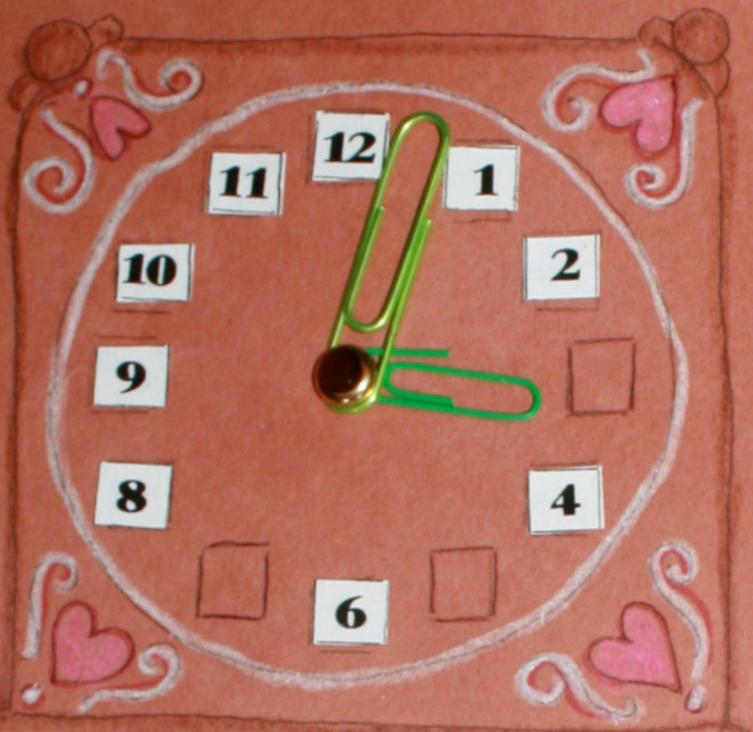


Hickory Dickory Clock Packet



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Hickory Dickory Dock
Glue the Numbers
on Your Clock
Spinner Game

12:00	6:00
1:00	7:00
2:00	8:00
3:00	9:00
4:00	10:00
5:00	11:00

Diane
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Hickory Dickory Clock Packet

As I've stated in other articles, I try to plug in a nursery rhyme whenever it seems to fit in with whatever else I'm doing, so at the start of learning about telling time, it just seems appropriate to read Hickory Dickory Dock to children.

When looking into the background of this nursery rhyme, I discovered that it was indeed intended to teach about counting.

Who knows, maybe that led to the possibility of a little bit of time telling thrown in, as the reason why numbers were so important.

Hickory dickory doc is believed by some to mean, 6,7,8. How we got to one and why a mouse is running around the clock, remains a mystery, but makes a wonderful writing prompt.

In my packet, Hickory Dickory Clock, I've included 2 such writing prompts that turn into what could be hilarious class books: *Hickory Dickory Dock: Who Else Went Up The Clock and Why?* Helps students use their imaginations and work on verb skills.

I've written an extension of the poem to help jumpstart their imaginations, as well as review all 12 numbers, where a duck waddles up the clock at 3, followed by a rabbit who hops up at ten only to do it over again, culminating with my favorite, the cow, who of course jumps over the clock at noon, hoping to later jump over the moon.

A trace and write the verbs worksheet is also included.

The other class book is entitled: *Why Did The Mouse Run Up the Clock?* Did he have a secret meeting with his girlfriend; was there a piece of cheese hidden up there; was he running away from the cat? Your students will have fun solving the mystery on their page and illustrating it.

There's an anchor chart poster of the modern version of the rhyme, as well as one of the 1901 Mother Goose version that uses the intro line "*Hickety Dickety...*"

Two "craftivities" and a spinner game help reinforce telling analog time as well as digital time.

Hickory Dickory Dock Glue the Numbers on Your Clock. Is a spinner game that is played with 2 to 4 players.

Students twirl the spinner. Whatever number they land on, they snip & glue to their clock and trace the digital time on the pendulum area.

