

A Dictionary Of Superstitions Oxford Quick Reference

Knowledge of plant names can give insight into largely forgotten beliefs. For example, the common red poppy is known as "Blind Man" due to an old superstitious belief that if the poppy were put to the eyes it would cause blindness. Many plant names derived from superstition, folk lore, or primal beliefs. Other names are purely descriptive and can serve to explain the meaning of the botanical name. For example, Beauty-Berry is the name given to the American shrub that belongs to the genus *Callicarpa*. *Callicarpa* is Greek for beautiful fruit. Still other names come from literary sources providing rich detail of the transmission of words through the ages. Conceived as part of the author's wider interest in plant and tree lore and ethnobotanical studies, this fully revised edition of Elsevier's Dictionary of Plant Names and Their Origins contains over 30,000 vernacular and literary English names of plants. Wild and cultivated plants alike are identified by the botanical name. Further detail provides a brief account of the meaning of the name and detailed commentary on common usage. * Includes color images * Inclusive of all Latin terms with vernacular derivatives * The most comprehensive guide for plant scientists, linguists, botanists, and historians

Baby games, lullabies, rhymes, street cries and folk ballads comprise these selections from the British oral tradition

The first edition of ELL (1993, Ron Asher, Editor) was hailed as "the field's standard reference work for a generation". Now the all-new second edition matches ELL's comprehensiveness and high quality, expanded for a new generation, while being the first encyclopedia to really exploit the multimedia potential of linguistics. * The most authoritative, up-to-date, comprehensive, and international reference source in its field * An entirely new work, with new editors, new authors, new topics and newly commissioned articles with a handful of classic articles * The first Encyclopedia to exploit the multimedia potential of linguistics through the online edition * Ground-breaking and International in scope and approach * Alphabetically arranged with extensive cross-referencing * Available in print and online, priced separately. The online version will include updates as subjects develop ELL2 includes: * c. 7,500,000 words * c. 11,000 pages * c. 3,000 articles * c. 1,500 figures: 130 halftones and 150 colour * Supplementary audio, video and text files online * c. 3,500 glossary definitions * c. 39,000 references * Extensive list of commonly used abbreviations * List of languages of the world (including information on no. of speakers, language family, etc.) * Approximately 700 biographical entries (now includes contemporary linguists) * 200 language maps in print and online Also available online via ScienceDirect – featuring extensive browsing, searching, and internal cross-referencing between articles in the work, plus dynamic linking to journal articles and abstract databases, making navigation flexible and easy. For more information, pricing options and availability visit www.info.sciencedirect.com. The first Encyclopedia to exploit the multimedia potential of linguistics Ground-breaking in scope - wider than any predecessor An invaluable resource for researchers, academics, students and professionals in the fields of: linguistics, anthropology, education, psychology, language acquisition, language pathology, cognitive science, sociology, the law, the media, medicine & computer science. The most authoritative, up-to-date, comprehensive, and international reference source in its field Interest in the middle ages is at an all time high at the moment, thanks in part to "The Da Vinci Code." Never has there been a moment more propitious for a study of our misconceptions of the Middle Ages than now. Ranging across religion, art, and science, Misconceptions about the Middle Ages unravels some of the many misinterpretations that have evolved concerning the medieval period, including: the church war science art society With an impressive international array of contributions, the book will be essential reading for students and scholars involved with medieval religion, history, and culture.

A Dictionary of Superstitions Oxford University Press, USA

A collection of favorite rhymes found in folk literature and lesser known rhymes passed down in regional or family traditions.

From 'A was an apple-pie' to 'Yankee Doodle came to town', this classic dictionary brings together over 500 nursery rhymes, songs, nonsense jingles, lullabies, and rhyming alphabets traditionally handed on to young children. Each item comes with a unique set of notes recording its origins, publishing history, literary associations, variations, parodies, and parallels in other languages. This second edition has been revised throughout to incorporate the results of recent bibliographical scholarship, and includes a new essay on the singing tradition of nursery rhymes by Cecily Raysor Hancock. The Oxford Dictionary of Nursery Rhymes remains the standard work on the subject, for scholars, parents, and children alike.

What's in a name? Rather more than you might at first suspect, for names are steeped in history and myth and have much to tell us about our past, our beliefs - even our personality traits. Now fully updated for its second edition, with 150 new entries, The Penguin Dictionary of First Names takes a close look at over 5,000 examples, ranging from the familiar to the comparatively obscure, drawn from all parts of the English-speaking world. Detailed and informative, it is essential reading for expectant parents and for anyone who is intrigued by the story attached to each name.

