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Volume 2

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1. Oliver Twist

Traditional

Ol - i - ver Twist, you can't do this so what's the use of try - ing?

Touch your knees, touch your toes, clap your hands and a - round you go.

Directions: This is a traditional ball bouncing game. I've adapted it for classroom use by having one child in the middle make up an action that children have to perform while touching knees, toes, clapping hands and turning around. e.g. jump and sing the song. When you get to "touch your knees," do it while jumping.

2. Jim Along Josie

Traditional

Hey! Come a-long Jim a-long Jo - sie, Hey! Come a-long Jim a-long Joe.

2. Hey! Run along, run along Josie. Hey! Run along, run along, Joe.
3. Hey! Hop along, hop along Josie. Hey! Hop along, hop along Joe.
4. Hey! Skip along, skip along Josie. Hey! Skip along, skip along Joe.

Directions: Children move freely around the classroom as they sing. Ask the children to make up new verses, and then the children move according to the verse they have made up.

3. Hokey Pokey

Traditional

You put your right hand in. You put your right hand out. You put your right hand in and you shake it all a - bout. You do the ho - key po - key and you turn your-self a-round, and that's what it's all a - bout!

2. left hand 3. right leg 4. left leg 5. right hip 6. left hip 7. head 8. whole self

Directions: All children form a single circle.

Measures 1-3: You put your right....
 Measure 4: shake it all about
 Measure 5-6: do the hokey pokey
 Measure 7: that's what it's all about

put right hand in and out as the words indicate
 shake your hands
 wave both hands in the air while you turn yourself in a circle
 clap five times and jump up at the end

6. This Way Thataway

Traditional



This way that - a-way. This way that - a-way. This way that - a-way all day long.

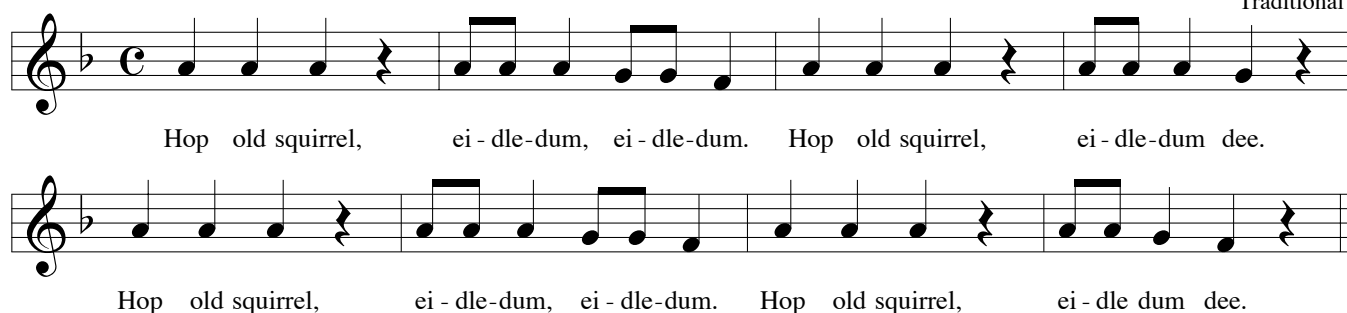
Here comes Da - vid strut - tin' a - long. Here comes Da - vid strut - tin' a - long.

Here comes a-noth - er one just like the oth - er one. Here comes a-noth - er one all day long.

Directions: Form 2 lines with partners facing each other. On the words “This way thataway” partners jive with each other. When you sing “Here comes David”, David, one of the head pair makes up an action as he struts down the alley. On the words “Here comes another one,” his partner comes down the alley making up an action. It can be the same action or it can be different. Continue the game until everyone has had a turn. The students may be shy at first, but this is a class favorite once they know it.

7. Hop Old Squirrel

Traditional



Hop old squirrel, ei - dle-dum, ei - dle-dum. Hop old squirrel, ei - dle-dum dee.

Hop old squirrel, ei - dle-dum, ei - dle-dum. Hop old squirrel, ei - dle dum dee.

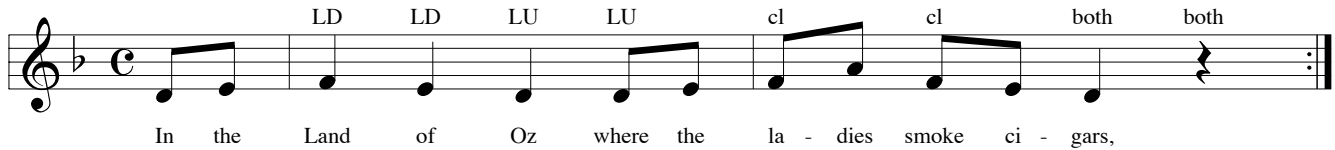
2. no voices on the CD - make up your own action. eg. run old squirrel
3. fly old squirrel

Directions: Begin by having children hop freely to the beat as they sing the song. Ask the children how else the squirrel might move. Repeat the song, changing the action to what the children suggest.

