Cuckoo

Folk Song

Cuc - koo. Who are you? I'm a bird. Do you sing?

Yes, I do. Please sing! Cuc - koo, Cuc - koo.

Game Instructions

The class sits in a circle. One student, the "guesser," sits inside the circle, blindfolded. The teacher taps a student in the circle to be the "bird" and to begin the song. The student and the guesser sing the song back and forth. At the end of the song, and before the guesser uncovers his or her eyes, the "bird" tiptoes to a new place in the circle and sits down, so the guesser cannot link the student to the location where they heard the sound coming from. With eyes uncovered and now facing the class, the guesser has three guesses to find out who the "bird" was. The guesser does this by singing, "[Student's name], was it you?" Each student answers back by singing, "Yes, it was me," or "No, it wasn't me." The bird, when found, becomes the new guesser.

You can adapt the game to include more students by tapping a different student for each phrase of the bird's part. At the end, the guesser would try to guess all of the students who sang parts of the song. If played this way, the teacher would choose the next guesser.

To give all students a chance to sing through the entire song, have students create a bird mouth with the thumbs and pointer fingers of both hands. Use one hand at a time to have a pretend conversation back and forth between hands while singing the song.
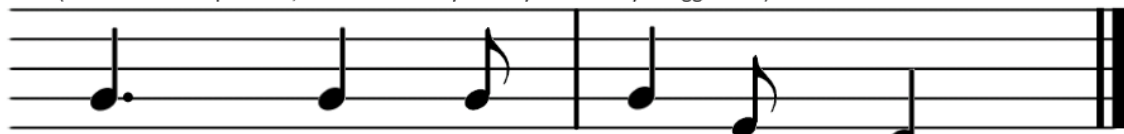
Hickety Tickety

Hick - e - ty tick - e - ty bum - ble - bee, Will you sing your name for me?

(The answer is improvised, so it could be any melody. This is only a suggestion.)

My name is (Em - i - ly.)

Game Instructions

The class sits in a circle. Keeping a steady beat on their laps, the students sing the song together. When the class sings the phrase "Will you sing your name for me?" the teacher selects a student to sing their name in a complete sentence. The students repeat that phrase exactly the way the student sang it, but they change the lyrics from "My name is . . ." to "Her (or his) name is . . ." Repeat the song until all the students in the circle have had a turn.

This is a great game to use when learning students' names.

Old Mother Witch

Old mo-ther witch, Fell in a ditch!

Picked up a pen-ny and thought she was rich!

Are you my child -- ? Yes, m'am!

Are you my child -- ? No you mean old witch!

Game Instructions

The students make a standing circle. One student is the "witch" in the middle of the circle. While the song is being sung, the witch closes his or her eyes and turns in place with one finger pointing out. The witch stops on the word "rich," opens his or her eyes to see which student he or she is pointing toward, and sings the question, "Are you my child?" The student answers, "Yes, m'am," or "Yes, sir." The witch then chooses either the person on the right or the left of the student selected. The witch repeats the question again. The second student also answers, "Yes, m'am," or "Yes, sir." The witch moves over one more person and asks the question one last time. The third student responds by saying (not singing), "No, you mean old witch!" The witch chases this student around the outside of the circle. If the student gets back to his or her spot before being tagged, he or she becomes the next witch. If the student is tagged, the current witch gets to stay as the witch for another turn.

We are Dancing in the Forest

We are dan-cing in the for-est while the wolf is far a- way,

Who knows what will hap-pen to us if he finds us at our play?

Wolf are you com- ing?

Game Instructions

Designate one corner of the room as the wolf's house. The teacher sets the boundaries for the chase and practices a stop signal with the class before playing the game. One student is chosen to be the wolf and stands in the wolf's house. The class dances around the room while singing the song. At the end of the song, all face the wolf and ask, "Wolf, are you coming?" The wolf sings an improvised answer, "No, I'm putting on my coat," or "No, I'm brushing my teeth." The students continue dancing and singing. The same question is asked at the end of the song. When the wolf decides to come, the wolf sings, "Yes, I am coming," and starts chasing the students. All scatter while the wolf tags as many students as possible. Tagged students immediately move to the wolf's house and sit down. The wolf continues to tag students until the teacher gives the stop signal. When the teacher gives the stop signal, all students stop and freeze. The old wolf chooses a new wolf from those who did not get tagged. All the students in the wolf's house rejoin the group to play the game again.