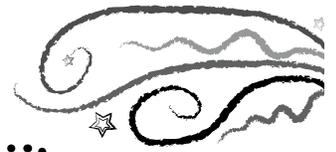


Hello, Everybody



AGES: 3-5

This song serves as a nice way to introduce the children to each other, and it encourages them to notice details about themselves and one another, such as patterns, kinds of clothing, and what colors each is wearing.



CD Track 1

Traditional

C

Hel - lo, ev - 'ry-bod - y, yes, in - deed, —

G C

yes, in - deed, — yes, in - deed. — Hel -

lo, ev - 'ry - bod - y, yes, in - deed, —

F G C

yes, in - deed, my dar - ling.

How to Play

Sing this hearty tune at circle time as the children are coming in and getting acquainted. Listen to the recording for the added interlude, which personalizes the song for each child in your class. Of course, you can use any name instead of Henry, and the details you're singing about should match the child with that name.

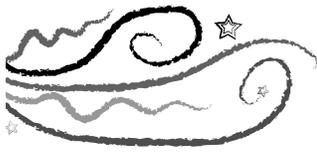
Lessons Learned

If you are using the interlude, this song can take a long time if you use the entire song to sing each child's name and corresponding description, so you might want to try an abridged version, such as the one described in the "Fun Variation" section, instead. Children may get restless after they've had their turns. To quicken the pace of this song, group several names and descriptions together, such as "I see Joey, Patricia, Ezra, and Matteo sitting on the bench" or "I see five children wearing red, and their names are Omar, Linda, Kaitlin, Anoush, and Seth!"

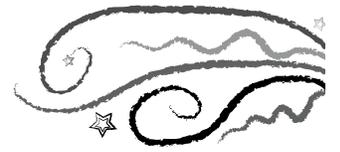
Fun Variation

"Hello, Everybody" can travel around the circle at the final meeting at the end of the school day, before the door opens to parents and caregivers. To adapt the song to this occasion, replace each instance of Hello in the song with Good-bye, and sing an abridged version by singing to each child by name, without ad-libbing descriptions of the children as you might have done during "Hello, Everybody."





Who Stole the Cookies?



AGES: 4-6

This game includes a strong sense of rhythm and teaches alertness through call-and-response. When it's played with a ball, it can also develop coordination.



CD Track 7

How to Play

You will need one playground-size ball. Seated in a circle with your children, place the ball in front of you. Then chant:

Who stole the cookie from the cookie jar?

As you chant, alternate patting your hands on your knees for one beat with clapping your hands together for the next. Choose a child's name (let's say Harry) and chant:

Harry stole the cookie from the cookie jar!

As you chant, gently push the ball so that it rolls over to Harry, who should receive the ball, stopping it with both his hands.

Harry asks:

Who, me?

The group responds:

Yes, you!

Harry shrugs and says:

Couldn't be!

The group asks:

Then who?

Now Harry chooses a classmate. Let's say he chooses Tara; Harry gently rolls the ball toward Tara, all the while chanting:

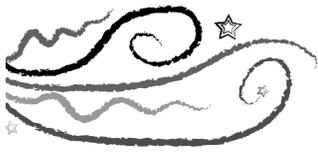
Tara stole the cookie from the cookie jar!

Tara receives the ball, stopping it with both hands as Harry did. She too asks:

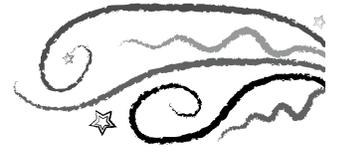
Who, me?

The cycle repeats until everyone has had a turn. Don't forget to give the grown-ups a turn; children love putting their teachers in the hot seat!





Who Stole the Cookies?



★ Lessons Learned

Very young children will need a few demonstrations. Encourage the group to maintain the rhythm made by the clapping (hands to their knees and then together), but expect there to be a bit of stopping and starting at first, as shy children will need to be coaxed and coached to deliver their lines.

Don't be disheartened if you and the other teachers are the only consistent voices you hear for a while. This seemingly simple game involves timing, choice making, turn taking, memorizing, practicing spatial awareness, and overcoming a little shyness.

You may need to spoon-feed children their little parts. They may need help with selecting a classmate at the end of their turns. The more you play the game, the more confident the children will become and the more smoothly the game will go.

Most children will want a turn. Many will choose their friends as the next cookie thief.

To make sure that both boys and girls get a turn, you can ask that girls choose boys and boys choose girls, so the turns alternate as fairly as possible. Let children know at the outset if everyone will get a turn or not.

🌀 Fun Variations

Once everybody is comfortable with this game, play "Who Stole the Cookies?" with your feet! This means that everything is the same as the original version, except that players are now pushing and receiving the ball not with their hands but with their feet. You may want to broaden the circle somewhat for this fun and rowdy variation that challenges everyone's coordination and adds an element of fitness to the mix. This is a good variation for older children as well.

You can easily play "Who Stole the Cookies?" without a ball. Some older children won't even need the physicality of being in a circle to keep the rhythm and focus of the game intact. When this is the case, it can be adapted to other situations, such as a game for a group of kids standing in a corner of a recess yard or an activity for the back of a school bus.