An interesting variation is used by Elaine Anderson of Red Deer in her kindergarten classes. Instead of the words “eidledum eidledum,” she uses the words “listen listen” and freezes in place. No one is allowed to move until the teacher moves. This helps children to learn that “listen” means to freeze. They must watch AND listen.

13. In the Land of Oz

Traditional



2. Every puff they take is enough to kill a snake.
3. When the snakes are dead, they put roses on their heads.
4. When the roses die, they put diamonds in their eyes.
5. When the diamonds break, it is 1998!

Directions: This is a clapping game for two people. The directions are given above the song. Each person starts with left hand down (LD) and right hand up. My partner's right hand will be under my left. My partner's left hand will be over my right. My left hand will clap down (LD LD) and my right will clap up. Do this twice. Then repeat reversing hands with your partner. Your left hand will now be up. (LU LU) Next clap your own hands twice (cl cl), and then clap both your partner's hands twice. (both both) This pattern repeats until the end of song. Be sure to begin the clapping pattern on the word "land". Be sure to discuss with the students why they should not smoke cigars. Have them make a list of reasons telling why smoking is unhealthy.

14. My Landlord

Traditional

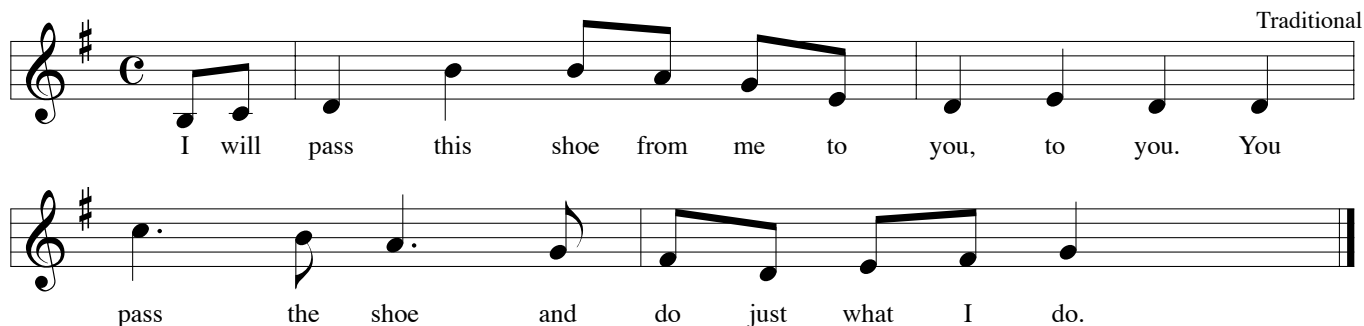


Directions: This is a clapping game for two people. The clapping pattern is eight beats long and repeats until the end of the song. Begin the pattern on beat one of the first complete measure.

- Beat 1: clap own hands
- Beat 2: clap right hands with your partner
- Beat 3: clap own hands
- Beat 4: clap left hands with your partner

- Beat 5: clap own hands
- Beat 6: clap both hands with your partner
- Beat 7: cross your own hands on your shoulders
- Beat 8: pat your own thighs

33. Pass the Shoe



Directions: Pick up and pass a shoe to the beat while you sing the song. Pick up the shoe on the weak beats and place the shoe in front of the person on your right on the strong beats. Begin with only one shoe. When students are proficient at picking up and passing on weak and strong beats, add shoes to the game. Each time you try the game, try it with more shoes being passed, until you can pass one shoe for every player!

You may want to try this game with cups instead of shoes. If you begin the game with a pile of cups in front of you and pass them one at a time, the children are better able to pass in the correct direction than if you hand out 25 cups and ask them to begin passing them. You may want to try some variations in the passing pattern. For example: pick up, hit the cup twice on the floor, pass the cup.

34. London Bridge is Falling Down



2. Build it up with sticks and stones ...
3. Take the key and lock her up ...

Directions: Two children join hands and form an arch. They secretly decide who is silver and who is gold. The other children form a single line to walk through the arch during the singing of the verses. At the end of each verse, on the words “my fair lady,” the bridge falls and captures a prisoner. The bridge gently sways the prisoner back and forth. At the end of the chorus, the prisoner is secretly asked if he wants to pay with silver or gold. The prisoner then stands behind the child representing his choice. When all children have been captured, a tug of war between “gold” and “silver” ends the game.

Variation: Each verse, capture a child. Each child captured forms another arch, either with the teacher or with another student. The game continues until there are more arches than players!