The first child to complete all 12 numbers is the winner and receives a mouse for the top of his clock as well as a mini-certificate. The rest of the children glue their numbers on their clock to earn their mouse sticker as well.

Teachers can have students add a brad and paperclips for clock hands to make this game into a "working" clock to whole-group assess the students, if they want to take this one step farther, or stop there and make the paper plate mouse clock.

Here students cut out their clock face and glue it to a colored paper plate. I used multi-colored Halloween plates that I got on sale and then ran off the mice on neon green construction paper for a nice pizzazzy complimentary color.

Pre-cut small strips of black paper. Students will snip these into a point and glue one to the back of their mouse. If you want the ears to be 3-D have them cut on the lines and bend back. This will help them move the mouse to the different times, as they can gently tug on an ear.

Poke a hole through the mouse, add a brad and fasten it to the back of the plate.

Whole group assess to the hour, by calling on students to give you a time. Children move the mouse's tail to show that time and then hold up their clock.

Finally, *"Time to Pull the Mouse's Tail"* also reviews time by the hour.

Students glue their 2 clock "tail" strips together and make hands to show the time from 1 to 12.

Teachers cut slits with an Exacto knife in their mouse and slip their "clock tail" into the mouse.

Using glue dots, I've added wiggle eyes and a small pom-pom nose for that extra touch of pizzazz.

The teacher calls on quiet students to call out a time. Children slide the mouse's "tail" to reveal that time and hold up their mouse.

Play continues 'til all 12 times have been shown.

I've also included traceable word flashcards for numbers 1-12 as well as the digital times + covers to make an Itty Bitty booklet.

I hope this idea comes just in TIME to be a nice fill in for whatever you're doing right now.





Hickory Dickory Dock
The mouse ran up the clock
The clock struck one
And down he runs
Hickory Dickory dock

Hickory Dickory dock
The mouse ran up the clock
The clock struck two
And down he flew
Hickory Dickory Dock



Hickory Dickory Dock Glue the Numbers on Your Clock Spinner Game

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Materials

- Brown construction paper, another color for the squares for the spinner backs.
- Glue sticks
- Scissors
- Brass brads
- Large and small paperclips
- Protractor
- Crayons/markers

Directions:

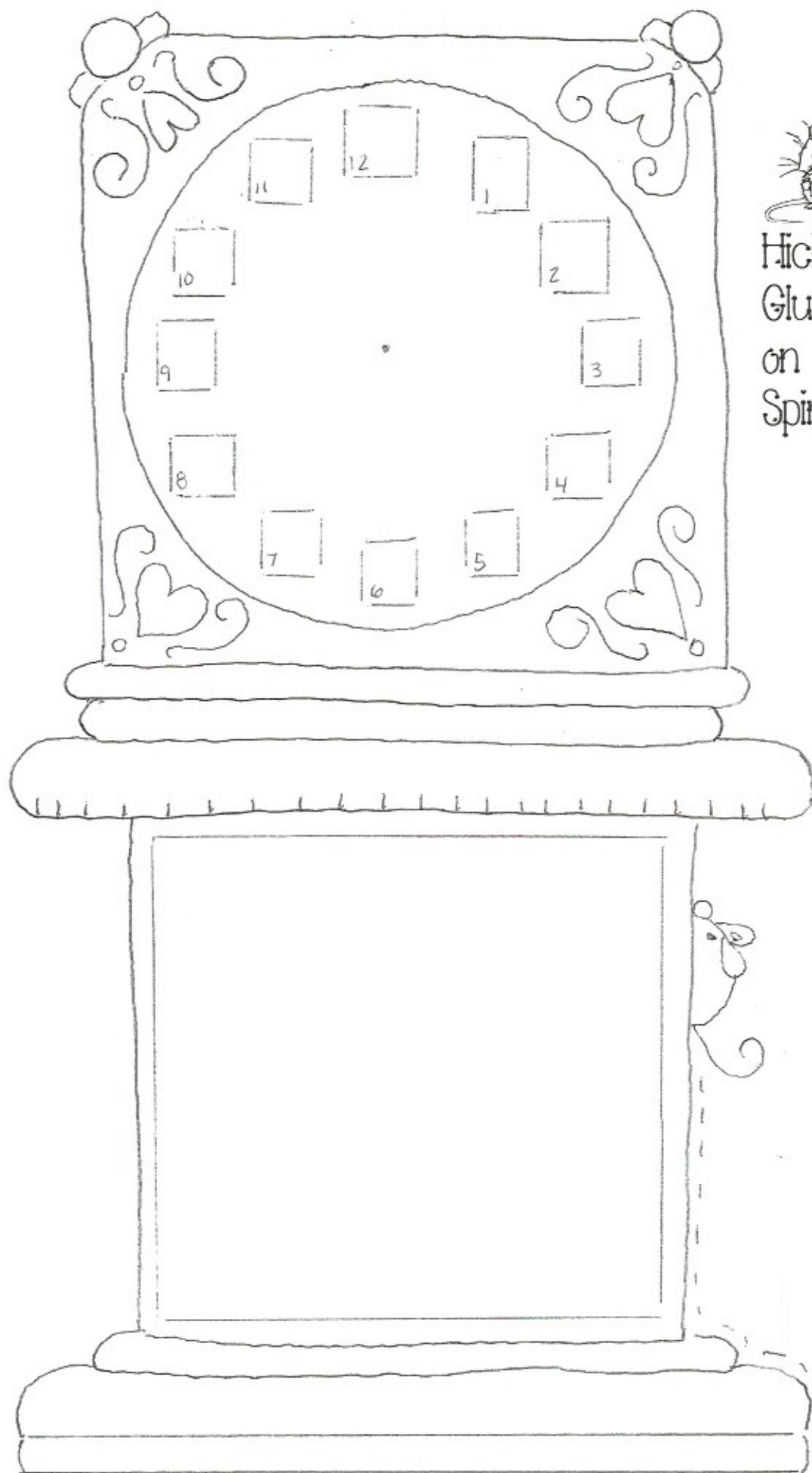
1. Run off spinner template.
2. Make a class set of spinners: Color, laminate, cut out and assemble.
3. Run off the grandfather clock on light brown construction paper.
4. Run off the number strip master and cut into single strips for each student.
5. Run off digital time box master and cut into squares for each student.
6. Make a sample to show your class.
7. Explain directions to your students.

Directions for Game:

1. Students play in groups of 2-4.
2. Spin the spinner to see who goes 1st. The highest number wins.
3. Children take turns spinning the spinner. If they have trouble spinning with the brad, Have them take it out and use a pencil instead.
4. Whatever number they land on that is the number that they snip off their strip and glue to their clock.
5. I have written small numbers on the boxes to help them out with placement. As they glue the number down, have them state the time they are gluing. i.e. If they spun a 2. They say and glue 2:00.
6. After they glue the 2 O'clock square, they trace the 2:00 digital time on the pendulum part of the clock.

