

Session 2 Hickory, dickory, dock

Foundation Stage Profile

CD 1, 2, 4, 6

PD 1, 2

SD 1, 3

Early learning goal

Music

Time

30-35 minutes

Learning objective

- To learn and remember a traditional nursery rhyme using actions and simple percussion instruments

Resources

- claves, triangle, wood blocks
- CD player
- CD A: track 13 'Hickory, dickory, dock'
track 14 Backing: 'Hickory, dickory, dock'
- activity sheet 2.2

Vocabulary

circle, clap, claves, nursery rhyme, tick, ting tock, triangle, wood block

Stepping stones

Step 1

Join in a favourite nursery rhyme
Performs actions to accompany a nursery rhyme



Step 2

Sing a few simple, familiar songs
Sings with enthusiasm and confidence



Step 3

Begin to build a repertoire of songs
Can sing a number of different songs



Step 4 (Goal)

Sing simple songs from memory and recognise repeated sound patterns in words
Sings with confidence and uses a triangle to make the sound of the clock striking.



Warm-up

- Ask the children to sit in a circle. Ask the children to copy you as you say a steady 'tick, tock, tick, tock'.

What makes a sound like that?

Can anyone think of a nursery rhyme with a mouse and a clock in it?

- Now pass the ticking sound round the circle. Start the 'clock' by saying 'tick, tock'. The child next to you then says the next 'tick, tock', and so on round the circle. Can they keep the clock ticking steadily?

Activity

*Hickory, dickory, dock!
The mouse ran up the clock.
The clock struck one,
The mouse ran down,
Hickory, dickory, dock!*

- Have the wood blocks, claves and triangles nearby, ready for use later in the session.
- Tell the children they are going to learn some actions to the nursery rhyme 'Hickory, dickory, dock'. Go over the words with the children, and then play **track 13 'Hickory, dickory, dock'** to introduce them to the way this rhyme has been set to music. Ask them to listen out for the clock striking and for the mouse running down.

What sound did the clock make?

What did you hear when the mouse ran down?

- Demonstrate the rhyme with the following actions:

hickory, dickory, dock: clap three times

the mouse ran up the clock: run fingers up in the air

the clock struck one: hold up one finger
the mouse ran down: run fingers down in the air

hickory, dickory, dock: clap three times.

- Practise each action with the words, sung line by line and echoed back by the children. (You may wish to use the CD to do this, pausing the music at the end of each line.) Make sure you hold up the finger for 'The clock struck one' after you have said the words, and that you run your fingers down for 'The mouse ran down' after and not during that line of the song, so that the actions fit with the way the song has been arranged.
- Sing the song through with the CD, performing the actions. Offer praise and encouragement.

Follow-on games

- Lay out the wood blocks, claves and triangles. The introduction to each verse has a 'tick, tock' section lasting for eight beats. Play **track 13** again, demonstrating how to play a steady 'tick, tock' rhythm in this section on a wood block or using claves. Choose children to take turns to play the claves and wood blocks while the rest of the class sings to the CD. The accompaniment will help the children to keep a steady beat. Choose other children to make

a 'ting' on the triangle when the clock strikes one. Make sure all the children have a turn to play an instrument.

- Ask the children holding the instruments to put them away. Then tell the children to stand in a circle and hold hands. Tell the children to do the following actions during the lines 'Hickory, dickory, dock! The mouse ran up the clock' the children should creep into the circle. On the word 'one' they should

Follow-on games

jump on the spot. During the lines *'The mouse ran down, Hickory, dickory, dock!'* they creep back out to their places. *down, Hickory, dickory, dock!'* they creep back out to their places.

Extension activity

- Give each child a copy of **activity sheet 2.2**. Tell them to return quietly to their seats and then colour in the picture of the mouse and the clock.

Cool-down

- Ask the children to sit quietly in a circle. Let the children who have been working on **activity sheet 2.2** share their work with the class.
- Tell the children that you are going to strike a wood block slowly 12 times. The clock is striking midnight! As the wood block strikes the children must pretend to go to sleep. By the last strike they should be 'fast asleep'.

Assessment opportunities

Can the children add actions to a simple song?
Can they play an instrumental accompaniment in the right places?

Do they play the instruments with a steady beat?

Evaluation