

- Ask the children to work in groups of three or four. Tell them they are going to write a new version of 'Hickory Dickory Dock' with the clock striking a different time. Explain that they must think about the rhyme and whether it makes sense or not. They must also create actions to match their rhyme. For example:

*The clock struck four,
There was a knock at the door.
Hickory Dickory Dock,
Knock, knock.*

Practical Activities

- Children write and illustrate their version of 'Hickory Dickory Dock'. They could be encouraged to change the line 'Hickory Dickory Dock'. For example:
*Hickory Dickory Dong,
The mouse sang a song.
The clock struck three,
The mouse said 'Hee! Hee!'*
- Play 'Read and Rhyme'. Make a selection of large laminated nursery rhymes with six words missing from each rhyme. Put the missing words on separate cards in a bag or box on the table. The children take turns to pick a word out. If the word corresponds to their nursery rhyme, they place it in the correct place. If it does not, they put it back and miss a go. The object is to complete their nursery rhyme.



- Play 'Pelmanism Pairs'. Make two sets of cards, one with pictures from nursery rhymes, such as a clock, hill, spider, garden, wall, egg, kettle, the other with corresponding words. Place the cards face down on the

table. The children take it in turns to pick two cards and if they match the picture with the corresponding word, they may keep their cards. If not, they must put them back and the next child has a turn. Discuss different strategies for tackling the words.

- In a small group, give the children a selection of nursery rhymes to read together. Read them and discuss the different strategies they have used to tackle the trickiest words. An additional extension to this game is to play 'Traffic Lights'. Give each child a red, green and yellow pen or pencil. Ask them to mark three words in green that they found easy to read, three in yellow that they had to stop and think about and three in red that they found very challenging. Discuss the children's choices with them.

Display Ideas

- Paint and collage a large grandfather clock and mouse for display.
- Invite the children to draw and paint their own clocks.
- On the display produce a large version of Hickory Dickory clock. Omit words and replace with question marks. This will encourage the children to read the rhyme and attempt to put in the correct words.
- Print and cut out cogs of different sizes to use for the boarder on the display.



Cross-curricular Links

- **D&T** – Using a pulley system, ask the children to produce a 3D clock and a mouse that can move up and down the clock.
- **Maths** – Focus on telling the time. Discuss o'clock on analogue and digital clocks.
- **Literacy** – Discuss the phoneme *ck*. How many other words can the children find that have *ck* in them?