

OUR BIG ADVENTURE

THE

WORDY

BIT

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Introduction

'Our Big Adventure' comes in two parts: The Scrapbook and The Wordy Bit.

The idea behind the 'Our Big Adventure' Scrapbook is that fathers like to spend time with their children and want to do things with them, but sometimes just can't work out what this could or should involve. This resource gives fathers easy and cheap ideas on how to have a fantastic day out with their children as well as a way to record everything they do so that they can both look back at it at in years to come.

The Scrapbook has a few days full of activities which will make even the simplest activity into a big adventure. You can stick photos in it, write in the spaces, colour it in and store it all into a folder. This is "YOUR" scrapbook, so add as many pages as you wish; make some of your own, and put them into the order that you want it.

This project takes our memories one stage further than just a photo album - it holds details of an activity when you were happy spending time with your family and notes your thoughts and feelings during this great day. Just imagine how much fun you will all have reading it in 20 years time.

'The Wordy Bit' is exactly what is says on the tin - pages and pages of other games, songs and ideas that dads can do with their children.

Life is too short and not many of us have a record of what we thought about when we were little - apart from having photos. However Dad is usually the one taking the photos and they end up missing from that moment!

This project is dedicated to the dedicated dads that are behind the lenses.

Trisha McQueen
The Men's Project, Parents Advice Centre

More copies are available to download at:
<http://www.mensproject.org/adventure>

Games

20 Questions

1. Choose one person to start. This person must think of an object. To make the game easier, he or she can classify the object as animal, vegetable or mineral.
2. Have another player ask a question about the object that can be answered yes or no.
3. The person who has the object in mind should answer the question with a simple yes or no.
4. After hearing the answer, the questioner is allowed to guess the object. The players are allowed to ask a total of 20 questions.
5. If the guess is correct, the winning questioner now thinks of a new object. If the answer is incorrect, another player is allowed to ask a yes or no question.

I Spy

1. Play this game with at least two players.
2. Look around and silently select an object that can be seen by all the players.
3. Say, "I spy with my little eye," and then give some description of the object, such as "something red," "something square" or "something small" or "something beginning with".
4. Tell the other players to take turns trying to guess what the object is.
5. Let the player who correctly guesses the selected item pick the next object, or have all players take turns in a set order (this may be best if you are playing with younger children who may not be so good at guessing).
6. Offer extra clues if the players are completely stumped.

Leap Frog

1. Play this game with children aged three and up.
2. Know that you can play this game with as many players as you like, but you need at least two.
3. Select an open area to play in.

4. Choose one person to start. All other players form a line, kneeling on the ground and resting their heads on the ground, covered by their hands.
5. Have the chosen starting player place his or her hands on the back of the person at the back of the line. He or she must press on the person's back and leap over the person, spreading his or her legs apart and hopping like a frog. The player continues hopping until reaching the front of the line, kneeling and covering his or her head.
6. The game continues indefinitely as the person at the back of the line is always the next to leapfrog over the other players.
7. There are no winners or losers in this game. The point is to have fun and be silly.
8. You can call out "ribbit" when you jump to get some laughs.



Tag

1. Play this game with at least three players aged 4 and up.
2. Designate a specific area where the game is to be played. Make sure there are clear boundaries. The smaller the area, the easier the game will be.
3. Announce that you are "It."
4. Have the players stand in a circle a short distance away from you.
5. Yell "Go!" to begin the game.
6. Run after the other players and attempt to "tag" (touch) one of them. Yell, "Tag, you're it," when you tag someone, who immediately becomes "it."
7. Run away as the new "It" tries to chase and tag you or one of the other players. This person can't tag you back for 10 seconds.
8. Play the game until everyone has been "it" or you're tired.

Noughts and Crosses

1. Draw a large # on a piece of paper.
2. Choose which player will be represented by X and which by O.
3. Let player X go first. He or she may put an X in any of the nine sections of the grid.
4. Have player O go next.
5. Alternate until either there are three in a row (including a diagonal row) of one symbol or the grid is filled and no one has won.
6. Let the winner be X next time.



