

How to Use HEY, MOTHER GOOSE!

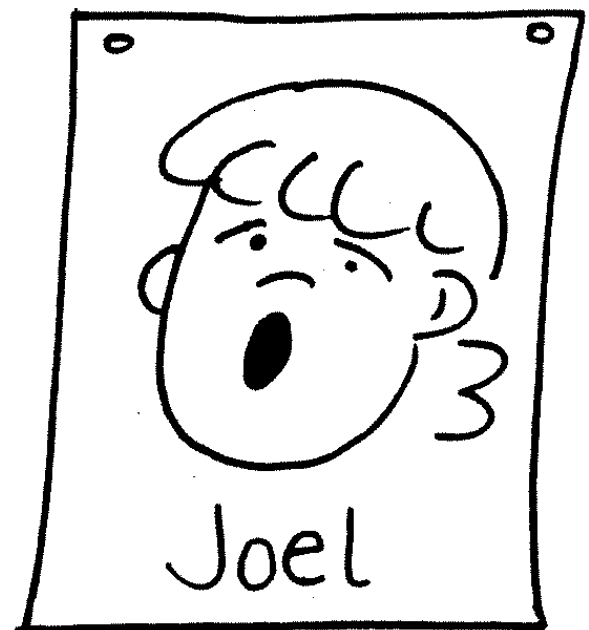
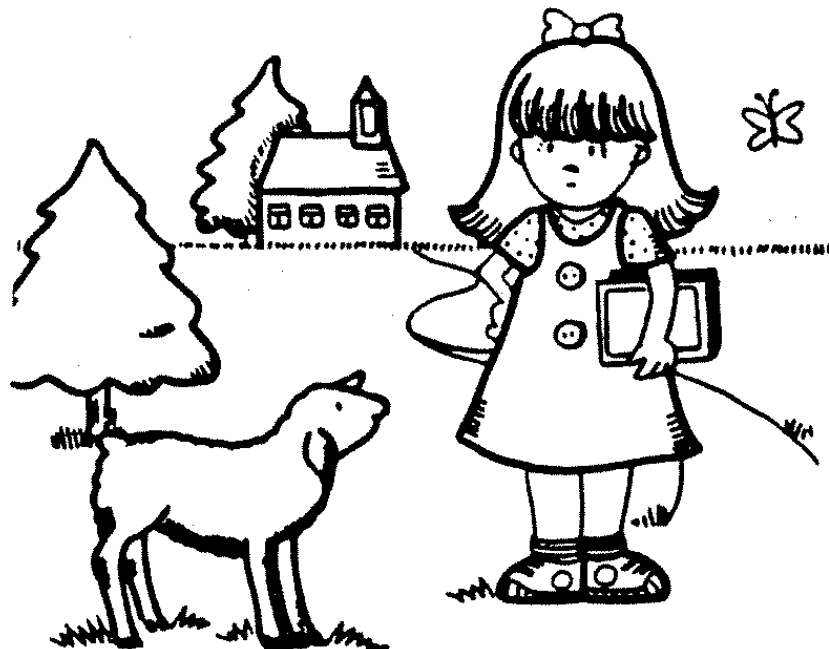
1. You may use this resource package as a whole or in part to duplicate and give to your students.

A cover page is included to make a book for each student.

The activities will surely bring out the creativity in your classroom!

