

# Six Weeks' Course in Agriculture

## Commencing February 5th, 1912

SUBJECTS TAUGHT:

Live Stock, Grain Growing,  
Weeds and Weed Seeds



CLASS OF 1911

SUBJECTS TAUGHT:

Dairying, Care of the Orchard,  
Bookkeeping, Etc.

### NO FEES

There are no restrictions as to age, or previous education, and no Fees. For information concerning this course address

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Department of Agriculture

**LINDSAY**

### Why the Dinner For Christmas Was Not Found

IT was Christmas eve. Everybody had gone to sleep, stockings had been hung up, and the house was quite still when all at once strange sounds were heard from the pantry.

"Oh, dear! Oh, dear!" some one was sobbing. "Oh, dear! Oh, dear! What shall I do?"

"It's the mince pie," growled the cranberries. "He's got a nightmare again."

"Keep quiet," growled the pumpkin angrily. "You have awakened the turkey."

And, sure enough, they heard the gobble-gobble of the turkey coming from the yard.

"Listen, my vegetables," said the turkey. "It was only yesterday the children came to my coop and began poking me with sticks. 'I am going to have his leg,' said one. 'And I his wing,' said another. 'And I his breast,' said a third. Now let us free the pig and all run away."

"I should like to know where we are going," said a sour pickle.

"Why, to Turkey, of course," said a sweet potato.

"Then we must lose no time," the turkey said. "Spring from your shelves and follow me."

The pumpkin, sweet potatoes, lettuce, pickles, cabbage and cranberries jumped down from their shelves. Only the mince pie was left behind, and he could not move, for he had been already chopped up and cooked.

Just then the pig began to grunt outside. The turkey let him out.

"Oh, dear! Oh, dear!" the mince pie began again. "I shall be left behind. What shall I do?"

His cries attracted the attention of the pig, who came in the pantry and looked at him.

"Shall I take you with me?" he asked politely.

"Oh, please do!" cried the mince pie. Thereupon the pig swallowed him and trotted off to lead the procession which was waiting in the yard.

"Let us go to the old owl in the wood," said the turkey. "He is very wise and will tell us which is the way to go."

"We want to go to Turkey," simpered the cranberries.

No sooner had the cranberries said this than gobble-gobble, the turkey

swallowed them. Meanwhile the pig had eaten the sweet potatoes and the young lettuce. When they reached the wood where the owl lived only the pumpkin and the cabbage head were left, except the pickles, who were so sour that nobody would eat them.

"Hoot, hoot!" called the owl from a tree.

"Oh, Mr. Owl," said the turkey, "is that yourself?"

"No; it is myself," said the owl.

During this talk the pig had swallowed the pumpkin. As for the cabbage head, it had burst with rage at the rudeness of the owl.

All at once steps were heard, and the pig and turkey started back in fear as they saw something black coming through the darkness. It was a colored man.

"Um-um!" muttered the colored man. "Does I smell chicken?"

The turkey, with a wild gobble, started to run, but the colored man grabbed him and put him in a bag. He started after the pig. The pig tried to escape, but he had eaten so much that he could not run, and, besides, the mince pie had given him indigestion. He felt himself seized by the tail, and the blood rushed to his

head. All hope was at an end when suddenly "Hoot, hoot!" called the owl. "Oh, golly!" cried the negro. "I didn't nothin'!" Next moment he was flying for his life, leaving the bag in which were the pig and the turkey.

Crawling out of the bag, they started off and ran all night, hardly stopping to take breath, until when morning dawned they found themselves in a wild, lonely forest. There the turkey became king of wild turkeys, and he now roams the woods, followed everywhere by his faithful pig.

A Proud Old Lady.

Jeremie Barrette of Montreal was a proud great-great-grandmother the other day, when at the age of 105 years, she held in her arms a one-day-old child, which was christened at the Church of the Immaculate Conception.

Five years ago she held in her arms the youngest of a family of great-grandsons, when he was christened at a church in Point St. Charles. The eldest of that family has now been married over a year, and only a few days ago a representative of the fifth generation was born.



THE PIG AND THE PLEASANT

"I DIDN'T DO NOthin'!" CRIED THE NEGRO.

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### CHRISTMAS GAMES

#### Tricks With Sheets to Divert the Christmas Company

A SHEET should always be provided for children's Christmas games. Arranged as a screen it serves many purposes besides shadow pictures and lantern shows.

Two capital games are played in this manner. For one an opening about six inches wide should be cut in the sheet at a convenient height for different persons to stand and show only their eyes. No light should be back of the sheet, and the company seated in front must guess whose eyes are staring at them.