Hide the Button

1. Choose one player to be "It."
2. Direct all other players to leave the room or cover their eyes.
3. Have "It" hide a button somewhere in the room.
4. Tell the other players to begin looking for the button.
5. Let It tell the players if they're "hot," "warm" or "cold." Hot means the player is very near the button, warm means he or she is getting close, and cold means he or she is nowhere near the button.
6. Find the button to win.
7. Become "It" for the next round when you find the button.

Hop Scotch

1. Choose a flat space to play with enough room for 7 large hops.
2. Draw the design using single boxes and side-by-side boxes a little bigger than your feet.
3. Draw 3 single boxes on top of one another and number them 1, 2 and 3, with 1 closest to the start/finish line.
4. Above 3, draw 2 boxes side by side, numbered 4 and 5.
5. Draw a single box, 6. Above that, draw side-by-side boxes 7 and 8. Draw a semicircle on top, labeled "Home."

Hopscotch Rules

1. Toss a stone on square 1 from the start/finish line. You will hop over the stone on your way toward Home and pick it up on your way back. Don't step on a square with a stone! If you miss your toss, you lose your turn to the next player.
2. Hop to the first empty Hopscotch square. Use one foot to reach a single box or both feet to arrive in side-by-side boxes. Don't put two feet in a single box or step outside the design!
3. Hop toward Home (you may use 2 feet at Home to turn around). Hop back, pausing at the square before your stone. Bend over and pick up the stone without moving your feet. Hop into that square and on toward the start/finish line.
4. Play until you are "out." If you lose your balance or put your foot in the wrong place, you lose your turn to the next player.
5. Continue Hopscotch play by tossing the stone in the next numbered box and repeating the steps.



[How to play Marbles](#)

Things You'll Need: Several different glass marbles and one larger marble to use as a shooter

1. Mark a circle on the ground, at least 2 feet in diameter but no larger than 3 feet. Use chalk if you are playing on concrete, or draw a circle in the dust with a stick or your finger if you are playing on dirt or sand.
2. Select marbles to be your "shooters." The shooter is usually larger than the normal marble. If it is the same size as the other marbles, make sure it is distinctive because of color, pattern or material from which it is made so you can easily tell it from the rest.
3. Have all players put their marbles into the circle.
4. Decide which player will go first. Kneel or crouch outside the circle, whichever is more comfortable for you.

5. Make a fist. Hook the tip of your thumb between your index and middle fingers, and place your shooter in the little hollow. Aim at one of the marbles in the circle and flick your thumb to release the shooter.
6. Continue to play if you shot a marble out of the circle. Otherwise, the next player takes a turn until he or she misses.
7. Determine the winner after all the marbles have been shot out of the circle. The player with the most marbles wins.



[Long Jump](#)

So simple and lots of fun. This should be played somewhere safe like on sand or grass. All you need is one stick which will be the marker where you will jump, a measuring tape and a stone. Everyone must take turns. Step back 10 paces and when you are ready run as fast as you can, when you reach the marker, jump. Wherever you land, put a stone down and measure the distance. How far can you go?

[Observation Game](#)

Things you need: Fifteen to twenty small household objects (key, bottle cap, paper clip, safety pin, coin, and so on), tray or tabletop, towel or sheet, paper, pencils.

1. Place fifteen to twenty small household objects on a tray or tabletop.
2. Cover the objects with a towel or sheet.
3. Have the players stand around the tray or table so each has a good view.
4. Remove the sheet or towel and let the players look at the objects for one to two minutes. Then cover the objects again.
5. Give each player a sheet of paper and a pencil.

6. Challenge the players to write down as many objects as they can recall.
7. The winner is the player who correctly recalls the most objects. If a young child who can't write is playing, pair him with an older child or adult. After the younger child has viewed the objects, have them dictate what they recall to their partner, who writes it down.