Some entries include information on uses and symbolism.

This anthology brings together the outstanding verse written for children over a period of five hundred years. It contains more than 300 poems written by 123 authors, and includes the rhymed precepts of medieval times, the admonitory verse of Elizabethan Puritans, the inspirational verse of Blake and Christopher Smart, the nonsense verses of Edward Lear and Lewis Carroll, the nursery verses of Robert Louis Stevenson and A. A. Milne, and the poetical imaginings of Christina Rossetti, Eleanor Farjeon, and Walter de la Mare. It has truly been called "A companion to the mature of all ages, no matter how young."

The first volumes contain a 15th-century commentary on the Ten Commandments in dialogue form. The third and final volume contains full discussion of the text's historical context and description of the manuscripts -- Provided by the publisher.

An entertaining reference on English folklore features 1250 entries that shed new light on the colorful history behind the holidays, legends, superstitions, traditions, contemporary urban legends, and customs of England, discussing such topics as Mother Goose, Robin Hood, folk cures, wishbone wishes, festivals, and more.

This edition is for students and academics of Woolf's works. It aims to be as comprehensive as possible in providing an authoritative text, hundreds of explanatory notes and an extensive introduction describing the composition of the novel and its critical reception 1922-41.

First published in 1959, Iona and Peter Opie's *The Lore and Language of Schoolchildren* is a pathbreaking work of scholarship that is also a splendid and enduring work of literature. Going outside the nursery, with its assortment of parent-approved entertainments, to observe and investigate the day-to-day creative intelligence and activities of children, the Opies bring to life the rites and rhymes, jokes and jeers, laws, games, and secret spells of what has been called "the greatest of savage tribes, and the only one which shows no signs of dying out."

The Roman author Pliny the Younger characterizes Christianity as "contagious superstition"; two centuries later the Christian writer Eusebius vigorously denounces Greek and Roman religions as vain and impotent "superstitions." The term of abuse is

the same, yet the two writers suggest entirely different things by "superstition." Dale Martin provides the first detailed genealogy of the idea of superstition, its history over eight centuries, from classical Greece to the Christianized Roman Empire of the fourth century C.E. With illuminating reference to the writings of philosophers, historians, and medical teachers he demonstrates that the concept of superstition was invented by Greek intellectuals to condemn popular religious practices and beliefs, especially the belief that gods or other superhuman beings would harm people or cause disease. Tracing the social, political, and cultural influences that informed classical thinking about piety and superstition, nature and the divine, "Inventing Superstition" exposes the manipulation of the label of superstition in arguments between Greek and Roman intellectuals on the one hand and Christians on the other, and the purposeful alteration of the idea by Neoplatonic philosophers and Christian apologists in late antiquity. "Inventing Superstition" weaves a powerfully coherent argument that will transform our understanding of religion in Greek and Roman culture and the wider ancient Mediterranean world.

The Concise Oxford Dictionary of Phrase and Fable is a new reference work, providing a wealth of fascinating and informative background detail for over 10,000 phrases and allusions used in English today. Drawing from Oxford's unrivalled bank of language and quotation on-line resources, this highly browsable pot pourri of allusive terms includes entries from a broad range of topics, from classical mythology, history, religion, folk customs, superstitions, science and technology, philosophy, and popular culture. From African Eve to white van man, from Barbie doll and bunny boiler to the big bang theory, the dictionary gives reliable, up-to-date insights into the origin and history of words and phrases, with ample cross-referencing.

Across the country and around the world, people avidly engage in the cultural practice of hunting. Children are taken on rite-of-passage hunting trips, where relationships are cemented and legacies are passed on from one generation to another. Meals are prepared from hunted game, often consisting of regionally specific dishes that reflect a community's heritage and character. Deer antlers and bear skins are hung on living room walls, decorations and relics of a hunter's most impressive kills. Only 5 percent of Americans are hunters, but that group has a substantial presence in the cultural consciousness. Hunting has spurred controversy in recent years, inciting protest from animal rights activists and lobbying from anti-cruelty demonstrators who denounce the custom. But hunters have responded to such criticisms and the resulting legislative censures with a significant argument in their defense—the claim that their practices are inextricably connected to a cultural tradition. Further, they counter that they, as representatives of the rural lifestyle, pioneer heritage, and traditional American values, are the ones being victimized. Simon J. Bronner investigates this debate in *Killing Tradition: Inside Hunting and Animal Rights Controversies*. Through extensive research and fieldwork, Bronner takes on the many questions raised by this problematic subject: Does hunting promote violence toward humans as well as animals? Is it an outdated activity, unnecessary in modern times? Is the heritage of hunting worth preserving? *Killing Tradition* looks at three case studies that are at the heart of today's hunting debate. Bronner first examines the allegedly barbaric rituals that take place at deer camps every late November in rural America. He then analyzes the annual Labor Day pigeon shoot of Hegins, Pennsylvania, which brings animal rights protests to a fever