A variation of this idea may be even more amusing because it affords opportunity for misleading the guessers. Instead of an opening the sheet is drawn up a few inches from the floor in order to show the feet of those who stand behind it. Boys accordingly put on skirts, and girls slip their hands into their fathers' shoes, getting down on all fours in order to deceive.

Another mirth provoking trick for children of all ages and one that will be heartily appreciated by adults is called mesmerism. Blacken the center of the under side of a small plate by holding it over the flame of a candle, being careful not to soil the edge or top. Put this plate upon another and place them in front of you. The person to be mesmerized must be seated so that by no possibility can he see his reflection in the glass, but must be in full view of the audience.

The mesmerist says impressively: "You must look me steadily in the eye all the time. Don't remove your eyes as I do slowly—see (picking up the blackened plate and handing it to the victim so that the black is toward the spectators). Hold it so (taking up the other plate and holding it with the concave side toward himself). Now this way (rubbing his finger round and round the back of the clean plate and the one who is mesmerized drawing his round the blackened one unconscious of its condition), now so (drawing the finger down the right cheek). Never mind how they laugh. You must not look down. Steady. Now again" (rubbing the finger as before and drawing it across the other cheek). The operation may be repeated until

the face of the one mesmerized presents a most comical appearance and the audience is convulsed with laughter.

"Sniggle the sprig" means simply snare or catch the sprig. Any bit of green plant will do for the latter, and any number of children can play the game. Some one who is not playing hides the sprig, and all search for it. When found it has to be carried to a fancifully trimmed pole and tied there. This is no easy matter, for the sprig must first go through the hands of every player, and it is every one's aim to catch it before it reaches the pole. No attempt to do this can be made, however, until the sprig has returned to the hands of the finder and that player is running for the goal.

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In the midst of the general search, when the finder has found the sprig, he approaches his nearest neighbor and quietly hands it to him. At the same time he gives his neighbor No. 2, which means that this one is the second person to hold it. The latter in turn as carefully passes it on and numbers this player a unit higher. So the game goes on until the last of the players has held the sprig. This one knows that he is the last, for the reason that before the game began a count was taken, and each participant knows just how many persons are taking part.

When the number is given to each player the first name of the finder is whispered also. As soon as the last player receives the sprig he passes it to the finder, who at once runs for the goal with it. All follow and give chase except the last player, who is not permitted to run.

In the scrimmage that follows the sprig may be snatched a dozen times. That one is victor who succeeds in placing it on the pole. Should it be the finder, then his triumph will have been so much the greater, for he will have had the most difficulties to overcome in doing this.

#### A CAROL CONTEST.

A carol contest affords exercise and fun. A young lady is requested to take her place at the piano and play gay Christmas music. Some chairs are placed down the center of the room, back to back, just one less in number than the players. Suppose there are twelve players. You place eleven chairs, ten back to back, one extra. Then the twelve children dance hand in hand around the chairs in time to the music.

Suddenly—sometimes in the middle of a bar—always just when you do not expect it—the player lifts her hands off the piano. Everybody must then attempt to get a seat, and, as there are only eleven, one person will, of course, be left out. She or he is then out of the game and must sit down and watch it.

ing left. The dancers resume their dance as soon as the music begins. The moment it stops they try to get a chair each, and one is, of course, again left out. Then another chair is taken away and the dance resumed.

The game goes on, losing a dancer and a chair each time, till two dancers and one chair only are left. Then the two dance wildly around the chair and when the music suddenly stops one sits down, and the other is "out," like the rest.

#### IVY AND HOLLY.

A Rhymed Game For the Older Boys and Girls.

Boys and girls enjoy a rhymed pastime called ivy and holly. Suggest the plan of it to them and they will amuse themselves with the adventures of the two heroines for quite awhile.

Chairs are arranged in two rows, and the children sit facing each other. One youngster begins with some adventure, as "Holly and Ivy went out to a party." The child sitting opposite must complete the rhyme with another couplet—for instance, "Holly and Ivy came back hale and hearty."

Then there is the fun provoking contest called dramatic adjectives. Here the company is divided up into two bands, one of which retires, while the other remains in the parlor and decides upon some adjective to be acted out in gesture language—for example, gay or cheerful or vivacious. When the word has been decided upon the absent members must be summoned, and they are called upon to guess from the pantomime of the others what the adjective decided upon was. If they can guess it in three minutes a point is won by their side, and the others withdraw. After three minutes the pantomime can be kept up if the opposition is determined to discover the right word, but a success point no longer represents a point won. As soon as the word is guessed players turn about, and those who have guessed become actors. Several rounds are played, and the greatest number of points won by either side wins the game. All those who belong to the winning side might draw for a prize if it is desired to make an award.

#### HURRAH FOR SNAPDRAGON!

An Old Game That Always Commands Applause.

