A PRACTICAL HAND-BOOK OF GAMES

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A Practical Hand-Book of Games by Emily W. Elmore

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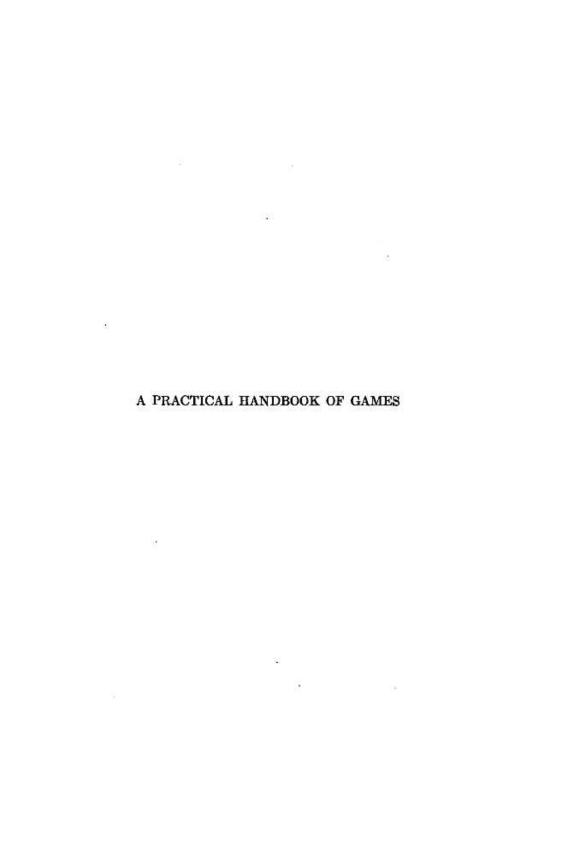
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EMILY W. ELMORE

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A PRACTICAL HANDBOOK OF GAMES

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WITH AN INTRODUCTION
BY
M. V. O'SHEA

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PREFACE

This book is planned primarily for the use of teachers and game leaders, and the games are discussed from pedagogical and psychological standpoints. Only games which have been actually taught by the writer are described, and their chief advantages or possible limitations and disadvantages are emphasized. Representative games for each age are given, but not more than one or two of a type, because experience teaches that children thoroughly enjoy games which they know well and like, and prefer to play these again and again rather than to be learning new ones constantly. This lessens the problem of the young teacher, as it is unnecessary for her to be familiar with more than a comparatively small number of games of representative types which can always be available.

It has been the experience of the writer that many of the games described in various books do not meet with universal approval on the part of children, because the end and aim are not what they desire. I have, accordingly, taken the liberty of changing the plan of many familiar games to

PREFACE

suit the psychological reaction of the child, and they therefore appear in this book in a slightly altered form from that presented elsewhere; this does not mean that they are, in any sense, original as a whole.

I cannot emphasize too strongly the value of games in developing a moral sense in the broadest meaning of the word, and many of the games printed here have been chosen because they are especially fitted for that purpose. Special note of that fact is made in connection with the individual games so chosen.

Grateful acknowledgment is made to Dr. Henry van Dyke for permission to use the "Four Rules for a Good Sportsman."

EMILY W. ELMORE

University of Wisconsin January, 1922

TABLE OF CONTENTS

	INTRODUCTORY NOTE ix				
I.	Some General Hints on the Teaching of Games .				
II.	METHODS OF CHOOSING SIDES xiii				
ш.	FOUR RULES FOR A GOOD SPORTSMAN xvi				
IV.	GAMES				
v.	CLASSIFIED INDEX 109				
	A. Games Classified According to Age of Players 109				
	1. Games for Very Little Children 109				
	2. Games for Children from Third Grade				
	through Sixth Grade 109				
	3. Games from Seventh Grade through High				
	School				
	B. Games Classified According to Type 112				
	 Games Preparatory for Basket Ball 112 				
	2. Indian Club Games 113				
	3. Relay Races				
	4. Ball Games				
	Games Requiring No Apparatus 115				
	Games Especially Good for Boys 115				
	7. Tag Games				
VI.	ALPHABETICAL INDEX				