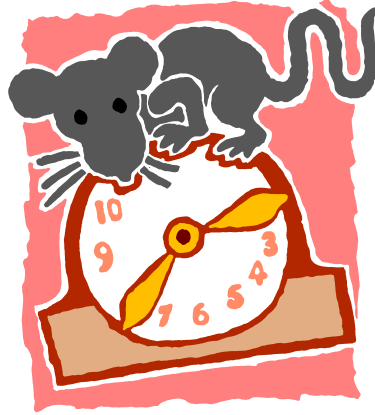


# It's Rhyme Time!

Rhymes help children develop an ear for language. They can introduce children to story structure. Their predictable patterns help children when they start to read, and they are fun for young children to play with! Once your child knows the rhyme, leave out the last rhyming word in the phrase and see if your child can fill in the missing words.

## Hickery, Dickory, Dock

Hickery, Dickory, Dock!  
The mouse ran up the clock;  
The clock struck one,  
And down he ran,  
Hickery, Dickory, Dock!



### Activities:

- 1) Show your child a clock and talk with him or her about time. It will soon be time to go to school. Are they excited? Do you have a special time to go to bed? A time to get up or eat dinner?
- 2) Practice being the mouse and run up and down the yard. See how much time it takes to run back and forth.



## Humpty Dumpty

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 Dumpty together again!

### Activities:

- 1) Cut a white sheet of paper into an egg shape. Then have your child draw a picture on it. Cut it into several pieces and see if your child can put them together again.
- 2) Talk with your child about a "great fall" that they have taken. How did it make them feel? Can you fall off a wall?

## Rhyming Hunt

Say, "We're going on a rhyming hunt. Let's find some things that rhyme with *clock*."  
Try it with words like: floor, blue, shoe, coat, wall, book, door, red, hog, mouse.



# More Fun with Rhymes!

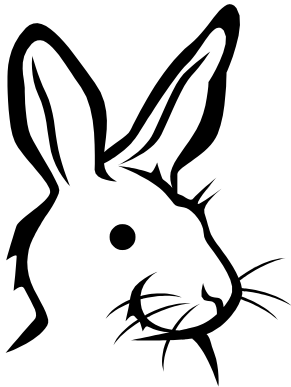
## Yankee Doodle

Yankee Doodle came to town  
Riding on a pony  
He stuck a feather in his cap  
And called it macaroni



### Activities:

- 1) Use macaroni to decorate a picture of a pony or cap. What is a cap?
- 2) Make a necklace by stringing macaroni on yarn. This is a great fine motor skill for five year olds.



## One to Ten

1, 2, 3, 4, 5  
I caught a hare alive  
6, 7, 8, 9, 10!  
I let her go again!

### Activities:

- 1) Practice counting to 10. Have your child count in their head as well as use objects. If this is easy, continue on to 20. Skipping numbers 13-19 is typical, just keep practicing.
- 2) Ask your child, what is a hare? Play catch with a pretend hare (small ball that they can catch with both hands). Hop or jump like a hare.

## I Spy

Use this phrase to help children identify things children can look for:

I spy, with my little eye  
Something that rhymes with \_\_\_\_\_

Other variations could include:

- Something that starts with (identify letter sound)
- Something that is the color (identify color)
- Something that starts with the letter (D)



## Jack and Jill

Jack and Jill  
Went up the hill  
To fetch a pail of water.  
Jack fell down  
And broke his crown.  
Jill came tumbling after



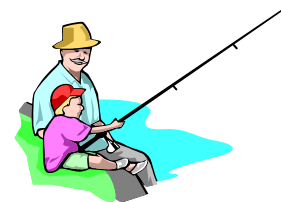
### Activities:

- 1) Take a trip to a park with a hill. Show your child how to roll down the hill. Allow them to roll and see if they can roll to the bottom of the hill.
- 2) Talk with your child about the words Jill and hill. Help them play with some other beginning sounds to come up with several other words that rhyme. i.e. pill, mill, dill, will, and fill. Nonsense words are okay.

## Family Stories

Recalling childhood memories and recent experiences are excellent ways to involve children in family storytelling and helps children develop narrative skills. Here are a few prompts:

- The day your child was born or adopted.
- How the child's name was chosen.
- What the first school you attended was like.
- Where you lived as a child.
- The pet(s) you had as a child.
- Your most memorable vacation.
- How you met your husband/wife.
- Your favorite family story.
- What your grandparents were like.
- Your first job.
- How holidays were celebrated in your family.
- Your best friend as a child.
- Your favorite teacher(s) & subjects.
- What kind of chores you did.
- Stories your parents/grandparents shared with you.



## Make up your own stories

Here's a few prompts:

- "Once upon a time there was a girl/boy named \_\_\_\_\_. S/he liked to \_\_\_\_\_ .
- Pick your favorite toy. If it could come to life, would it be a boy or girl? What would it act like? Which of your other toys would it be friends with?
- Tell a story about living in a far off land or another planet.