pitch. Noting that these aren't simply American concerns (and that the animal rights movement in America is linked to British animal welfare protests), Bronner examines the rancor surrounding the passage of Great Britain's Hunting Act of 2004—the most comprehensive and divisive anti-hunting legislation ever enacted. The practice of hunting is sure to remain controversial, as it continues to be touted and defended by its supporters and condemned and opposed by its detractors. With *Killing Tradition*, Bronner reflects on the social, psychological, and anthropological issues of the debate, reevaluating notions of violence, cruelty, abuse, and tradition as they have been constructed and contested in the twenty-first century.

This Dictionary is part of the Oxford Reference Collection: using sustainable print-on-demand technology to make the acclaimed backlist of the Oxford Reference programme perennially available in hardback format. What is a ham-and-egger? What are Anglo-Saxon attitudes? Who or what is liable to jump the shark? Who first tried to nail jelly to the wall? The answers to these and many more questions are in this fascinating book. Here in one volume you can track down the stories behind the names and sayings you meet, whether in classic literature or today's news. Drawing on Oxford's unrivalled bank of reference and language online resources, this dictionary covers classical and other mythologies, history, religion, folk customs, superstitions, science and technology, philosophy, and popular culture. Extensive cross referencing makes it easy to trace specific information, while every page points to further paths to explore. A fascinating slice of cultural history, and a browser's delight from start to finish. What is the fog of war? Who first wanted to spend more time with one's family? When was the Dreamtime? How long since the first cry of Women and children first? Where might you find dark matter? Would you want the Midas touch? Should you worry about grey goo?

This collection of fifty-nine poems spans six hundred years of literary tradition, from Chaucer to Auden, and includes such selections as Pope's "Rape of the Lock" and Coleridge's "Ancient Mariner"

Francis Willughby's *Book of Games*, published here for the first time, is a remarkable work and an invaluable resource for anyone with an interest in early modern social history. Dating from the 1660s, it was left unfinished when the writer died in 1672 at the age of 36. Nevertheless, Willughby's manuscript, even in its unpolished form is a goldmine of detail providing a snapshot of mid seventeenth century life, language and culture. The manuscript itself lists a wide variety of sports, games and pastimes, including football, hurling, card games, tennis and children's games. As well as providing rules and a description of the various games (often with accompanying sketches to explain particular points) there are numerous fascinating snippets of related information (such as the care of fighting cocks), that bring the subject to life, whilst the section on children's games is particularly poignant. Besides the intrinsic interest of the subject matter, the fact that Willughby embarked on the project from a scientific perspective adds to the value of the book. Willughby had been admitted to the Royal Society in 1661 and for a number of years prior to that had been collaborating with the naturalist John Ray. It is clear that Willughby's *Book of Games* was highly influenced by his scientific pursuits and was an extension of his natural history work, utilising the same skills of systematic observation, description and classification. Providing not only a word-for word transcription of the *Book of Games*, this volume also contains a host of

interpretative material to complement the original data. As well as a biography of Willughby and a detailed description of his manuscript, a substantial glossary of games and obsolete terms is provided, together with a bibliography of Willughby's literary remains and more general reference works. Taken together, this publication provides an unparalleled resource for scholars of early modern England.

If you've ever wanted the definitive answers on subjects such as black cats, magpies and spilt milk, look no further than this classic, critically acclaimed dictionary. Hundreds of superstitions and beliefs, including spells, cures, rituals, taboos, charms, and omens are covered, and illustrated by quotations that trace their development through the centuries. Subjects include advice on the signs to observe when getting married, the significance of animals, plants, stones, colours, food and drink, the elements and heavenly bodies, precautions to be taken after a death in the house, and many more. Superstitions are arranged alphabetically by subject, and fully cross referenced for easy browsing.