[How to Play Picnic Alphabet](#)

1. Play this game on long car trips or use it as a boredom-buster.
2. Play with at least two people - ideally three or four.
3. Have the first player start with, "I'm going on a picnic, and I'm going to bring" - adding something that begins with the letter A, such as apples.
4. Know that the next player must repeat the same phrase, name the item the first player chose and then add something beginning with the letter B.
5. Continue on, with each player repeating the phrase and the alphabetical list, and adding something for the next letter of the alphabet. Once each player has added to the list, the first player takes another turn, and the cycle continues.
6. Try to get to the end of the alphabet without anyone forgetting an item.
7. Congratulate yourselves if you make it through the list without forgetting anything.

[How to Play Red Light, Green Light](#)

1. Choose one person to be the Stoplight. All the other players are Cars.
2. Mark a starting line. Have the Stoplight stand opposite the starting line a distance away - closer for younger kids, farther for older kids (or to make the game last longer).
3. Begin the game when the Stoplight turns around, facing away from the starting line, and calls, "Green light!" This means all cars can go, moving at a walk toward the Stoplight in order to tag it.
4. Run when the Stoplight, still facing away from the starting line, calls "Yellow light!"
5. Stop quickly when the Stoplight calls "Red light!" and whirls around, trying to catch Cars in the act of moving.

6. Lose your turn and sit out if the Stoplight says, "I saw you move!" This aspect of the game requires honesty by both players, which is reinforced by the other Cars watching.

7. Win if you tag the Stoplight first. Then you get to be Stoplight for the next game. The Stoplight wins if it gets all the Cars out before they can tag it.

Stickman

1. Play this two-player game to help children sharpen their spelling and word-decoding skills.

2. Start the game by having one person choose a word or phrase that the other player knows how to spell.

3. Place one dash on the bottom of a piece of paper for each letter of the word or words chosen. Leave a space between words.

4. Have the other player guess one letter at a time - or he or she can use a turn to guess the entire word or words.

5. Fill in the letter (everywhere it appears) on the appropriate dash (or dashes) each time the person guesses correctly.

6. Add one body part to the drawing each time the letter chosen is not in the word. Begin by drawing a head. Add eyes, ears, nose, hair, body, legs, and arms.

7. Know that if the drawing of the person is completed before the word or words are guessed, the guessing player loses. If the player figures out the word or words first, he or she wins.

Follow my Leader

An excellent way to get children to walk up that hill or walk just that little bit further. Play it in a group or when there are just two of you.

1. Form a line, one standing behind the other. The first person in the line is the leader and starts walking.

2. After about five paces, the next person starts walking, then the next after another five paces and so on.

3. If the leader decides to start marching, or striding slowly, or walking with their hands out to the side, then the next person in line should do the same, followed by the next person, etc.

4. Other good things to try as the leader include: hopping, wiggling your bum around, clapping, singing a TV theme tune or advert,

jumping, smelling a particular flower, walking as if your legs are giving up, blowing raspberries, leaping over a stile.

5. It doesn't matter what you decide to do as the leader, but try to fit in something different to do every twenty paces or so.

6. When one person has had a go at being the leader, send them to the back of the line and start again with a new leader.



[Rock, Paper, Scissors](#)

1. The game is played where the players substitute the three elements of Rock, Paper and Scissors with representative hand signals, Rock: represented by a closed fist; Paper: represented by an open hand; Scissors: represented by the index and middle fingers extended and opened.

2. These hand signals are delivered simultaneously by the players, they both count aloud to three - each time raising one hand in a fist and swinging it down on the count. On the third count the players change their hands into one of the three gestures.

3. The outcome of play is determined by the following: Rock wins against Scissors, Scissors wins against Paper, and Paper wins against Rock.



