

There is more. This volume is a celebration of late nineteenth-century Canada intended for adult and younger reader alike. Asides are devoted to such topics as urban configuration, epidemics, temperance, bookstores, poetry, and even heating habits. Herein lies the book's major failing. So much has been jammed between its covers, both in print and illustration, that it is difficult for the reader to follow the biographical narrative. This is a book to be savoured in small portions on many occasions rather than devoured at one sitting. At its current price, *The John A. Macdonald Album* can be as satisfying an introduction to the life of Macdonald and nineteenth-century Canada as a dish of homemade baked beans can be on a winter's evening.

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Games and Politics

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More, "It happened in Canada", Gordon Johnston. Scholastic-TAB Publications Ltd. c1976. n.p. Paper.

Puzzling Canada, Barbara Thal Hodes. Illustrated by Holly Dymnt. Dundurn Press Limited, c1979. 80 pp. \$5.95 paper. ISBN 0-919670-45-8.

Sandy Mackenzie, why look so glum?, Gordon Henderson. Illustrated by Pic. Deneau and Greenberg Publishers Limited, 1979. n.p. \$6.95 hard.

The Canadian Album, The Canadian Events Game, J.K. Howard. Dundurn Press Ltd. 1979 \$12.95 ea.

Confederation Conference. Dundurn Press Ltd. 1979. \$25.50.

If you are looking for books and games to enliven class discussion or to enhance private reading on Canadian political history . . . limited help is here with this collection of books and games aimed at Junior to High School level. The initial enthusiasm of the reviewer sank as only one of the books really lived up to the task it had set itself.

More, "It happened in Canada" recounts amusing, odd and mysterious happenings which are all Canadian. The book is constructed on the Ripley "Believe it or not" format and is similarly attractive to children with its short snappy pieces of information. It would be good for poor or reluctant readers or just casual browsers.

Puzzling Canada is too difficult for all but the very brightest of young children. The instructions are confusing and the information often abstruse. It would be of some use in a classroom, where a teacher could use the puzzles as reviews of work already covered.

Sandy Mackenzie is the kind of thing that Dennis Lee does so well and perhaps for this reason this particular effort is by comparison not very appealing. The light touch is there, the silly rhymes and anecdotes on Canadian Political Leaders and cartoons are amusing, but the mild humour appeals more to adults than children. The language is more suitable for adults too.

The three games that I examined and tested were on the whole more useful for classroom teachers than for general use. *The Canadian Album*, designed by J.K. Howard, will acquaint players with famous personalities in Canadian History. The object of the game is to combine letter, occupation and time cards to represent a famous Canadian person. However, the roles are complex and the game lengthy, bordering on tedium. Individual players must have a good knowledge of Canadian history to maintain a reasonable pace. It could be simplified and used successfully with small groups in the classroom. *The Canadian Events Game*, also designed by J.K. Howard, will familiarize players with major events in Canadian History. The rules are easily followed and the game lively. It provides a great deal of fun and discussion. This game could appeal to students of Canadian History from grade seven to thirteen. Although the game is intended for three to six players, it can be used effectively in a large classroom if teams are established.

The Confederation Conference is a simulation game designed to increase understanding of the problems, issues and significances of confederation. This is a complex game for *well-prepared* students – senior and advanced. One or two weeks preparation, and background study, would be needed for this game to work effectively, but then it can be fun and rewarding.

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