

HOW TO TEACH AND HOW TO STUDY
UNITED STATES HISTORY.

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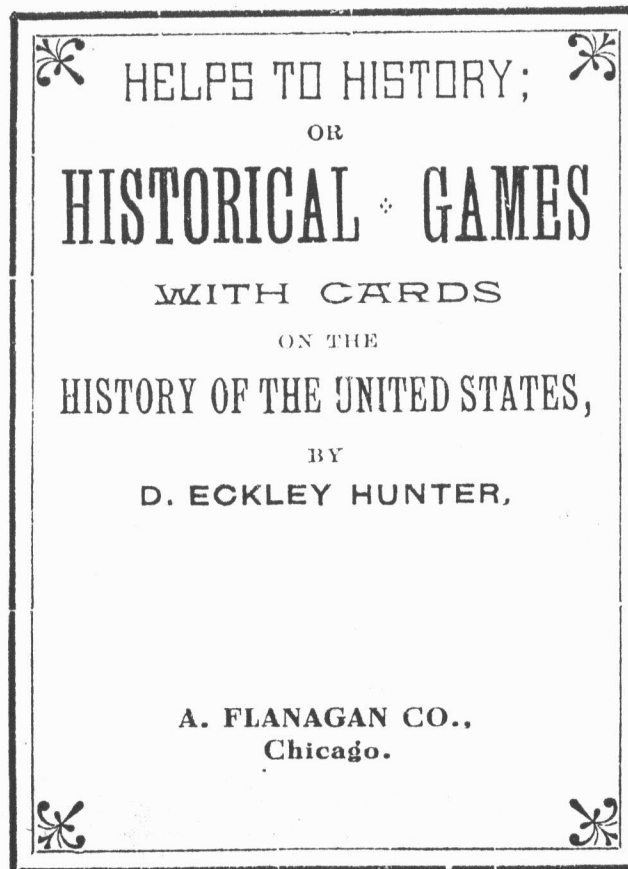
BY JOHN TRAINER,
 Co. Supt. of Schools, Macon Co., Ill.

It teaches the pupil and teacher how to Study the Lesson; How to Picture the Events on the Mind; Find the Prominent Facts Needed; Find Parallel Authorities; How to Remember Dates; Find Rare Points and Objects of Historical Interest, Make History the most Interesting Study; Use and make "Queer Queries," Use the Cyclopaedia; Read Biography.

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(Back cover)



(Front cover)

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READ THIS.

DESCRIPTION OF THE CARDS.

1. NAME.—The word that stands at the head of each card is to be regarded as the name of it.

2. EVENT.—Below the name is given a short statement of the event.

3. SENTIMENT.—On the lower part of the card is given a sentiment, usually a quotation, which is so intimately connected with the event as to readily suggest it to the mind.

4. NUMBERS.—The figure on the lower left hand corner of each card merely indicates its number. The cards are numbered in the order of their dates, from 1 to 64.

5. GROUPS.—The letter at the bottom of each card indicates the group to which it belongs. and the figure on the lower right hand

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corner indicates the number of cards in the group. See list of groups.

6. CHRONOLOGY—The chronology may be relied upon as being accurate. It will be found to agree with the best authorities.

7. THE GAMES.—A great variety of games may be played with these cards, most of them having a tendency to impress the facts and dates permanently upon the mind. Young players should make frequent references to their histories. D. ECKLEY HUNTER.

THE GAMES

I.—AUCTIONEER.

The Auctioneer holds up a card, and reading the event *without the date*, asks what is bid for it. Whoever bids the right date gets the card. If no one gets it, it should be laid away, and offered again after the others are sold. The one that bids off the most cards is the *best Customer*.

II.—CHRONOGRAPHER.

1. Distribute the cards equally among the players.

2. One of the players reads an *event without giving* the date, and places the card face downward in his hand.

3. The other players, in regular order, beginning on the left, hand him a card without reading, with a date as near the date of the one read as possible. These he places face downward on his card.

4. He now turns them over and reads the date of each in the order in which it was

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handed in, and then gives the whole of them to the person whose card was nearest the date of the one read.

5. Any person that misses a date fifty years must forfeit one card to the winner. If he misses it 100 years he forfeits two cards; 150 years, three cards; and so on, one card for every fifty years.

6. If all the players forfeit, the one that read the event is winner.

7. After forfeits have been collected and paid over, the next person on the left of the one that commenced the game, reads an event, and the game proceeds as in Rule 2.

8. Cards that are gained are used in the game the same as others.

9. When any one becomes bankrupt, he is out of the game.

10. When any one gets thirty cards into his hand he is *Chronographer*, and the game is ended.

III.—CHRONOLOGIST.

1. Choose an umpire and a banker, all the other persons are the players.

2. The umpire distributes the cards equal-

ly among the players.

3. The umpire receives a card from the first player on his left and reads the event on it, omitting the date. He then places the card face downward in his left hand.

4. The other players now, in regular order, beginning on the left, hand him a card with a date as near the date of the one read as possible.

5. The umpire now examines the cards, decides who is winner (the one whose date was nearest), and the extent of each person's forfeits.

6. The next player on the left now hands a card to the umpire, and the game proceeds as in Rule 3.

7. All forfeits go to the bank and must be promptly collected by the banker.

8. Any one that misses the date fifty years forfeits a card to the bank. If he missed it 100 years he forfeits two cards; 150 years, three cards; and so on, one card for every fifty years.

9. If the whole class should forfeit, then all the cards handed in go to the bank.

10. When any one becomes bankrupt, he

may borrow five cards from the bank, which he must repay as soon as he gets ten.

II. When any one gets twenty-four cards, or any other number upon which the company may agree, he is Chronologist, and the game is ended.

NOTE.—Chronographer and Chronologist are very similar games. The former is best suited to parties of less than six, the latter to larger parties.

IV.—LIBRARIAN.

In this game the cards are considered in groups. Each group is called a book. The cards are all distributed. The first player calls upon some one for a card he may want to assist in completing a group; if the person called upon has the card he must give in up and the first player then calls for another, and so continues as long as he gets what he calls for. The second player then proceeds in the same manner. When any one gets all the cards of any one group, he lays them aside, announces that that book is "withdrawn from circulation." When the cards have all been collected into groups, the person that

has the most books is *Librarian*.

(No one allowed to call for any card unless he has one in the same group.)

(This game is similar to that very popular one called the Game of Authors.)

V.—PATRIOT.

NOTE.—The best cards are: 1. Those having the date July 4. 2. Those having the word war in the event. 3. Those that contain the word BATTLE in the event. All others are common cards.

1. Distribute cards equally.
2. The first player reads the event on a common card and lays it face upward on the table. The other players, in order, do the same, and so they continue until some one says: "Halt!" and plays a battle card, The next player says "Surrender," and plays a WAR. The third player now says "Peace!" and plays a Fourth of July and takes all the cards that are down.
3. In case the third player has no July 4, the war card takes them. The war is of no value except as it follows a battle, and the

July 4 of no value except it follows battle and war. A battle card may be played at any time, but whenever played it takes all that are down, unless followed by war.

4. A card that contains both battle and war, or battle and July 4, may be used for either, but not for both at the same time.

5. At the close of the game, that is, when any one is out of cards, all the cards that remain go to the one that had "Independence." When that card is played the one that played it should call the attention of the other players to the fact.

6. The winner is the one who, in a succession of games first gets 100 cards.

VI.—BANKER,

1. In this game the groups (see lists) are called *banks*.

2. Distribute the cards equally.

3. The first player calls on any one for all the cards in *Bank A*. If the person called upon has any in that bank he surrenders them. The first player then calls again, and continues till all the cards are banked.

4. When any one gets all the cards in any

bank, he lays them aside and announces that, that bank has "suspended payment."

5. When all the banks have suspended, each person that holds a bank is a *Banker*, and the person that has the greatest number of banks is Chancellor of the Exchequer.

VII.—FORTUNE TELLER.

1. Reject all the cards except two from each group,

2. From these select one and lay it aside without looking at it.

4. Distribute the remaining cards equally among the players,

4. Each player examines his cards and lays out all the matches he may have. Two cards are matched when they belong to the same group, that is both A, both B, or both C, etc.

5. The first player now draws one card from those remaining in the hands of his next left hand neighbor. If this completes a match he lays it aside and may draw again, and continues as long as he makes matches.

6. When he fails to make a match, the one from whom he drew draws from the one on

his left in the same manner, and so they continue till all the cards are matched but one.