[How to play 'SNAP'](#)

1. First of all you need a deck of cards.
 2. Deal out an equal number of cards to each player.
 3. Each player puts their stack of cards face down in front of them.
 4. Players take turns to place one card in the middle
 5. If two cards are the same, someone shouts "Snap." The first person to say, "Snap" gets all the cards in the face-up stacks that match each other. Play then continues again to the next player.
- If a player gets to the end of the facedown stack before the end of the game, he or she turns the face up stack over and continues. The player who has all the cards at the end is the winner.

[Sugar Magic](#)

Place several sugar or sweetener packets on the table. Then place a coin underneath one packet. Move the packets around, and see if your child can figure out where the coin is. Or have your child close his or her eyes while you hide the coin. How many guesses will it take to find it? For added fun, you can manoeuvre the packets near the edge of the table and drop the coin into your lap. The coin has vanished!

[Special Handshake](#)

Special handshakes are great for bonding with each other, create your own, and practice it a few times until you know it off by heart. You can use it as a way of praising your child while saying well done.



Things to do

How to Whistle on Grass

1. Look around outside for a thick piece of grass. It should be at least a quarter of an inch wide. This type of grass is often taller than the rest and has a seam running down the middle of it.
2. Pick the grass as close to the ground as possible.
3. Smooth out the blade of grass and press it between your thumbs. Make sure the grass lies flat against your thumbs.
4. Adjust the grass so that the thickest portion is between your thumbs.
5. Press your thumbs together so that the backs of them are facing you.
6. Notice that there is a little space between your thumbs underneath your knuckles and above where your thumbs meet your hands.
7. Place that space against your lips.
8. Blow through the hole. If you do not hear a whistle, adjust the grass so that it runs through the centre of that space between your thumbs.

How to Plan a Dinosaur Dig

1. Fill a sandbox or a large plastic container with sand, layering in small plastic dinosaurs.
2. Add water to the sand and pack it down hard. Place a weight on top of the sand.
3. Allow the sand to dry overnight.
4. Give the child(ren) plastic spoons or plastic shovels and have them dig for dinosaurs.
5. Provide them with small paint brushes so they can brush the sand off their finds.

How to Skim Stones

'Skimming' a stone involves throwing it into the sea, a river or lake in such a way that it bounces across the surface several times before sinking. The aim of the game is to see how many times the stone bounces on the surface of the water. The stone needs to be around the size of the palm of your hand. It should be heavy enough to cut through a breeze, but light enough that you can throw it accurately

and without difficulty. The pebble should also be as smooth as possible and a circular shape, rather than jagged.

You will need to throw the stone so that it hits the water at the flattest possible angle. Therefore you will need to throw the stone from a little above ankle height, directly away from your body. To do this you lean towards your throwing arm to allow a sweeping, sidearm throwing motion. Making a slight horizontal spin to the pebble will improve the effect, and this is possible with a flick of the wrist at the moment of release. It is important that the stone leaves your hand with the front side slightly higher than the rear. What was your record?



Watching Clouds

Simple as it says. Just lie back and see what shapes you can make out of the clouds. You can even make a story from them as you go along.



Searching for Satellites and Shooting Stars

This works best when you are away from un-natural light from street lamps. On a clear dark night go and lie outside or watch from a window for shooting stars. Now and again you will find that they are actually satellites orbiting the Earth.

Building a House of Cards

1. You need a deck of cards.
2. You take two cards and lean them against each other to make a triangle shape.
3. Do that again for the base as many times as you like by lining them up so that the bases of the cards touch.
4. Place a card lying down to connect the "tops". Then you can continue the building process on top of the first layer.



Make a Bird Table

Bird tables are a great way of attracting birds to your garden and are particularly useful in the winter when food is hard to find. A simple flat bird table is effective and easy to make. Take a wooden pole about 1.5 metres high, and nail a wooden board to the top. Add a strip of wood about 2cm high around the edge of the board, leaving a small gap for rainwater to drain away. This will help to stop the food being blown away. Anchor the central pole firmly into the ground. Think carefully about where to position the table. It needs to be fairly close to dense bushes to provide refuge for birds avoiding sparrow hawks, but not so close as to provide cover for predatory cats.

