

Activity Instructions Activity

Name: **Hickory Dickory Dock**

Study: **The First 6 Weeks**

Objective for Learning: **Obj. 15**



The following supplies are needed for this activity:
Your creativity. You could use the rhyme to talk about clocks and telling time, use objects from around the house to make a mouse, or give your child a piece of paper and their crayons and have them draw a mouse.

Instructions:

A key learning objective for your child is rhyming. This activity can also be used to reinforce counting, and positional words, such as, up, and down.

Read Hickory Dickory Dock to your child. Get creative with 6 -10 our child. Have fun with it. What else could the mouse do that rhymes with each number, make it an action word?

- Six – the clock struck six the mouse blew a kiss
- Seven – the clock struck seven the mouse prayed to heaven
- Eight – the clock struck eight the mouse had to wait
- Nine – the clock struck nine the mouse started to whine
- Ten – the clock struck ten and wrote a note with a pen

Hickory Dickory Dock

Hickory Dickory dock,
The mouse ran up the clock,
The clock struck one
The mouse ran down,
Hickory Dickory dock.

Hickory Dickory dock,
The mouse ran up the clock,
The clock struck two
And down he flew,
Hickory Dickory dock.

Hickory Dickory dock,
The mouse ran up the clock,
The clock struck three
And he did flee,
Hickory Dickory dock.

Hickory Dickory dock,
The mouse ran up the clock,
The clock struck four,
He hit the floor,
Hickory Dickory dock.

Hickory Dickory dock,
The mouse ran up the clock,
The clock struck five,
The mouse took a dive,
Hickory Dickory dock.