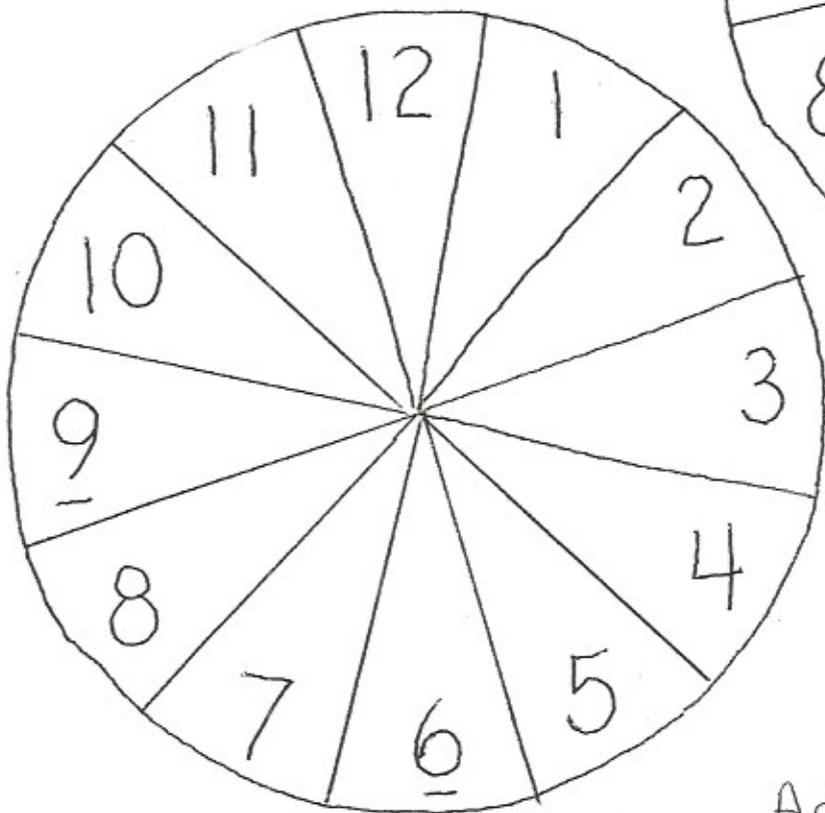
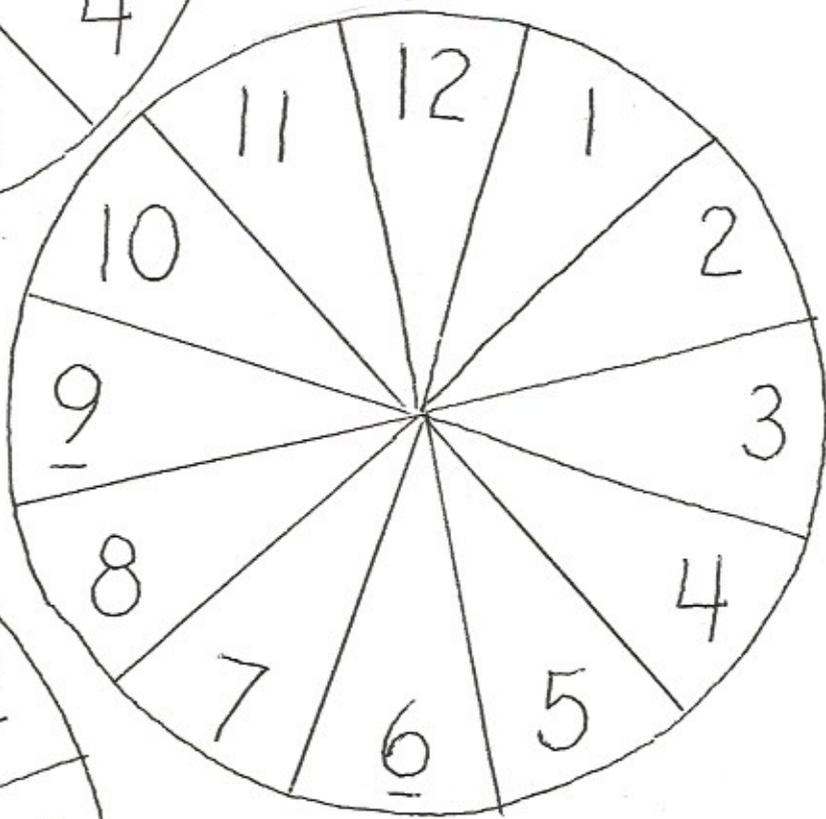
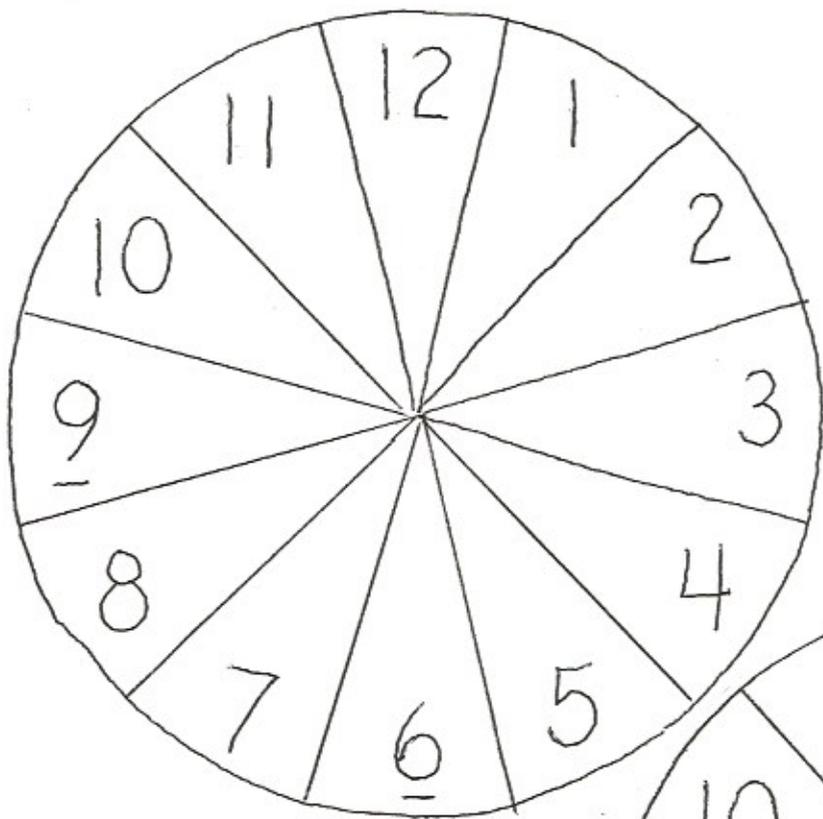
7. If they spin a time they already have, the cat has caught them and the spinner moves to the next player.
8. Play continues 'til a student has glued all of the numbers to their clock. They are the winner and get a mouse certificate and sticker to place at the top of their clock.
9. The other players glue the rest of their numbers to their clocks.
10. You can reward them with a mouse sticker as too.
11. If you want to review clock times with your students, poke a hole in the center of their clocks using a protractor.
12. Give children a brad to insert and a large and small paperclip to use as hands.
13. Call on quiet children to choose a time for everyone to move their paperclips to.
14. Children hold up their clocks for you to see when they have found the time.
15. I have also included a nursery rhyme poster of Hickory Dickory Dock which you can teach your students.
16. As a writing prompt I have included a page of what other animal they'd like to have run up the clock and the result of what happened after the animal did that.