Shadow Puppets

1. You need a wall, a torch and a darkened room.
2. Make shapes with your hands in front of the torch.
3. See what shapes you can make with your hands, maybe even tell a story!



Balloon Keepie Uppie

Just hit a balloon to each other without letting it hit the ground.

Thumb Wrestling

1. The players each extend their right hands (or left hands) and do the "sixties" style handshake where you make a "c" shape with your hands and lay your thumbs along the flat top of the fists.
2. Then you slowly move the thumbs back and forth and say "1,2,3,4, we will have a thumb war; 5,6,7,8, try to keep your thumb straight."
3. Players try to pin down their opponent's thumb with their own while keeping their hands clasped.



What's Different?

1. Stand in front of your child and tell them to study you.
2. Leave the room and change something about your appearance. For example, you might turn a baseball cap backward or remove a sweatshirt.
3. Return to your child and challenge them to tell what's different about you.

Feely Box

Things you need: Large cloth bag or pillowcase (made of heavy material so that you can't see inside it) assortment of toy animals or familiar objects, rubber band.

1. Without your child watching, choose three or four toys or objects that belong to them (for example, a hairbrush, teddy bear, shoe, or toy car).
2. Place one object in the bag and tie the open end with the rubber band.
3. Ask your child to guess what the object is by feeling the outside of the bag.
4. Remove the object when the guess is successful and continue until there are no objects left.
5. Have your child search the house for objects while you close your eyes and then take a turn to feel and guess.

Alphabet Book

You may have had a book like this when you were very young, a book where each letter of the alphabet had an object beginning with that letter beside it. As an activity, why not produce one based on a theme - drawing something that relates to each letter of the alphabet. Categories need to be quite broad, such as a country, nature, water, etc. or it'll be too hard to come up with something for every letter. Before starting this activity it might be useful to brainstorm ideas.

Junk Music

Get a pile of scrap material, cardboard, paper, plastic, rubber bands, wood, glue, peas, etc. and make various musical instruments. You can make a song together.

Bubbles

What you need: Bottle of bubbles, air in your lungs!

1. See what shapes you can create (use wire frames to help)
2. Can you put one bubble inside another?
3. Create the largest bubble
4. Or just have fun popping them!



Board Games

Great Board games to play if it starts to rain:

Chess
Yahtzee
Dominos
Scrabble
Monopoly
Draughts
Ludo
Trivial Pursuit
Mouse Trap
Pictionary
Hungry Hippos
Connect 4
Twister
Jenga
Bingo
Buckaroo
Guess Who
Operation
Cluedo
Pop-up Pirate

Can you think of any more?

Songs for the Journey

The Wheels On The Bus

The wheels on the bus go
Round and round
Round and round
Round and round
The wheels on the bus go
Round and round
All day long
The horn on the bus goes
Beep, beep, beep
Beep, beep, beep
Beep, beep, beep
The horn on the bus goes
Beep, beep, beep
All day long
The wipers on the bus go
Swish, swish, swish
Swish, swish, swish
Swish, swish, swish
The wipers on the bus go
Swish, swish, swish
All day long
The people on the bus go
Chatter, chatter, chatter
Chatter, chatter, chatter
Chatter, chatter, chatter
The people on the bus go
Chatter, chatter, chatter
All day long
The baby on the bus goes
Wah, wah, wah
Wah, wah, wah
Wah, wah, wah
The baby on the bus goes
Wah, wah, wah
All day long
The bell on the bus goes
Ding, ding, ding

Ding, ding, ding
Ding, ding, ding
The bell on the bus goes
Ding, ding, ding
All day long
The wheels on the bus go
Round and round
Round and round
Round and round
The wheels on the bus go
Round and round
All day long
All day long

(Or make your own sound up)

