

in this room?

4 kids 2 kids 8 kids

There are

The Family Room

ROOM 3

in this room?

2 kids 5 kids 3 kids

There are

The Main Bedroom

ROOM 2

ROOM 4

The Children's

Bedroom

There are

6 kids 3 kids 4 kids

in this room?

How many kids are

in the House?

10 kids 19 kids 12 kids

COUNTING KIDS

in the HOUSE

Circle the correct

number

ROOM 1

The Best Room

There are

2 kids 0 kids 1kid

in this room?

Old Time Innovations

The Kitchen

1. Jelly Mould
2. Hearth Brush
3. Dripping Tin
4. Toaster
5. Soap Saver
6. Butter Pats
7. Roasting Jack
8. Ash Scraper
9. Vegetable Masher



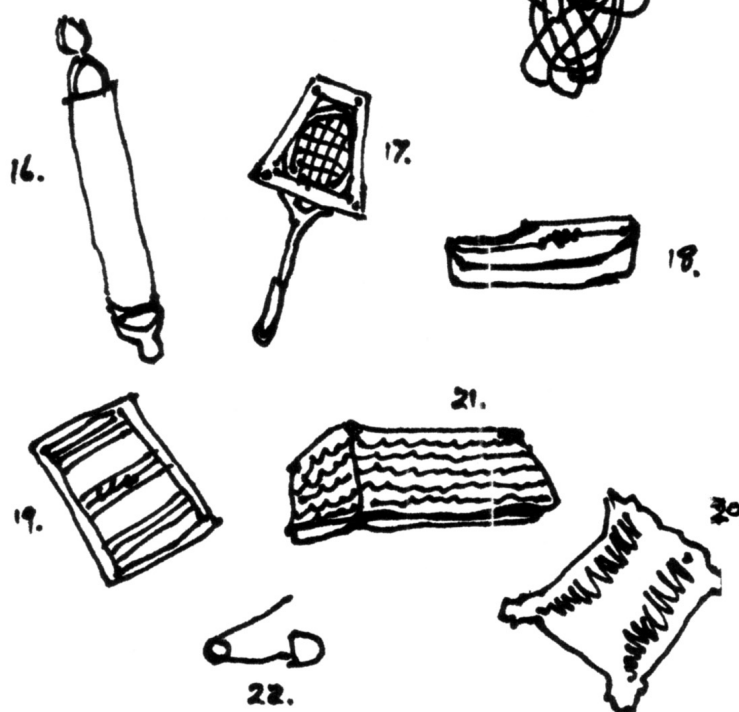
Household Items

10. Washing Board
11. Curling Tongs
12. Goffering Iron
13. Shoe Last
14. Darning Mushroom
15. Blanket Beater



Other Items in the House

16. Razor Strop
17. Tennis Racket in a Press
18. Boot Remover
19. School Slate
20. Cow Hide
21. Carrying Straw Baskets
22. Safety Pin



Oranges and Lemons.

Two members of the party take hold of hands, facing each other. One agrees to be oranges, and the other lemons. The rest of the party form a long line in a file, holding each other's dresses or shoulders. The two first-mentioned hold up their hands to form an archway, and the rest all run through it, singing as they run—

Oranges and lemons, say the bells of St. Clement's;
You owe me five farthings, say the bells of St. Martin;
When will you pay me? say the bells of Old Bailey.
I do not know, says the big bell of Bow.
Here comes a candle to light you to bed!
Here comes a chopper to chop off your head!



At the word "head," the archway descends and clasps the head of the player passing through at the moment. He, or she, is then asked in a whisper, "Which will you be, an orange or a lemon?" without being told which is represented by the respective parties. Supposing he chooses to be an orange, he is told to retire behind the one who has agreed to be oranges; and, of course, if he should choose to be a lemon, he must retire behind the one who represents lemons. The song then recommences, and the players file through the archway made by the upraised hands as before, and the chopper descends and captures another victim, who is offered the same choice. When this has been repeated till the long file has been divided into two parties, a tug-of-war takes place. Each individual in the two lines holds tight to the next by putting his arms round his or her waist. A line is drawn, against which the leaders put their feet, and the aim for either column is to pull the other over this line.

The Tug of War ;

or, French and English.

THE tug of war is the old trial of strength that used to be called French and English. A line is drawn on the ground. The players divide themselves into two equal parties, and each party takes hold of the opposite ends of a rope, which they lift up over the mark on the ground. When every member of the party has a firm grip of the rope, they begin to tug, till one side tugs the other over the mark. A signal that is agreed upon beforehand is generally given for the tug to begin. Those who pull the other side over are the victors, of course.

Tiggy, or Touch.

THIS is one player against any number. He has to try to touch either of the others, who in their turn try not to be touched by running from him and round and round him, but always keeping out of his reach. Directly one is touched, he becomes the pursuer, and the former joins the band against him. Some players do not allow a touch of the faces or hands of opponents to count, declaring that "flesh is free," and require the clothing to be touched. This point should be settled before beginning.

Drop the Handkerchief.

A RING is formed, with one player left outside of it. This player has a handkerchief in his hand with a knot tied in it. He, or she, walks round the circle, touching some of the players on the back with the knotted end of the handkerchief. He eventually drops it behind a player, who, when he finds it, has to pick it up and chase the first player round and round, outside and under the joined hands of the others, till he is able to touch him with the knot in it. Upon being hit, the first player is allowed to unlink the hands of two others and insert himself in the ring. The second player—that is to say, the one who has just been chasing the first one—then goes round the outside of the ring, and ultimately drops the handkerchief behind some one else. Everyone must keep a sharp lookout to see where the handkerchief is dropped, and pick it up and pursue the one who dropped it immediately.