

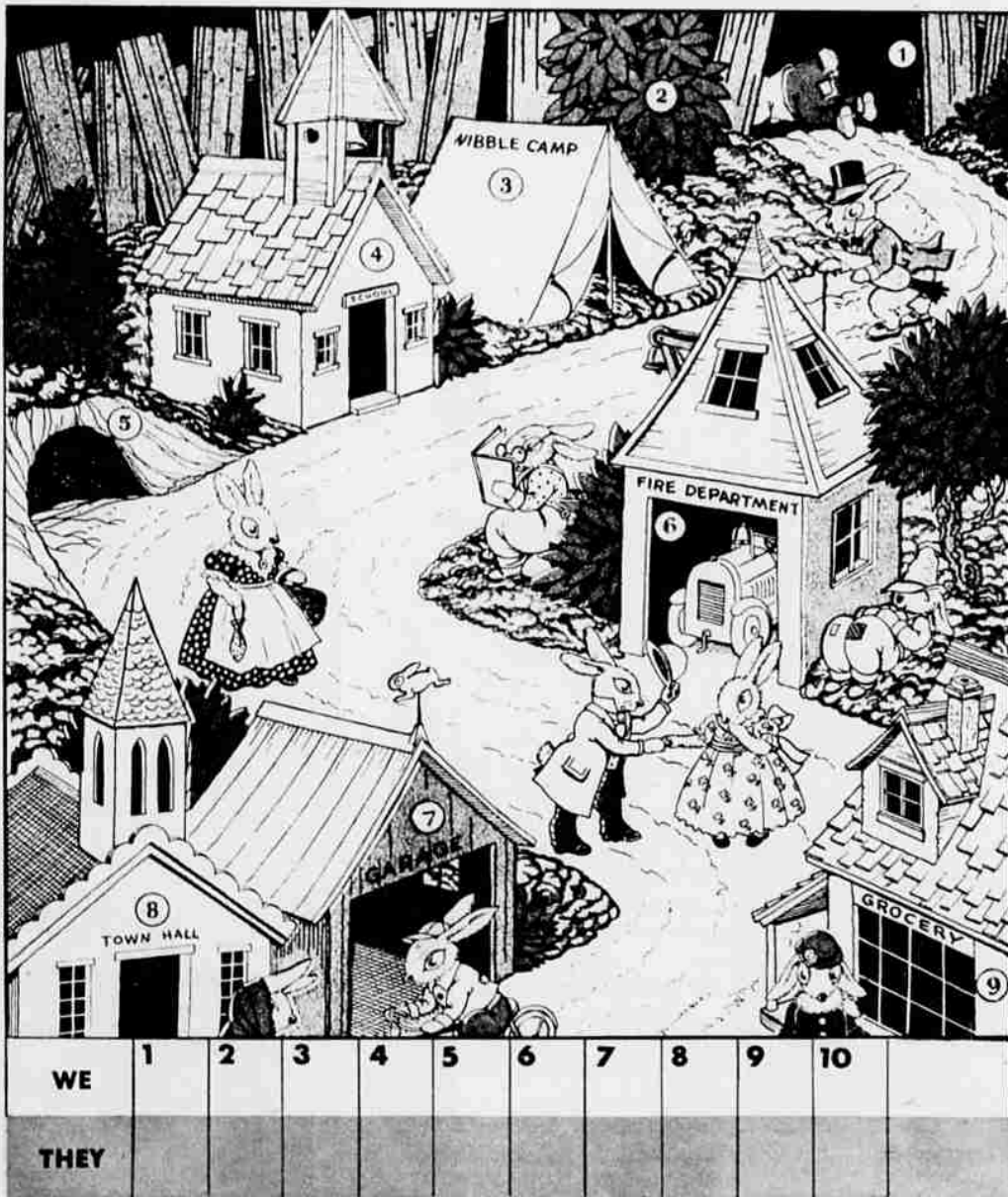


JUNIOR TREASURE CHEST

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

HARESTOWN HIDE-AWAY

by John Dukes McKee



WE	1	2	3	4	5	6	7	8	9	10
THEY										

Directions

The bunnies of Harestown are having a game of hide-and-go-seek, and you may help them play it. Two or four may play the game. If four play, partners are chosen. Each side has three rabbits; each will hide in one of the nine numbered hiding places shown in the drawing. Each side in turn decides (without allowing the rivals to know) where each of the bunnies is to be hidden. The opponents will have three guesses in finding

the rabbits. Scoring is as follows: one bunny found will count two points; two bunnies count five; three bunnies count ten.

Play is continued until each side has had ten turns. The total for each side is then added and the side having the greatest number of points wins the game. You may use the score card at the bottom of the game if you wish. Now let's see who is the best guesser and which side scores the most!

Rainy Day Advice

Bess A. Lee

Do you know the easiest way to change wet to dry? Try changing one letter at a time to make a new word. You can turn wet into dry in six steps. For instance, No. 2 is bet. The definitions below will help you find the right words.

1. Wet
2. Wager
3. To hit
4. An inlet
5. Twenty-four hours
6. Dry

Answers: 1. Wet, 2. Bet, 3. Bat, 4. Bay, 5. Day, 6. Dry!

Fast Ball

Tommie Tabor

This amusing game is an old favorite which you may not have played lately. The players sit in a circle on the floor. One player has a ball—a tennis or golf ball will do—and he begins the game by saying, "Bird, beast, or fish—beast!"

As he says "Beast" (he could choose any one of the three to say), he rolls the ball quickly to someone in the circle and he counts to ten as fast as he can.

The person to whom he rolls the ball must name a beast before the other gets to ten. If he cannot, he must pay a forfeit. The hard part of the game is that no one may use a name more than once, so that as the game goes on you must think of more different beasts, birds, and fish. You must be sure, too, that the creature you name is the right kind.

Let's Draw a Rabbit

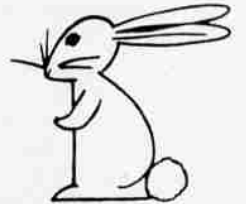
Ann Davidow



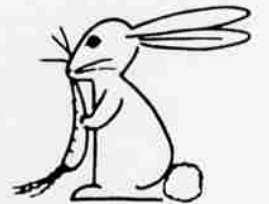
Draw a funny letter "D,"
With a base wide that you see.



A pointed egg perches atop.
Be careful now. Don't let it drop.



Add ears and tail and lines
for legs.
A bunny rabbit sits and begs.



And we who can't resist his
plea
Give him a carrot joyfully.

Easter Egg Roll

Eileen Daly

You will need pencil, paper, crayons, and lots of breath for this amusing game. Draw lines about one inch apart across a sheet of paper. In the top space draw an Easter Basket. At the bottom write START. Cut a piece of paper one-half inch square for a "shooter." Each player has a different crayon.

Place the shooter on the starting line. Each player, in turn, tries to blow the shooter into the first space. When he succeeds, he draws an Easter egg there with his crayon. On his next turn he tries to blow the shooter into the second space, and so on, drawing an Easter egg each time. The first player who has a line of eggs up to the basket and then blows the shooter onto the basket wins.