She'll Be Coming Round The Mountain

She'll be coming round the mountain when she comes (x2)
She'll be coming round the mountain
Coming round the mountain
Coming round the mountain when she comes
Singing eye-yai-yippee-yippe-yai
Yippe-yai
Singing eye-yai-yippee-yippe-yai
Yippe-yai
Singing eye-yai-yippee
Eye-yai-yippee
Eye-yai-yippee-yippe-yai

She'll be wearing pink pyjamas when she comes (x2)
She'll be wearing pink pyjamas
Wearing pink pyjamas
Wearing pink pyjamas when she comes
Singing eye-yai-yippee-yippe-yai
Yippe-yai
Singing eye-yai-yippee-yippe-yai
Yippe-yai
Singing eye-yai-yippee
Eye-yai-yippee
Eye-yai-yippee-yippe-yai

She'll be riding six white horses when she comes (x2)
She'll be riding six white horses
Riding six white horses
Riding six white horses when she comes
Singing eye-yai-yippee-yippe-yai
Yippe-yai
Singing eye-yai-yippee-yippe-yai
Yippe-yai
Singing eye-yai-yippee
Eye-yai-yippee
Eye-yai-yippee-yippe-yai

Dingle Dangle Scarecrow

When all the cows were sleeping
And the sun had gone to bed
Up jumped the scarecrow
And this is what he said!
I'm a dingle, dangle scarecrow
With a flippy floppy hat
I can shake my hands like this
And shake my feet like that
When all the hens were roosting
And the moon behind the cloud
Up jumped the scarecrow
And shouted very loud
I'm a dingle, dangle scarecrow
With a flippy floppy hat
I can shake my hands like this
And shake my feet like that
When the dogs were in the kennels
And the doves were in the loft
Up jumped the scarecrow
And whispered very soft
I'm a dingle, dangle scarecrow
With a flippy floppy hat
I can shake my hands like this
And shake my feet like that
I'm a dingle, dangle scarecrow
With a flippy floppy hat

I can shake my hands like this
And shake my feet like that

Five In A Bed

There were five in a bed and the little one said
Roll over, roll over
So they all rolled over
And one fell out
There were four in the bed and the little one said
Roll over, roll over
So they all rolled over
And one fell out
There were three in the bed and the little one said
Roll over, roll over
So they all rolled over
And one fell out
There were two in the bed and the little one said
Roll over, roll over
So they all rolled over
And one fell out
There was one in the bed and the little one said
Roll over, roll over
So he all rolled over
And he fell out
There were none in the bed and the bed went
Ping!
Just went!

(If you want to sing for longer start with 10 in a bed)

The Old Grand Duke Of York

The grand old Duke of York
He had ten thousand men
He marched them up to the top of the hill
And he marched them down again
And when they were up they were up
And when they were down they were down
And when they were only half way up

They were neither up nor down
The grand old Duke of York
He had ten thousand men
He marched them up to the top of the hill
And he marched them down again
And when they were up they were up
And when they were down they were down
And when they were only half way up
They were neither up nor down

Horse, Horse

Horse Horse don't you stop
Just let your feet go clipity clop
Your tail goes swish
And the wheels go round
Giddy up, we're homeward bound
Horse Horse don't you stop
Just let your feet go clipity clop
Your tail goes swish
And the wheels go round
Giddy up we're homeward bound

I'm A Little Tea Pot

I'm a little teapot
Short and stout
Here's my handle, here's my spout
When the kettle's boiling
Hear me shout
Tip me up and pour me out
I'm a little teapot
Short and stout
Here's my handle, here's my spout
When the kettle's boiling
Hear me shout
Tip me up and pour me out

If You're Happy And You Know It

If you're happy and you know it, Clap your hands (x2)
If you're happy and you know it
And you really want to show it
If you're happy and you know it
Clap your hands

If you're happy and you know it, Pat your head (x2)
If you're happy and you know it
And you really want to show it
If you're happy and you know it
Pat your head

