



Riddle Me This!

1. How can you be sure that the king of Denmark is not crooked?
2. What is one thing you sometimes give your mother that you really should keep?
3. When does a horse most enjoy his food?

Answers: 1. Because he's a ruler. 2. Your promise. 3. When he hasn't a bit in his mouth.

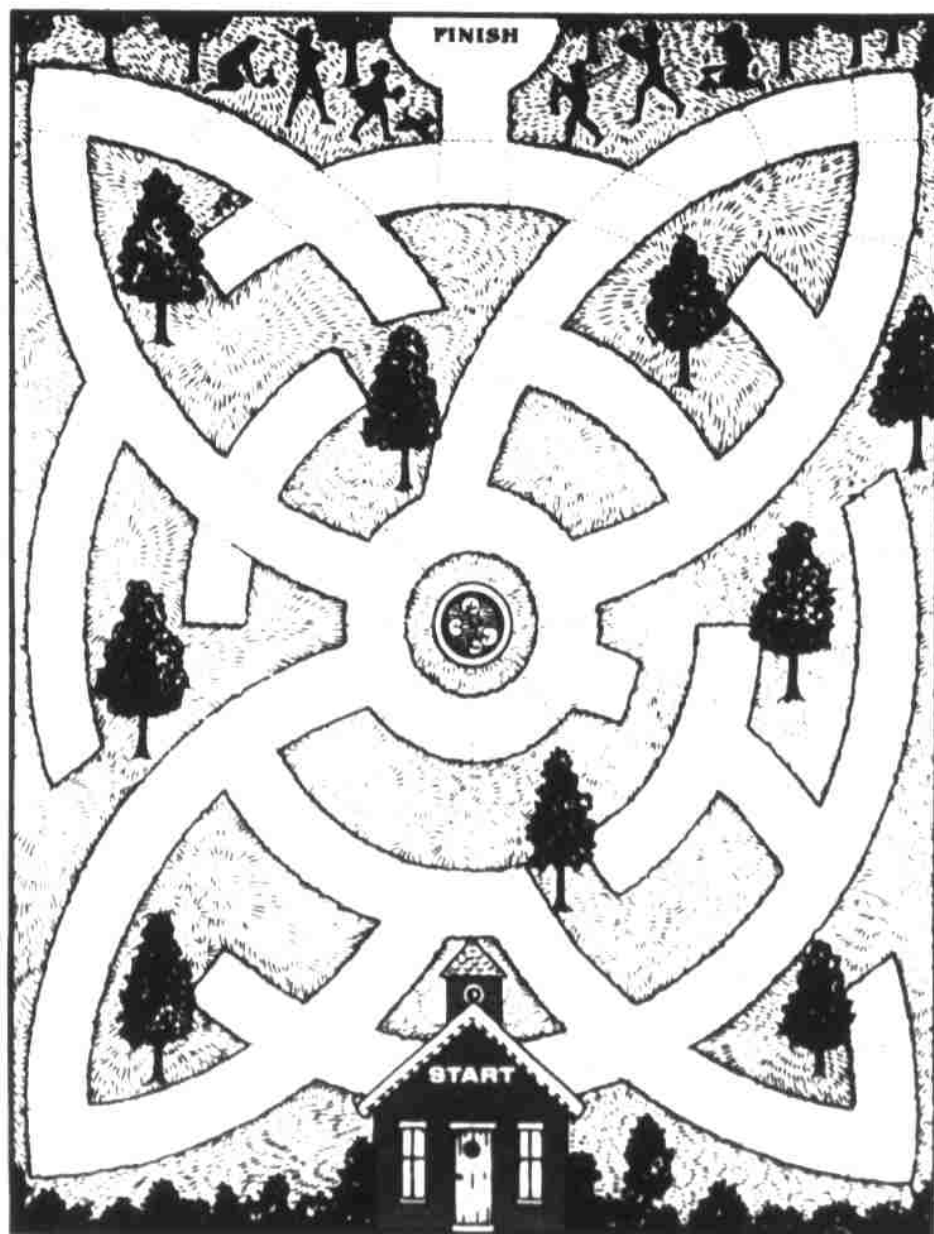


JUNIOR TREASURE CHEST

Edited by MARJORIE BARROWS, Editor of The Children's Hour

VACATION MAZE

John Dukes McKee



This is a game that two or more may play. Each player has two small buttons of one color. He must start one of these "counters" on one side of the schoolhouse and the other on the opposite side. Take one large button and mark one side of it with crayon. This button is tossed into the air and if it comes down with the crayon-marked side up, it counts two

for the player. The other side counts one. If a player throws a two, he may move one counter two points, or each counter one point. If a player's man stops on the same space as a rival's man, the rival must take his next move backward. If a player has both his men on one space, his rival cannot pass. The first player getting his men to the finish line wins!

There's Money in These Words

Game Silke

1. The middle of anything (the answer is CENTER)
2. A miser
3. A kind of bread
4. A kind of store or the length and width of a room
5. Important athlete
6. A salted nut

Answers: 2 PENNY pincher, 3 pumpernickel, 4 DIME store or DIMENSION, 5 QUAR- TERBACK, 6 CASHew

Come On In!

Ruth Dixon

Here is a game that eight or more children can have fun playing either outdoors or inside a large room.

"It" stands inside a circle which the other players make by joining hands. "It" runs around inside the circle and taps one of the players to chase him. Then they both run around outside the circle (some distance outside, if you like) and if "It" isn't caught after three times around, the players in the circle cry, "Come on in!" and raise their clasped hands.

If the chaser doesn't tag "It" before he gets inside, he becomes "It" next time.

"Beheading" Words!

Game Silke

1. Behead something you do on rollers and get a girl's name (the answer is SKATE).
2. Behead a word meaning to go to the other side and get what you are when you're peevish.
3. Behead the opposite of up and get something that's yours.
4. Behead a word meaning to pull and get something you tie to a kite's tail.

Answers: 2 ACROSS, 3 DOWN, 4 FLAG

Let's Draw a Swan

Ann Davidow



What have you already got? A question mark without a dot.



Behind the mark there blows a banner. Its plumage flowerlike in manner.



The question mark is going to be

A neck that curves most gracefully



Floating on and on and on. The pond now glides a silver swan.