HICKORY DICKORY DOCK



Sing along to the track





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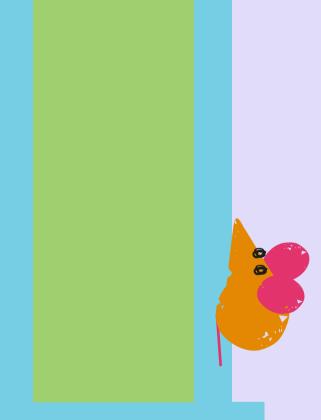


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Hickory dickory dock
Mouse ran up the clock
The clock struck **one**

1. Boing!

Mouse ran down
Hickory dickory dock
Tick tock tick tock











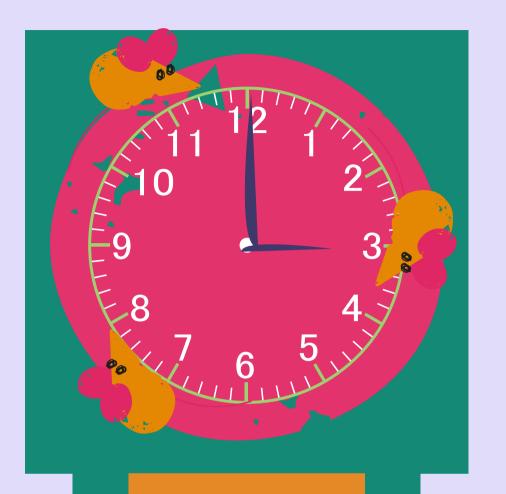
Hickory dickory dock
Mouse tiptoed up the clock
The clock struck **two**1, 2.
Mouse said **"Boo"**Hickory dickory dock

Tick tock tick tock tick tock





Hickory dickory dock Mouse ran up the clock The clock struck three 1,2,3 Mouse went whee! Hickory dickory dock Hickory dickory dock







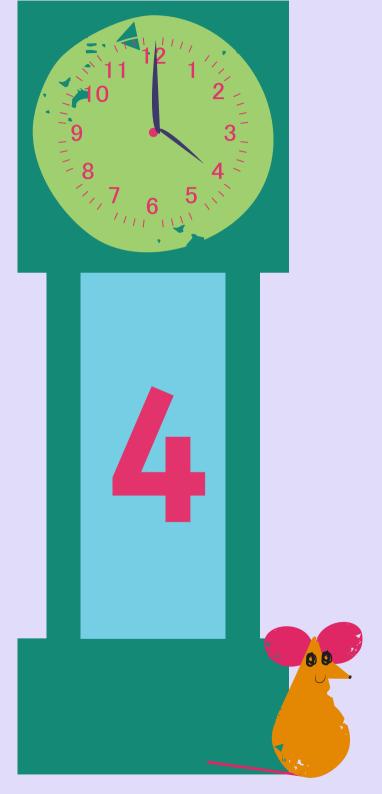








Hickory dickory dock Mouse walked up the clock The clock struck four 1,2,3,4 Mouse said "No more" Hickory dickory dock Tick tock tick tock tick tock













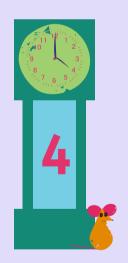
Hickory dickory dock
Mouse ran up the clock
The clock struck one
1. Boing!
Mouse ran down
Hickory dickory dock
Tick tock tick tock



Hickory dickory dock
Mouse ran up the clock
The clock struck **three**1,2,3
Mouse **went whee!**Hickory dickory dock
Hickory dickory dock



Hickory dickory dock
Mouse **tiptoed** up the clock
The clock struck **two**1, 2.
Mouse said **"Boo"**Hickory dickory dock
Tick tock tick tock



Hickory dickory dock
Mouse walked up the clock
The clock struck four
1,2,3,4
Mouse said "No more"
Hickory dickory dock
Tick tock tick tock









Hickory Dickory

Dock



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Brain Challenge

- Only clap on the words that rhyme.
- OR... Each person only claps on the words beginning with the first letter of each person's name e.g David = dickory and dock



- What other animals could you sing about?
- The frog hopped up the clock...
- The snake slithered up the clock...
- Can you sing the song in the voice of the animal you are singing about?





How many different languages can you count in when the clock strikes the hour? Can you count to 12 in that language?





SINGING GAME FOR ADULT AND CHILD

Adult holds hands with child. Facing each other, they sway to and fro like a pendulum. As the mouse runs, both run on the spot.

Jump together as the clock chimes.

'Boo' - hide faces and peekaboo

"Whee!" - adult lifts child up and swings them round

"No more" - both freeze like a statue.















Hickory Dickory

Dock



Moving Around the Room

Talk about how a mouse might move and then encourage children to move differently around the room for each verse.

As the clock strikes stop and jump or clap for each strike of the hour, and then do an action. Sway from side to side for the tick tock.

Verse 1 "ran up the clock" 1 = boing Verse 2- "tiptoed up the clock" 2 = boo Verse 3 - "ran up the clock" - faster 3 = whee!

Verse 4- "walked up the clock" 4 = no more

Click the links to explore!



The clock struck 5, mouse started to jive

The clock struck 6, mouse got in a fix

The clock struck 7, mouse drove to Devon

The clock struck 8, mouse cried "It's late!"

Clapping Game

Clap and pat as you sing Hickory dickory dock and then encourage the children to think of some actions they can do for each of the verses:

run - boing tiptoe - boo run quickly - whee! walk - no more





Musical Activity with a

Scrunchie/Squirble

There are many songs that you can sing with the squirble. It is also great for helping children to create and stay in a circle. This game can be played a bit like 'duck duck goose'.

Children form a circle and one child walks around the outside while the children are singing.

As the number 1 is counted, the child taps on a friend's shoulder and they both run round in opposite directions, with children singing the song and then singing 'tick tock' until they come back to the space.

You can then decide which words the children tap and run on for the following verses -

2- "Boo"

3 - "whee!"

4- last one to sit down :)

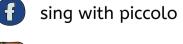


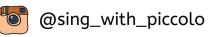


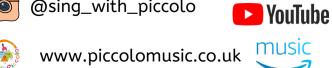


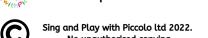


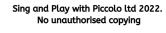
















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