If you're happy and you know it, Stamp your feet (x2)
If you're happy and you know it
And you really want to show it,
If you're happy and you know it
Stamp your feet

If you're happy and you know it, Say, 'we are' (x2)
If you're happy and you know it
And you really want to show it
If you're happy and you know it
Say, 'we are'

If you're happy and you know it, Do all four (x2)
If you're happy and you know it
And you really want to show it
If you're happy and you know it
Do all four

Incey Wincey Spider

Incey Wincey Spider climbed up the waterspout
Down came the rain and washed the spider out
Out came the sunshine and dried up all the rain
So Incey Wincey Spider climbed up the spout again.

Old Macdonald Had A Farm

Old Macdonald had a farm ee-eye, ee-eye oh
And on that farm he had a duck
Ee-eye, ee-eye, oh

With a quack, quack here
And a quack, quack there
Here a quack
There a quack
Everywhere a quack, quack
Old Macdonald had a farm ee-eye, ee-eye oh

Old Macdonald had a farm ee-eye, ee-eye oh
And on that farm he had a cow Ee-eye, ee-eye oh
With a moo, moo here
And a moo, moo there
Here a moo
There a moo
Everywhere a moo, moo
Quack, quack here
And a quack, quack there
Here a quack
There a quack
Everywhere a quack, quack
Old Macdonald had a farm ee-eye, ee-eye oh

Old Macdonald had a farm ee-eye, ee-eye oh
And on that farm he had a dog
Ee-eye, ee-eye oh
With a woof, woof here
And a woof, woof there
Here a woof
There a woof
Everywhere a woof, woof
Moo, moo here
And a moo, moo there
Here a moo
There a moo
Everywhere a moo, moo
Quack, quack here
And a quack, quack there
Here a quack
There a quack
Everywhere a quack, quack
Old Macdonald had a farm ee-eye, ee-eye oh

Old Macdonald had a farm ee-eye, ee-eye oh

And on that farm he had a pig
Ee-eye, ee-eye oh
With an oink, oink here
And an oink, oink there
Here an oink
There an oink
Everywhere an oink, oink
Woof, woof here
And a woof, woof there
Here a woof
There a woof
Everywhere a woof, woof
Moo, moo here
And a moo, moo there
Here a moo
There a moo
Everywhere a moo, moo
Quack, quack here
And a quack, quack there
Here a quack
There a quack
Everywhere a quack, quack
Old Macdonald had a farm ee-eye, ee-eye oh

(Continue to add your own animals)

One Man Went To Mow

One man went to mow,
Went to mow a meadow,
One man and his dog,
Went to mow a meadow
Two men went to mow,
Went to mow a meadow,
Two men, one man and his dog,
Went to mow a meadow
Three men went to mow,
Went to mow a meadow,
Three men, two men, one man and his dog,
Went to mow a meadow
Four men went to mow,

Went to mow a meadow,
Four men, three men, two men, one man and his dog,
Went to mow a meadow

One, Two, Three, Four, Five

One, two, three, four, five
Once I caught a fish alive
Six, seven, eight, nine, ten
Then I let it go again
Why did you let it go?
Because it bit my finger so
Which finger did it bite?
This little finger on my right
One, two, three, four, five
Once I caught a fish alive
Six, seven, eight, nine, ten
Then I let it go again
Why did you let it go?
Because it bit my finger so
Which finger did it bite?
This little finger on my right

Row, Row, Row Your Boat

Row, row, row your boat
Gently down the stream
Merrily, merrily, merrily, merrily
Life is but a dream
Dance, dance, dance your dolly
Gently down the stream
Merrily, merrily, merrily, merrily
Life is but a dream
Gallop, gallop, gallop your horse
Down beside the stream
Merrily, merrily, merrily, merrily
Life is but a dream
Roll, roll, roll your hoop
Wobbly by the stream
Merrily, merrily, merrily, merrily