An intelligent, amusing, and affectionate look at cats in history, literature, and art
Traces the history of more than a hundred children's singing games, including the Mulberry Bush, Skip to My Lou, the Muffin Man, and Ring a Ring o' Roses
Do you touch wood for luck, or avoid hotel rooms on floor thirteen? Would you cross the path of a black cat, or step under a ladder? Is breaking a mirror just an expensive waste of glass, or something rather more sinister? Despite the dominance of science in today's world, superstitious beliefs - both traditional and new - remain surprisingly popular. A recent survey of adults in the United States found that 33 percent believed that finding a penny was good luck, and 23 percent believed that the number seven was lucky. Where did these superstitions come from, and why do they persist today? This Very Short Introduction explores the nature and surprising history of superstition from antiquity to the present. For two millennia, superstition was a label derisively applied to foreign religions and unacceptable religious practices, and its primary purpose was used to separate groups and assert religious and social authority. After the Enlightenment, the superstition label was still used to define groups, but the new dividing line was between reason and unreason. Today, despite our apparent sophistication and technological advances, superstitious belief and behaviour remain widespread, and highly educated people are not immune. Stuart Vyse takes an exciting look at the varieties of popular superstitious beliefs today and the psychological reasons behind their continued existence, as well as the likely future course of superstition in our increasingly connected world. ABOUT THE SERIES: The Very Short Introductions series from Oxford University Press contains hundreds of titles in almost every subject area. These pocket-sized books are the perfect way to get ahead in a new subject quickly. Our expert authors combine facts, analysis, perspective, new ideas, and enthusiasm to make interesting and challenging topics highly readable.

For nearly forty years Iona Opie worked with her late husband Peter on a notable series of books on the traditional lore of childhood. As part of the fieldwork from 1970 onwards, she visited the local school playground every week. The children

accepted Mrs Opie as a regular feature of the playground, a harmless collector of jokes and games. Her aim, however, was to provide the living context of school-lore, rather than the lore itself. She achieved this by writing down events exactly as they happened, and conversation exactly as they were spoken. The result is a startlingly honest portrait of children at play, at once charming and hilarious, alarming and poignant, and full of infectious vitality. We see games seasons as they come and go, watch ephemeral amusements being devised and forgotten, and see how school-lore evolves and is transmitted. Much fundamental human behaviour is recorded: the differences in attitudes between the sexes; the boys' irrevocable devotion to fighting and football, and their innate kindness; the art of storytelling; the friendships and enmities; the excited interest in sex; the diversity of characters; and above all, the hilarity which pervades the playground, creating entertainment out of trivialities. In the uninhibited language and astonishing inventiveness chronicled in these pages we recognize the games and jokes of previous generations; at once a revelation and a reassurance of continuity, this book offers a unique insight into the world of the child.

Collection of Mother Goose rhymes with illustrations.

In the 1960s, Iona and Peter Opie observed that although many books had been written about how children should play, none had been written about how they actually played. To fill the gap they carried out an exhaustive survey, through the decade, of the games that children 'in fact play' when aged roughly between six and twelve years of age, and when outdoors -- and usually when out of sight. The result was their classic work 'Children's Games in Street and Playground'. It records games played in streets, parks, playgrounds and wastelands by more than 10,000 children from the Shetland Isles to the Channel Islands, although the majority of the information comes from children living in big cities such as London, Liverpool, Bristol and Glasgow. In all, around 125 games are described in detail, including the rhymes and sayings children repeat while playing them, together with the different names they are called. Brief historical notes are also included where relevant. There are important lessons to be learned from this book about giving children the time and physical space to be themselves with other children. Previously published as 'Children's Games in Street and Playground, Volume 1' and 'Volume 2'.

This final volume of the Opies' acclaimed trilogy deals with children's games that use equipment - such as marbles, skipping, fivestones, and ball-bouncing. They describe rules of play, the history of the game, and accompanying rhymes and chants.

There is no populated place without a name, and every name is chosen for a reason. This fascinating dictionary unveils the etymological roots and history of thousands of locations and landmarks from around the world. It contains over 11,000 entries, and covers an enormous range of country, region, island, city, town, mountain and river names from across the world, as well as the name in the local language. Place names are continually changing, and new names are adopted for many different reasons such as invasion, revolution, and decolonization. The Concise Dictionary of World Place-Names includes selected former names, and, where

