

Riddle Roundup

1. You throw away the outside and cook the inside. Then, you eat the outside and throw away the inside. What is it?
Answer: Corn on the cob! You throw away the husks and cook the inside ear of corn. Then, you eat the outside kernels and throw away the cob!
2. If you were walking down the street and you lost all of your toes, what would you do?
Answer: Call the tow truck!
3. Why does your grandmother want wheels on her rocking chair?
Answer: So she can Rock and Roll!

JUNIOR TREASURE CHEST

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

THE PARADE

by Gertrude A. Strickler

By the side of the road
sat a hoppity to rest
in the shade of a .
As he rested the while, he
was wearing a smile, and
he wasn't long sitting alone
for along came a who
said "Did you know, there's
to be a parade bye-and-
bye? And in it you'll see
everything from a to
a and a pink .
There'll be
galore who will march on
before everyone by the side
of his chum. And next, it
is planned comes a
band and a beating
a an army of
wearing new khaki
and a who plays
he's a float, a beauti-
ful with a on her
and some old-fashioned
at her throat. A very
young who has just
learned to squirm, by the
side of his mother will creep
Then the said "Good-
bye, and the hop-
said, "My! this place is a
good one to keep."



Do-It-Yourself Carnival

Jane McHenry

To wind up a happy Summer, why not put on a carnival in your neighborhood? Even grownups will come to watch their children and, perhaps, stay to play the games, too! Choose a back yard or garden where there is a big tree for shade and a swing.

First, make a carnival greeter to prop against a tree or fence. Use a string mop, upended, for this. Tape a paper plate to the mop head for a face, arranging the string strands on each side for hair. Draw a big smiley face on the plate! Hook a coat hanger behind the face, so a dress can be put on and a sash tied around the middle. Pin on a sign that reads: "Welcome to the Carnival!" or "Step right up and try your luck at our Carnival! Lots of fun for all!"

Nearby on a card table (or on a blanket on the ground), display prizes people can win. These are things you and your friends have made, or things from

the dime store. At another table (or a box) have someone selling lemonade. Keep a cigar box handy for the money your audience pays.

One funny game to play is called "Whack Jack." Seat a member of the carnival committee in a swing, wearing a bathing suit, sunglasses, and a bathing cap, if a girl. Then put a dab of jam on "Jack's" nose; line up the customers ten steps away and ask them each to take three turns trying to "shoot" off the jam with a water gun! Keep a bowl of water handy for refills. Each winner selects a prize from the display table.

Of course, someone must dress as a gypsy and be a fortune teller. An inverted (empty) fish bowl makes a good crystal ball.

You can think up lots of other things to do, so why not get started? Use the proceeds for your school or church or your ball team.

An Indoor Game

Ruth Dixon

Here is a pencil and paper game that is as old as the hills but lots of fun. Each player is given paper with a list of names that read: Animal, Bird, Flower, Tree, Author, Book, Musician, Movie Star, Automobile, River, City, Inventor, Famous Man.

Then one player calls out a letter of the alphabet (not using X or Z, of course!) and gives all the players 15 or 20 minutes to fill out the blanks on their paper with words beginning with that letter. Supposing B is chosen; then their list might read: Animal—bear; Bird—bluejay; Flower—buttercup; Tree—birch, etc.

When the lists are read, the player using a correct word which none of the others has used, gets two points; a correct word like someone else's, one point.

Safety-Pin Race

Ad Lewis

Try this exciting sort of a relay race at your next party. Cut an old sheet into strips six inches long and one or two inches wide. Be sure to have them all the same length and have an even number. Then divide them equally into two sets. Place them in two piles on a table, then put with them as many safety pins (closed) as there are strips of cloth.

Divide the players into two teams, and at the word GO! one member of each team goes to the table and pins two of the strips together end to end with one pin. Then the player returns and tags the next in line. The race continues until one team has pinned all its strips together. If both teams finish at once, the team that pins its strips to make the longest one wins.