Life is but a dream
Bounce, bounce, bounce your ball
Down beside the stream
Merrily, merrily, merrily, merrily
Life is but a dream

A Sailor Went To Sea

A Sailor went to sea, sea, sea
To see what he could see, see, see
But all that he could see, see, see
Was the bottom of the deep blue sea, sea, sea

(Repeat again)

Sing A Song Of Six Pence

Sing a song of sixpence
A pocket full of rye
Four and twenty blackbirds
Baked in a pie
When the pie was opened
The birds began to sing
Now wasn't that a dainty dish
To set before the king
The king was in the counting house
Counting out his money
The queen was in the parlour
Eating bread and honey
The maid was in the garden
Hanging out the clothes
When down came a blackbird
And pecked off her nose

(Repeat again)

Teddy Bears' Picnic

If you go down to the woods today

You're sure of a big surprise
If you go down to the woods today
You better go in disguise
For every bear that ever there was
Will gather there for certain because
Today's the day the teddy bears have their picnic
If you go down to the woods today
You're sure of a big surprise
If you go down to the woods today
You better go in disguise
For every bear that ever there was
Will gather there for certain because
Today's the day the teddy bears have their picnic
At six o'clock their mummies and daddys
will take them home to bed
Because they're tired little teddy bears

This Old Man

This old man he played one
He played knick knack on my drum
With a knick knack paddy whack give a dog a bone
This old man came rolling home
This old man he played two
He played knick knack on my shoe
With a knick knack paddy whack give a dog a bone
This old man came rolling home
This old man he played three
He played knick knack on my knee
With a knick knack paddy whack give a dog a bone
This old man came rolling home
This old man he played four
He played knick knack on my door
With a knick knack paddy whack give a dog a bone
This old man came rolling home
This old man he played five
He played knick knack on my hive
With a knick knack paddy whack give a dog a bone
This old man came rolling home
This old man he played six
He played knick knack on my sticks

With a knick knack paddy whack give a dog a bone
This old man came rolling home
This old man he played seven
He played knick knack up to heaven
With a knick knack paddy whack give a dog a bone
This old man came rolling home
This old man he played eight
He played knick knack on my gate
With a knick knack paddy whack give a dog a bone
This old man came rolling home
This old man he played nine
He played knick knack on my line
With a knick knack paddy whack give a dog a bone
This old man came rolling home
This old man he played ten
He played knick knack on my hen
With a knick knack paddy whack give a dog a bone
This old man came rolling home

Twinkle, Twinkle Little Star

Twinkle, twinkle little star
How I wonder what you are
Up above the world so high
Like a diamond in the sky
Twinkle, twinkle little star
How I wonder what you are
Twinkle, twinkle little star
How I wonder what you are
Up above the world so high
Like a diamond in the sky
Twinkle, twinkle little star
How I wonder what you are
When the blazing sun has gone
When he nothing shines upon
Then you show your little light
Twinkle, twinkle through the night
Twinkle, twinkle little star
How I wonder what you are
Twinkle, twinkle little star
How I wonder what you are

Up above the world so high
Like a diamond in the sky
Twinkle, twinkle little star
How I wonder what you are

Websites

For more activities try out these websites:

- ❖ <http://www.bbc.co.uk/cbeebies/tweenies/>
Great site for the music to the songs
- ❖ <http://www.gameskidsplay.net/>
A site with loads of ideas and instructions for games
- ❖ <http://www.activityvillage.co.uk/>
Lots of online activities and ideas for children to do
- ❖ <http://www.bbc.co.uk/children/games/>
Online games and activities to play
- ❖ <http://www.origami-instructions.com/>
Step-by-step Origami activities
- ❖ <http://www.citv.co.uk/>
Online games and activities to play
- ❖ <http://www.atozkidsstuff.com/>
Educational resources for toddlers through school age children to help them grow and have fun
- ❖ <http://www.paperairplanes.co.uk/>
Clear instructions showing how to make over 20 paper airplanes