# **Rhymes and Games**

#### **Curriculum Links:**

**History - Strand**: Local Studies **Strand Unit**: Games and pastimes in the past **Primary Language Curriculum - Strand**: Writing **Strand Unit**: Purpose, genre and voice

#### **Learning Outcome:**

Pupils will gain the skills to carry out research and explore games and rhymes used for skipping, ball and clapping games. Pupils will be able to use skills for conducting an interview with older family members or grandparents. Pupils will create a piece of writing in a rhyme and game . Pupils will use language skills to create a piece of writing using purpose, genre and voice.

#### **Teaching Notes:**

We have created a template for pupils to use for the interview. We have also included a page of prompts and examples of rhymes that have been used for ball games, clapping games and skipping games. There are different variations of rhymes so these are intended to act as prompts for the interviewee and as examples of rhymes for the pupils. The research references rhymes from the past. Pupils are encouraged to use their imagination and link the rhymes they create to their lives and the present day.

### **Differentiation:**

- Pupils create their own rhymes using this research as inspiration (see last page).
- Find out the decade of the older person's childhood and ask pupils to do a project on that time period.
- Compare the time period to today what are the differences?

## Prompts for Grandparents if necessary:

Type of toys- marbles, skipping rope, balls, dolls, cars, trains, cards.

Types of games played: skipping, chasing, hopscotch, cricket, chess, draughts, cards, balls against the wall, clapping games.

Examples of rhymes are included below.



# Rhymes and Games Interview Template



Through this interview it is your job to find out about rhymes and games from different times. By asking these questions you will find out what games the older person played and the rhymes they used in these games. Use extra pages if you need to.

1. I (the pupil) am years old.	
2. When you were my age the year was	<b>.</b>
3. What type of toys did you have as a child? 	
4. What games did you play?	
5. Did you ever invent your own games?	
6. If so, can you tell me about these games?	
7. Did you play any games that used rhymes? Like ball games, skipping or clapping?	
8. Can you remember any of the rhymes?	
9. Can you tell me some of them? Write a rhyme h	ere:
	It's ok if you can't reme
	There are
	examples o
	next page.

# Rhymes and Games Rhyming Examples

### **Ball Game Rhymes:**

Matthew Mark Luke and John Next door neighbour carry on, Next door neighbour's got the flu, So now i pass these balls to you

1.2.3 O'Leary4,5,6 O'Leary7,8,9 O'Leary10 O'Leary caught the ball(Then change the name)

### **Clapping Rhymes:**

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

Pat-a-cake, pat-a-cake, Baker's man! Bake us a cake, As fast as you can, Mix it and prick it And mark it with B, And there will be plenty For baby and me.

### **Skipping Rhymes:**

I like coffee, I like tea, I'd like (person's name) to jump with me. 1,2, 3, 4, 5....

Teddy Bear, Teddy Bear, turn around, Teddy Bear, Teddy Bear, touch the ground Teddy Bear, Teddy Bear show your shoe Teddy Bear, Teddy Bear, that will do Teddy Bear, Teddy Bear, go upstairs Teddy Bear, Teddy Bear, say your prayers Teddy Bear, Teddy Bear, turn out the lights Teddy Bear, Teddy Bear, say good-night!







# Rhymes and Games Writing Rhymes

Now it's your turn!

You have completed your research and you are ready to write your own rhyme. The rhymes you learned from the past were part of your grandparents time. Why not create a rhyme that's about right now? It could be a part of your very own game. For an extra challenge see if you can add movement to your game.

Pick good rhyming words so that you have lots of options and let your imagination flow. Trying picking a word and listing as many rhyming words as possible to get started.

Write your rhyming words here:

