



**Die Reiter und das misgelaunte
Kind.**

“Daß das Gute die Menschen liebe,
Daß das Schlechte der Gute fliehe:
Lehr' dem Kind dieß früh erschaun,
Lebensglück sich zu erbaun.“

XL.

THE KNIGHTS AND THE BAD CHILD.

E'EN as a magnet, goodness draws the good;
A magnet does not plot, in scheming mood;
It simply *is*, and so attracts.
Oh, help your child to feel this in his heart:
Evil repels, but goodness without art,
Still, but resistless, like a magnet acts!

On its external side this game resembles its predecessor.

When little children are cross and sulky we often try to divert them by attracting their attention to something that is noisy and even deafening. This practice rarely attains its end. Nevertheless, there is an element of truth in the impulse out of which it springs, and it fails of its end just because it does not clearly recognise this latent truth or comply with its demands.

Discontent, crossness, and sulkiness, when not due to bodily ailment, are often caused by some excessive and one-sided excitement of the feelings—an excitement which, just because it is *one-sided*, renders the child powerless to free himself from it by his own effort. The little victim, who cannot help himself, and who is keenly suffering from his bad temper, needs all the help a wise and tender nurture can give. The best way to help him is to attract his glance quickly to some

unexpected object whose appearance is likely to allure and hold his attention. This object should not be a noisy one, for noise will tend only to augment his nervous excitement. It should, however, be something which is unexpected, surprising, and impressive. I have seen little children, whose excitement no one could soothe, calmed at once by being carried into another room and given an unexpected peep at the moon. I have seen the same result produced in the daytime, by carrying the overstrained child quickly out of doors and attracting his attention to running chickens or flying birds. The sight of something which unexpectedly disappears will also tend to distract the mind and calm the nerves.

The game now offered to you will attract your child, because it brings before him once again the knights who so captivate his imagination. The unexpected withdrawal of the knights will also direct his thoughts into new channels.

Motto and song interpret each other. The conclusion of the commentary on *The Knights* and the *Good Child* will also throw light upon the spirit of this little game.