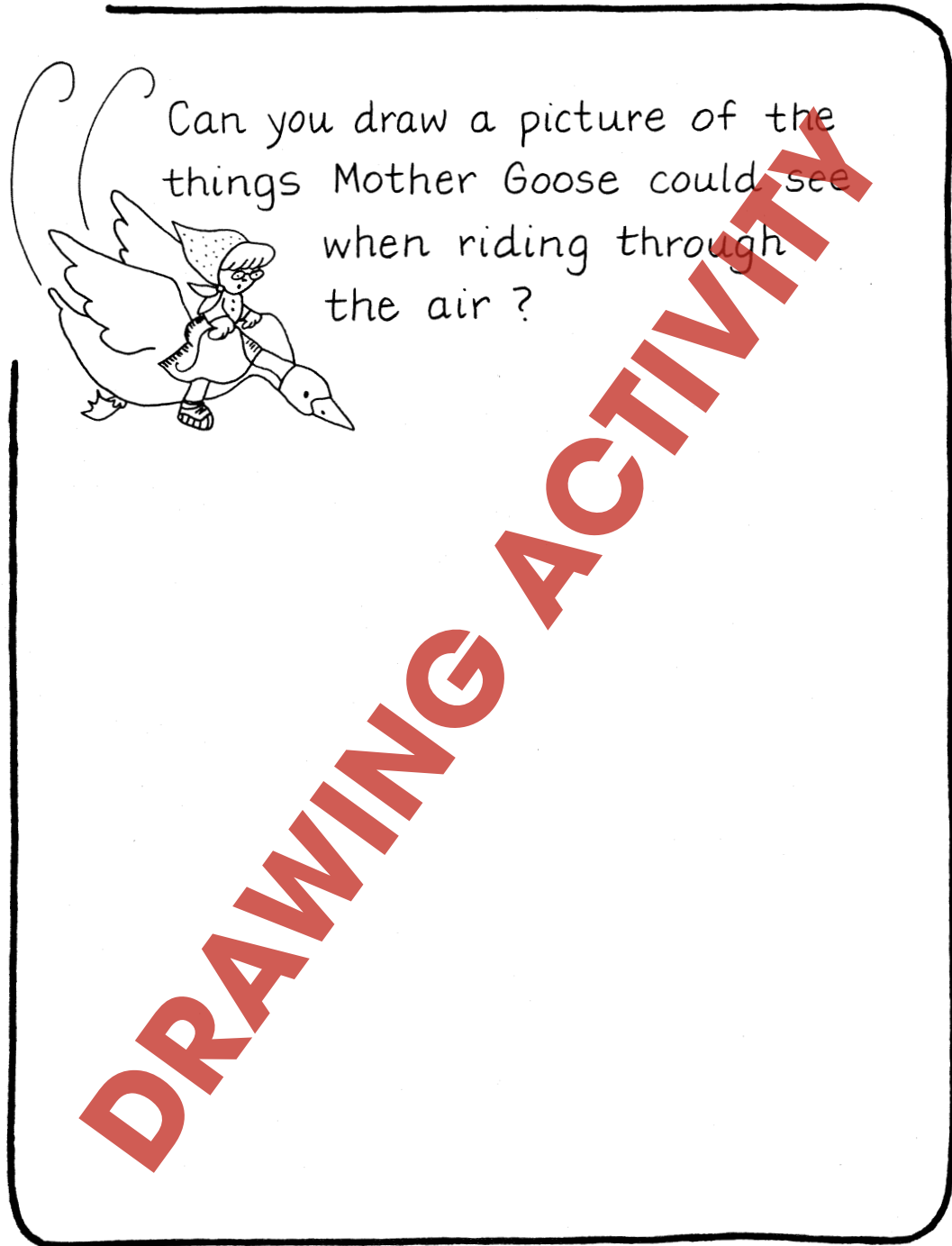
2. Bulletin Board Display:

Select a rhyme and an activity. For example, Mary Had a Little Lamb.



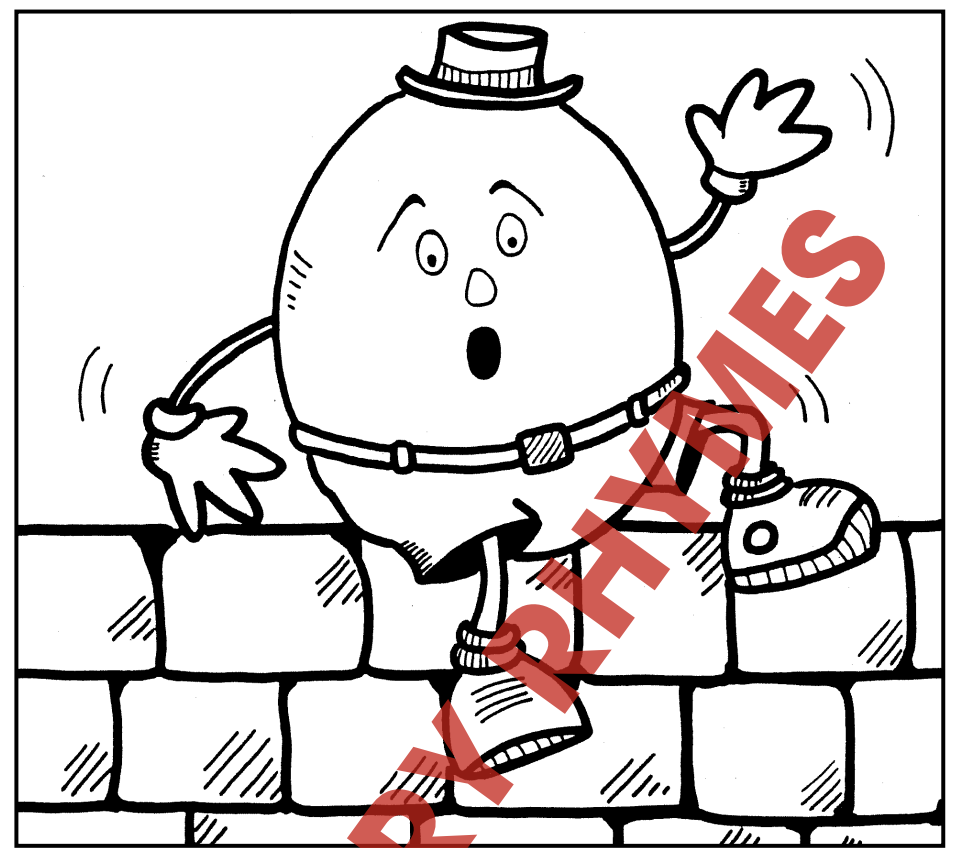
Mary had a little lamb.
It's fleece was white as snow...

