it on one of the couples in the circle.

They then try to run around the circle to the right, while the other couple runs to the left, both couples trying to arrive first at the only vacancy in the circle. The couple that fails gets the flashlight, and becomes the Fireflies. The game is best played after dark.

Poison Circle

THE PLAYERS stand in as wide a circle as they can, with hands clasping those of their neighbors. A circle is drawn four feet inside the circle, and a soft rubber ball placed in its center.

At a signal all pull and push, endeavoring to force a player into the central Poison Circle. When a player is forced in, the others cry "Poison!" and run away. The player pushed inside gets the ball, and tries to hit one of the fleeing players. He continues until a player has been hit three times.

If several players are pushed into the circle, they scramble for the ball, and the one securing it throws.

A player who is hit by the ball has one score against him. When a player has three scores against him, he stands with his back towards the others, and the "Poison" player has three more throws at him.

Zamboanga

TWO GOAL LINES 60 feet apart are drawn. Two teams are selected, one placed behind each goal line. Team No. 1 agrees upon some trade (planting rice, or sewing a coat, or some other occupation), and

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HOW THE FOX LOST

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6. Why were the ducks and the turkey frightened?

7. What did the fox say to them?

8. What request did they make?

9. Did the fox agree?

10. What did the ducks and the turkey do then? Why?

11. Did the farmer hear them?

12. What did he do?

13. What kind of story is this? (A fable.)

14. What is a fable?

15. Which was wiser, the fox or the fowls?

16. Did you like this story?

17. What did you learn from it?

18. Have you ever seen a duck?

19. Have you ever seen a turkey?

20. Have you ever seen a fox? Or a picture of a fox?

21. What have you read or heard about a fox?

22. Is the fox a wise animal?

23. Do you think he was wise when he agreed to what the ducks and the turkey asked?

24. This story was told long ago by a man named Grimm. Ask your teacher or some other person to tell

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approaches the other team with this dialogue:

Team No. 1: Here we come.

Team No. 2: Where from?

No. 1: Zamboanga.

No. 2: What's your trade?

No. 1: Lemonade.

No. 2: How's it made?

Then team No. 1 acts out the movements of the trade selected. As soon as a member of team No. 2 guesses it correctly and announces it, the members of the first team race for their goal, the other team trying to tag them.

All who are tagged or "caught" before reaching their home goal join the other team. Then team No. 2 selects a trade, and the games proceeds as before.

you about Grimm.

25. What else did Grimm write? (Many fairy stories and other stories which have become famous.)

26. Can you draw a picture to illustrate this story?

27. What should be in the picture? (The ducks and the turkey in a row making a loud noise, and the fox sitting nearby.)

28. Have you ever read any other fables? (You will find some in other numbers of THE YOUNG CITIZEN.)

VACATION CAMPING

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trees, birds, stones, stars, and water creatures, besides having fun and learning to know one another better.

BUSINESS IN VACATION

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sects.

I found no difficulty whatever in selling two or three trays each afternoon. After a person tasted some of the delightful candy which my sister can make, that individual always wanted more. Sometimes, too, I took orders for several kilos of a certain kind which was well liked.

When my sister and I returned home after vacation, we each had nearly a hundred pesos.

USING MY TIME

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activity. Of course I left a generous allowance for unlooked-for activities. Each morning I made a daily schedule, and tacked it up in the *sala*. I did my best to follow my schedule, and succeeded fairly well. Each night I wrote in my diary all the things I had done during the day. At the end of vacation I was astonished at the number of things I had accomplished, all on account of using my time wisely.