7. The one that holds the card at the close of the game is to be an "old maid," or "old bachelor." The one that gets out first is to marry first, and the one that makes the most matches is to be the richest.

VIII.—SNAP.

1. Shuffle the cards well and deal them out as equally as possible.

2. The players hold their cards in an inverted position in the left hand, and draw from the bottom.

3. The first player lays a card, face up, on the table, the second player lays another card on this, the other players do likewise.

4. At any time that two cards belonging to the same group (that is have the same letter at the bottom), come together on the table, the person who first says "Snap," takes them all.

5. If two persons speak at the same time, divide the cards equally between them.

6. If when all the cards have been laid down there is a pile of cards on the table and

no snap, these cards are to be distributed again and the game continues as before.

7. When a person is out of cards he is out of the game, unless he has cards in the pile on the table, in that case he may watch while the others lay down, and "Snap" the pile the first opportunity.

8. The game ends when one person gets all the cards.

IX.—DOUBLE SNAP.

1. Shuffle the cards and distribute equally.

2. Hold the cards inverted in the left hand.

3. Number 1 lays a card on the table, face up. Number 2 lays a card face up by the side of Number 1. Number 3 lays a card, face up, by the side of Number 2, and all the players in order.

4. Whenever the top card in any pile is of the same group (that is has the same letter at the bottom), as the top card in some other pile, the person who first says "Snap A," or "Snap M," if the group be "A" or "M," takes the cards in both piles.

5. When all the cards have been laid down, redistribute those not snapped, and

continue the game as before, till no two cards of the same group remain.

6. The person that holds most cards has won the game.

X.—STATESMAN, NO. 1.

Rule 1 All cards having the names of States in the event are *State cards*; all the others are *common*.

2. A judge is chosen who distributes the cards equally to the players.

3. The first player reads the event on any card and hands it to the judge, the second player does the same, and so they all continue till some one reads a card having on it the name of a State. (That State then becomes the *leading State*)

4. Each of the other players now hand to the judge, *without reading*, another card. The player that hands in the *oldest card in the leading State* takes all the cards that are in the hands of the judge.

5. They then commence again as in Rule 3. the first player being the one that took the last lot of cards.

6. The first card handed in may be a

State card. In that case proceed as in Rule 4.

7. If a card contains the names of two or more States, each one may be used. You may thus have two or more leading States. In that case the cards that follow may be in either State.

8. When all the cards in the hands of any player are exhausted, the cards that remain in the hands of the others go to the one that held "Independence."

9. When a card contains two dates, use the one that will best serve the interests of the player.

10. The person who, in a succession of games, first gets 200 cards, (or any other number upon which the company agree) is *Statesman*, and may receive the title Hon.

XI.—STATESMAN, NO. 2.

The following method may be used when the party consists of less than four persons:

1. The first player reads an event and lays the card on the table, face upward.

2. The other players do likewise.

3 When any one plays a *State card*, all the others play upon it, reading the event as in the *common cards*. The oldest card in the reading *State* takes all that are on the table.

Rules 1, 5, 6, 7, 8, 9 and 10, of the preceding game apply to this one.

XII.—WAR, NO. 1.

1. All the cards in groups D, E, G, I, K, and M are *war cards*.

2. The most *recent* dates are highest.

3. The first player reads the event on a card and lays it on the table, face upward.

The other players do the same in order, and thus playing continues till some one plays a *war card*.

4. When a *war card* is played, it must be followed by a card of some kind from each of the other players, and the person that plays the highest *war card* takes all that are on the table.

5. A *war card* is played at any time, but the first one in each lot must be followed by a card of some kind from every other

player.

6. Rules 8, 9 and 10 in Statesman apply to this game.

The winner is *Generalissimo*.

XIII.—WAR, NO. 2.

1. This game is best played by having a judge to receive the cards and decide who is winner.

2. The rules of the preceding game apply to this, except Rule 4. Instead of it use the following:

3. The *war cards* should be handed in without reading. When any one hands in a *war card*, the Judge says, "War," and then announces the name of the card. Each of the other players then hands in a card without reading, and the Judge decides the case.

4. The name of every *war card* should be announced by the Judge when it is handed in, till the players become familiar with the cards; then it may be omitted.