Place the illustration and rhyme on the bulletin board and surround it with the activities the students have completed.



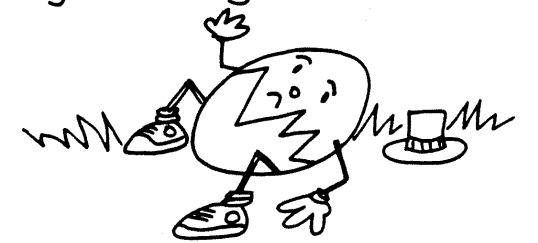
Can you draw a picture of the things Mother Goose could see when riding through the air?

DRAWING ACTIVITY



Humpty Dumpty sat on a wall
Humpty Dumpty had a great fall;
All the King's horses and all the King's men
Couldn't put Humpty together again.

NURSERY RHYMES



Little Miss Muffet
Sat on a tuffet
Eating her curds and whey;
There came a big spider
Who sat down beside her
And frightened Miss Muffet away.



READING PASSAGES


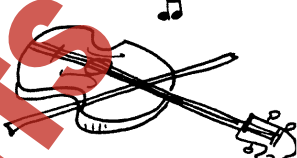
Can you draw happy faces on Mary's flowers and color them?



COLOURING

HEY, DIDDLE DIDDLE!

Hey, diddle, diddle!

The  and the 

The  jumped over
the .

The little  laughed

To see such sport,

And the  ran away
with the .

NURSERY RHYME TRIVIA GAME

Test your knowledge of nursery rhymes and have fun at the same time!

To set up your game, you will need a letter size file folder (a sheet of bristol will do), crayons, scissors.

Color the game board and glue to the inside of the file, matching the two halves carefully. Cut out the trivia cards.

Cut out and glue these instructions for play, onto the outside of the file.

NURSERY RHYME TRIVIA for 2 players




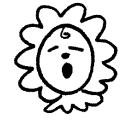
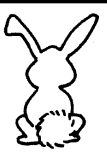





You'll need: 1 die, a marker for each player

Place the cards face down.

HOW TO PLAY

Roll the die to see who goes first. Roll again and move your marker. If you land on a goose, pick up a card. If you can answer, you may keep the card. If you can't, put it back.

It is now the next player's turn. The object of the game is to collect as many cards as you can.

	
3 4 5	5 4 3
	
6 5 7	3 2 1
	
4 3 2	6 7 8
	
5 4 3	6 7 8
	
3 2 1	0 1 2

Activity Cards

The Queen of Hearts (and tarts)
Little Bo Peep (and sheep)
The Dish and the Spoon (from Hi Diddle)
Jack Be Nimble (and candlesticks)

Photocopy or duplicate patterns onto colored construction paper. Add your own ideas, cut out and laminate. These patterns could also be used as Locker Name Tags.

Here's a few more ideas

- ① Queen of Hearts - use for word match. Use words from the nursery rhyme. Example: Write the word "queen" on the queen and on the tart pattern. Match.
- ② Jack Be Nimble - use for uppercase and lowercase match.
- ③ Dish and the Spoon - use for matching names of the children in the class.
- ④ Little Bo Peep - use the sheep for numerical or alphabetical sequence, days of the week, months of the year. Use Bo Peep to write on the instructions.