Snapdragon is a diversion of Christmas time in England. The requisites are one or two large platters such as roasts are served on, some large, fat raisins, a little brandy or gin, a match and a darkened room. The platters are arranged thus: If there is but one and the party is of moderate number it is laid in the center of a dining table; if the number of players is large, then two platters are laid, one at each end of the table, or there may be two small tables, with a platter on each. Next the raisins are laid over each platter, singly and at short distances apart. A small quantity of brandy or gin is then poured over each platter and lighted. Out go all the lights in the room, leaving none but that from the flaming blue flames in

the platters. Everybody shivers and feels uncanny, and the fun begins. Each player "snaps" at a raisin on the dish, and, hit or miss, the blue flame clings to the fingers in writhing, forked tongues, thus providing the "dragon." The raisins are all finally secured, the flames die out, the lights are turned on, and the company is ready for other amusements unless, as is often the case, there is a call to repeat the fun just ended.

#### A SUGAR PLUM SHOWER.

Scrambling For These Dainties a Jelly Romp.

Make a large bag of thin white paper, fill it with sugar plums and tie a string around the top to keep it fast. Then suspend it from the ceiling or from a large door frame and provide a long, light stick.

Each child is blindfolded in turn and the stick put into the child's hand. She is led within reach of the bag and told to strike it. If she succeeds in her aim and tears a hole in it the sugar plums are scattered on the floor, and the little ones scramble for them, but it is by no means easy to strike a suspended object blindfolded. Generally many attempts are made unsuccessfully.

Each child is allowed three trials. The maker of the bag can put in it tiny books, pin cushions or any little toy with the sugar plums. An older person should always superintend in order that everything may go smoothly.

#### A SEARCH GAME.

Hunting Holly Leaves All Over the House.

For a pretty Christmas search game, which young children as well as the older boys and girls enjoy, cut several hundred little holly leaves from green tinted paper and hide them all round the house. At a given signal the young people scamper off in search of these symbols of the season.

The youngster finding the greatest number of them in the ten minutes allowed for the search should receive some inexpensive prize decorated with a design representing holly.

#### FUN WITH FORFEITS.

It would not have seemed Christmas to the old fashioned child without a game of forfeits. The cleverest boy or girl in the room was generally made the forfeit prescriber.

He or she would tell each player to do some impossible stunt; then, if it could not be performed, punishment was inflicted in the way of forfeits. Some of these were rude and rough, as compelling the victim to eat a cake of soap or hold his finger in the lighted candle wick. Others were just as funny, making a bashful boy kiss the girl he likes best and a girl with no ear for music sing a carol as a solo.

Some of the rough features of the old fashioned game, forfeits is an amusement that will keep a roomful of company laughing when everything else fails.

#### HERE'S FUN.

Ring the Sleighbells For Good Santa Claus.

Santa's sleighbell party is a funny holiday game. It may be played as follows:

The leader says to the neighbor on her right, "Santa's sleigh has been at my house."

The one to whom she says this asks, "What has it brought?"

"A sleighbell," the leader replies and pretends to ring a bell with his or her right hand, every one in the company imitating her.

The person whom the leader has addressed turns to the neighbor on her right and says, "Santa's sleigh has been at my house," and this third party asks, "What has it brought?"

"Two sleighbells," he or she replies, making the gesture of ringing with both hands, while every one follows this example.

The statement "Santa's sleigh has been at my house" and the question "What has it brought?" are continued from one player to another, the third player announcing that Santa has brought three bells moving her right foot as well as her hands. At four all move both hands and both feet. At five bells they move both hands, both feet and right eyelid. At six bells they move both hands, both feet and both eyelids. At seven bells they move both hands, both feet, both eyelids and the mouth. At eight bells they move both hands, both feet, both eyelids, the mouth and head.

After this the one who first falls to keep time is forced to pay a forfeit.

#### STAR BALL.

A Yuletide Game That Will Please the Boys.

The Christmas star may be used in the playing of several holiday games. Star ball is one of these.

Star ball requires that a carpet of dark cambric be stretched on the floor. On this a five pointed star is marked out and a circle that touches its points. A player takes his place in the center of the star. Others stand one at each star point and one on the circle at the middle distance between each point.

The player in the center throws the ball to a player at one point of the star. It is immediately returned and thrown to the player at the point at the right of the first. So the game continues until the central player has tossed the ball to every point of the star and had it returned.

All this is done as quickly as possible, for in the meantime the players on the circle are rolling the ball on the floor about the circle from one to another. The object of the play is for them to strive to roll the ball in this manner twice about the circle before the central player shall have sent his ball to each point and got it back again. If he fails the point and circle players change positions, and he also is changed.

The number of players may be increased by using a six pointed or eight pointed star instead of the five pointed one. These stars may be made by interlacing two equal sided triangles of two squares.