



Hickory dickory dock

Hickory dickory dock.
 The mouse ran up the clock.
 The clock struck 1.
 The mouse ran down.
 Hickory dickory dock.
 Tick tock, tick tock.

Hickory dickory dock.
 The mouse ran up the clock.
 The clock struck 2.
 The mouse said BOO!
 Hickory dickory dock.
 Tick tock, tick tock

Hickory dickory dock.
 The mouse ran up the clock.
 The clock struck 3.
 The mouse went whee!
 Hickory dickory dock.
 Tick tock, tick tock

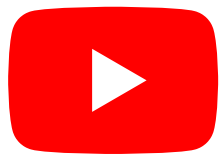
Hickory dickory dock.
 The mouse ran up the clock.
 The clock struck 4.
 The mouse said 'No more'.
 Hickory dickory dock.
 Tick tock, tick tock

Preschool/Families

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PARTNER



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Musical Games Playing Music

Preschool/Families

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BABIES/TODDLER: Sit baby/toddler on your knee facing you or facing out

- 1. Draw a circle on their body and either run fingers up the child's back or jiggle them up and down
- Bounce or raise knees and bump to the floor for the chime
- Run fingers down
- Sway side to side
- 2. Repeat the above playing peekaboo instead of running fingers down
- Sway side to side
- 3. Repeat as before, raising knees and sliding to the floor instead of peekaboo
- Sway side to side
- 4. Repeat the above shaking your head and one finger instead of sliding
- Sway side to side

SINGING GAME WITH PUPPETS: The above actions can be done but using a hand puppet to play peekaboo and run up and down your child, tickling their body.

SINGING GAME: Children and adults hold hands facing each other and sway to and fro like a pendulum.

- Run on the spot like the mouse
- Jump together as the clock chimes
- Peekaboo
- 'Whee!' - lift your child up and swing them round
- 'No more' - both freeze like a statue

CAR JOURNEY CHALLENGE: Add additional chimes and think of more actions.

Replace the mouse with other animals.
Sing the number in a different language.

RAINY DAY GAME: A group of adults with their toddlers stuck in someone's house on a rainy day? Make a clock and a mouse puppet and sing the song, moving the hands of the clock as you sing.

Find some saucepans and/or saucepan lids and crash them together as the clock chimes.

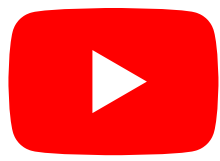


Song Lyrics and more...

Topic Playlists and more...

Musical Games and more...





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PreK/Kindergarten

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Musical Games Playing Music

PreK/Kindergarten

SINGING RING GAME: This can be played a bit like 'duck, duck goose'. Children form a circle and one child walks round the outside. As the number 1 is counted, the child in the circle is tapped on the shoulder and they both run in opposite directions to get back to the space. Meanwhile, the children continue to sing and keep 'tick tocking' until someone is back in the space. After 'boo' they run. As they shout 'whee!' they run. On 'no more' they all sit down.

CLAPPING GAME: I love to adapt songs to clapping games. They encourage children to keep to the beat, work together and improvise. Children can clap and pat to the beat for the first line. As the mouse runs up and down they can link/catch hands as if making a chain. Pat for each chime of the clock and encourage children to develop improvise and come up with their own ideas.

CLASS PERCUSSION: This is a great song for learning to play to the beat. Play around with the song by clapping the rhythm and then singing the song while clapping and walking to the beat.

Sing the song and play a percussion instrument to the beat. Claves are a good class instrument for this. Change the dynamics - loud and soft both with the instrument and voices.

Show a collection of instruments and talk with the children to find different instruments which can be played during the song. Maybe cymbals could be played on the counting, maracas for the 'running', a drum for the 'boo' and the claves for the 'tick tock'.

SONG CHALLENGES:

- Replace the mouse with other animals and think how they move e.g 'the frog hopped up the clock', 'the snake slithered up the clock'.
- Clap on the words that rhyme or the words which begin with the same letter as each child's own name so they all clap on different words.

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