XIV.—SCHOOLMASTER.

The Schoolmaster holds up a card and asks, "What took place in _____ ?" giving the date. The pupils must answer in regular order, and the one that answers correctly gets the card for his reward. When all the cards are out, the one that holds the greatest number is the best *Scholar*.

XV.—RECITATION.

The cards are divided equally among the members of the class, and they are allowed *three, five,* or more minutes to study the lesson. The teacher then takes the card of the first one, and telling him the name of the card, requires him to give the event with its date and sentiment. All that recite perfectly are good *scholars*. Those that do not recite perfectly should get the lesson over.

XVI.—SENTIMENT.

The conductor takes all the cards, and holding one in his hand, gives the sentiment. The player must then give the event with the date. If he does so he receives the card; if not, it is passed to the next. Thus the game

continues till all the cards are out. The one that holds the most cards at close of the game is the *Savant*.

XVII.—LAWYER.

1. All cards containing the names of States are either *deeds* or *mortgages*. All others are rejected. Reject also those cards that have the names of two or more States on them. The first card presented on any State is the *deed*, no matter what its date may be; the others, older or more recent, are *mortgages*.

2. Distribute the cards equally.

3. First lawyer holds up a card and says: "I have a deed for _____" (giving the name of the State), "bearing date _____" (giving the date).

4. If the next lawyer has a card in the same State, he holds it up, saying, "I have a mortgage on that State, bearing date _____" (giving the date.)

5. The first lawyer must now clear the State of this incumbrance by reciting the event on the mortgage. If he does so he takes the mortgage.

6. Another lawyer may now present a

mortgage, which must be cleared in the same manner.

7. When a lawyer holds a State clear of all incumbrance, he lays it aside, and the next lawyer begins, as in Rule 3.

8. If any lawyer fails to clear his State of any mortgage, he forfeits all his claims to the one that holds the mortgage, who now establishes *his* claim by clearing it of all incumbrances.

9. The game closes when all the cards have been presented.

10. Whoever at the close of the game holds one State or more is a *Judge*. If any one holds eight States he is *Chief Justice*.

XVIII.—PHILOSOPHER.

Forty or more of the cards are distributed equally among the players. The rest of the cards constitute a bank. The first player reads a sentiment, and the player at his right must give the event and date. If he does so, he receives the card, if not, it passes to the next, and so on till some one gives the event and date. If no one gets it, it remains in the

hands of the reader, who is entitled to draw two or more from the bank. The game ends when all the cards that were first distributed have been read. The one that holds the most cards at the close of the game is the *Philosopher*.

XIX.—BIOGRAPHER.

1. Reject all cards except those whose names are the names of men.

2. Distribute equally.

3. First player tells the name of a card. If the second player can give a short sketch of the life of the person named, he takes the card; if not, it passes around till some one can give it. If no one can give it, it remains in the hands of the one that offered it.

4. The second player then offers a card in the same manner. When all the cards have been offered, the player that holds the greatest number is the *Best Biographer*.

XX.—SENTIMENTAL BIOGRAPHER.

This game is played same as Biographer, except that the sentiment at the bottom is read instead of the name.

XXI.—HISTORIAN.

The conductor holds up a card and gives the sentiment. The first player is required to give the event with its date, and tell all the circumstances concerning it, and how the sentiment is connected with the event. If he does this he takes the card; if not, the next tries, and so on around the class. If no one gets it, it is laid aside as a book in the Library that has not been read. When all the cards are out, the one that holds the most is the best *Historian*.

(The game may be varied by distributing the cards as in the *Philosopher*.)

XXII.—SCHOOL.

Divide the cards equally among the pupils, and allow them five minutes to study. At the end of that time take up all the cards, and, selecting one, read the name of it. If the first pupil can give the event and date, give him the card, if not, pass it to the next, and so around the class until all the cards are out, always handing the card to the pupil that gave the event and date. The pupil

that receives the greatest number of cards is the *Prize Scholar*.

SPECIAL NOTE.—The best games for the schoolroom are *School*, *Schoolmaster*, *Auctioneer* and *Chronographer*. For pupils that are well versed in history, take *Lawyer*, *Historian* and *Biographer*. For a social party, the best games are *Auctioneer*, *Chronographer*, *Chronologist*, *Librarian* and *Lawyer*.

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