

**Go Out and Play: Favorite Outdoor Games from KaBoom!**

*KaBOOM!*

Somerville, MA: Harvard Candlewick Press, 2012. Contents, images, resources. 96 pp. \$11.99 paper. ISBN: 9780763653303

This delightful book of children's outdoor games is designed to inspire parents, grandparents, and other adults to play outdoors with children. An introduction by Darell Hammond, founder and CEO of KaBOOM!, the organization promoting community-built playgrounds, challenges adults to reintroduce outdoor play into their children's lives. What he refers to as "play deficit" occurs because children spend too much time watching television and playing video games when they are at home, and because unsafe neighborhoods and the abolition of recess in some schools discourage outdoor play. He challenges parents to make their children play outdoors for at least sixty minutes each day and recommends the games in the book as a way to encourage outdoor play. Most of the games were contributed by Playworks, a nonprofit organization that provides play activities and supervision during school recess and at other play times. Additional games come from people who have participated in play days and wanted to share their ideas.

The book contains seventy play ideas including sixty-six tag games, hide-and-seek games, ball games, team games, sidewalk games, circle games, race games, and other miscellaneous games. *Go Out and Play* also offers four play ideas described as "no rule games." The latter includes role play, game design, and ideas for play

with sand and water and recycled materials. I remember some of these games from my childhood: Steal the Bacon, Duck, Duck, Goose, Red Light-Green Light, and Mother May I? Other games, like Red Rover, we played at scout meetings. These classic games used to be part of children's culture, but today's children, without recess or opportunities to hang out at playgrounds, might not know them. Other games are probably recent inventions, including variations of older games. Most of the game instructions in the book are simple and clearly described. I found a very few a bit confusing, but since adaptations to the rules are encouraged, it is possible to interpret them however one wishes.

Each section of the book starts with an appealing photo of children at play. Each game includes colorful drawings; a chart that recommends the number of players, their ages, and the amount of space they need; and a list of the minimum materials required. The book orients its message to parents, but they would need to round up relatives or a group of children from the neighborhood to organize these games. The book also works for teachers, camp counselors, and youth leaders of church programs, after-school programs, and scout troops.

The book presents excellent ideas on how to facilitate children's play under the following headings: "Make Play a Priority, Designate a Quiet Space, Role Play, Step in When Needed, Be Inclusive, Break the Rules, Let Go of Adult Agendas, and Provide Loose Parts." These ideas are designed to get children playing outdoors without dominating their play. These ideas aim to jumpstart children's imagination and

desire to organize their own outdoor play.

The book closes with a section on taking action to increase play opportunities for children. The eleven actions include mapping playgrounds in the neighborhood, organizing a playground watch, writing to the local newspaper, building a playground, and organizing a play day. Each idea includes a web link. Finally, a list of sixteen organizations supporting play is listed along with their websites. Included are the American Association for the Child's Right to Play, The Association for the Study of Play, Playworks, and the National Museum of Play at The Strong.

This helpful book is not only a resource for anyone wanting to encourage the children in their lives to play outdoors. It also provides resources for anyone wishing to enhance play opportunities in the neighborhood and community.

---

—Olga S. Jarrett, *Georgia State University, Atlanta, GA*

**Developmental Fairy Tales:  
Evolutionary Thinking and  
Modern Chinese Culture**

*Andrew F. Jones*

Cambridge, MA: Harvard University Press, 2011. Contents, notes, appendix, glossary of terms, index, images. 259 pp. \$49.95 cloth. ISBN: 9780674047952

Andrew F. Jones's fascinating and beautifully written book should be read by all those interested in childhood, toys, fairy tales, and the discourse of development and its vernacularization in specific cul-

tural contexts. A specialist in modern Chinese culture, Jones's earlier book, *Yellow Music: Media Culture and Colonial Modernity in the Chinese Jazz Age*, was a study of popular music and media culture in Shanghai during the first decades of the twentieth century (Jones 2001). In *Developmental Fairy Tales*, Jones again weaves together a study of Chinese modernity—this time using one of its most important intellectuals, Lu Xun. This book is as much a monograph on Lu Xun as it is a dynamic examination of his generation's evolutionary thinking. An emphasis on the pedagogical function of culture in its vernacular forms—newspaper article, popular magazine, children's premier, film, and fairy tale—supplies the intellectual link between Jones's earlier work and the current book.

The author's effort to restore the child and the beast to a central place in the narration of Chinese modernity is not without precedents. For Lu Xun and his generation, writing about the child and the beast was writing about the endangered nation. Chinese intellectuals and educators used the child and the beast as instruments to think through the issue of development. Jones joins a long tradition of intellectual inquiry into the underprivileged and the disadvantaged, a move that simultaneously confirms and challenges the evolutionary thinking prevalent in the history and historiography of modern Chinese culture. Jones's consistent attention to "the folk" is another manifestation of such interest, as he points out in a recent interview which appeared in a November 30, 2011, issue of *New Books in East Asian Studies* about his next project, a return to popular music and media culture in Main-