Hickory Dickory Dock
Glue the Numbers
on Your Clock
Spinner Game





Spinners

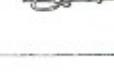
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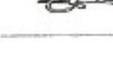
Add a brad & paperclip

 | 2:00  | 6:00
 | 1:00  | 7:00
 | 2:00  | 8:00
 | 3:00  | 9:00
 | 4:00  | 10:00
 | 5:00  | 11:00

 | 2:00  | 6:00
 | 1:00  | 7:00
 | 2:00  | 8:00
 | 3:00  | 9:00
 | 4:00  | 10:00
 | 5:00  | 11:00

 | 2:00  | 6:00
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 | 2:00  | 8:00
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 | 2:00  | 8:00
 | 3:00  | 9:00
 | 4:00  | 10:00
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 | 2:00  | 6:00
 | 1:00  | 7:00
 | 2:00  | 8:00
 | 3:00  | 9:00
 | 4:00  | 10:00
 | 5:00  | 11:00

Digital Time Square
Glue on clock. Students
Trace when they spin that #.

12	12	12	12	12	12	12	12	12	12	12	12
11	11	11	11	11	11	11	11	11	11	11	11
10	10	10	10	10	10	10	10	10	10	10	10
9	9	9	9	9	9	9	9	9	9	9	9
8	8	8	8	8	8	8	8	8	8	8	8
7	7	7	7	7	7	7	7	7	7	7	7
6	6	6	6	6	6	6	6	6	6	6	6
5	5	5	5	5	5	5	5	5	5	5	5
4	4	4	4	4	4	4	4	4	4	4	4
3	3	3	3	3	3	3	3	3	3	3	3
2	2	2	2	2	2	2	2	2	2	2	2
1	1	1	1	1	1	1	1	1	1	1	1

12	12	12	12	12	12	12	12	12	12	12	12
11	11	11	11	11	11	11	11	11	11	11	11
10	10	10	10	10	10	10	10	10	10	10	10
9	9	9	9	9	9	9	9	9	9	9	9
8	8	8	8	8	8	8	8	8	8	8	8
7	7	7	7	7	7	7	7	7	7	7	7
6	6	6	6	6	6	6	6	6	6	6	6
5	5	5	5	5	5	5	5	5	5	5	5
4	4	4	4	4	4	4	4	4	4	4	4
3	3	3	3	3	3	3	3	3	3	3	3
2	2	2	2	2	2	2	2	2	2	2	2
1	1	1	1	1	1	1	1	1	1	1	1

Enough for
24 Students

Number
Strips to
glue on
clock boxes.



Congratulations!
No Mousin' around! I beat the
clock & got my mouse to the top.
Winner: *Hickory Dickory Clock*
game! Yay for me!



Congratulations!
No Mousin' around! I beat the
clock & got my mouse to the top.
Winner: *Hickory Dickory Clock*
game! Yay for me!



Congratulations!
No Mousin' around! I beat the
clock & got my mouse to the top.
Winner: *Hickory Dickory Clock*
game! Yay for me!



Congratulations!
No Mousin' around! I beat the
clock & got my mouse to the top.
Winner: *Hickory Dickory Clock*
game! Yay for me!



*Hickory Dickory Doc Nursery Rhyme Trivia

Meaning of Hickory & Dock words:

Basically hickory dickory doc is a form of counting. The numbers seem to have a Celtic background that are 8, 9, 10.

What does **Hickory** mean?

Unlike many nursery rhymes, a lot of folks feel this one had its origins in America, instead of England, because of the word hickory.

Some believe **Hickory** is derived from the North American Indian word "*pawcohiccora*" which is an oily milk-like liquor that is pressed from pounded hickory nuts. The word "Pohickory" was contained in a list of Virginia trees published in 1653. The word "Pohickory" was subsequently shortened to "hickory."

What does **Dock** mean:

Dock is a species of plant, which has the Latin name of *Rumex Crispus*. A well-known weed which has a long taproot making it difficult to exterminate. The Dock plant can be used as an astringent or tonic and many of us would have experienced the healing properties of the Dock leaf after being stung by a stinging nettle.

Historical Background:

The earliest recorded version of the rhyme is in Tom Thumb's Nursery Rhymes, published in London about 1744, which uses "*Hickere, Dickere Dock*", instead of our modern version. The next recorded version is in *Mother Goose's Melody* (c. 1765). She uses "*Dickery, Dickery Dock*"

The words in a later edition of Mother Goose are still different from ours; in a 1901 version that was illustrated by William Wallace Denslow they use

"Hickety Dickety Dock".

Some people believe the rhyme originated as a counting out rhyme for the Westmoreland shepherds in the nineteenth century. They used "the numbers *"Hevera, Devera and Dick"*

Still others claim that the rhyme was written a man who lived in Dublin, Ireland, named Oliver Goldsmith who wrote a volume of nursery rhymes that he collected.

Even to this day, as with many other nursery rhymes, there are two substantially different melodies, one associated with Great Britain and the other with North America.

***Information taken from a dozen websites, which collaborate each other's info.**

To listen to the rhyme check out this short animated YouTube video.
<http://www.youtube.com/watch?v=WLC7KeWXhss&feature=related>
It also includes the additional ending: *The clock struck 2 and down he flew, hickory dickory dock.*

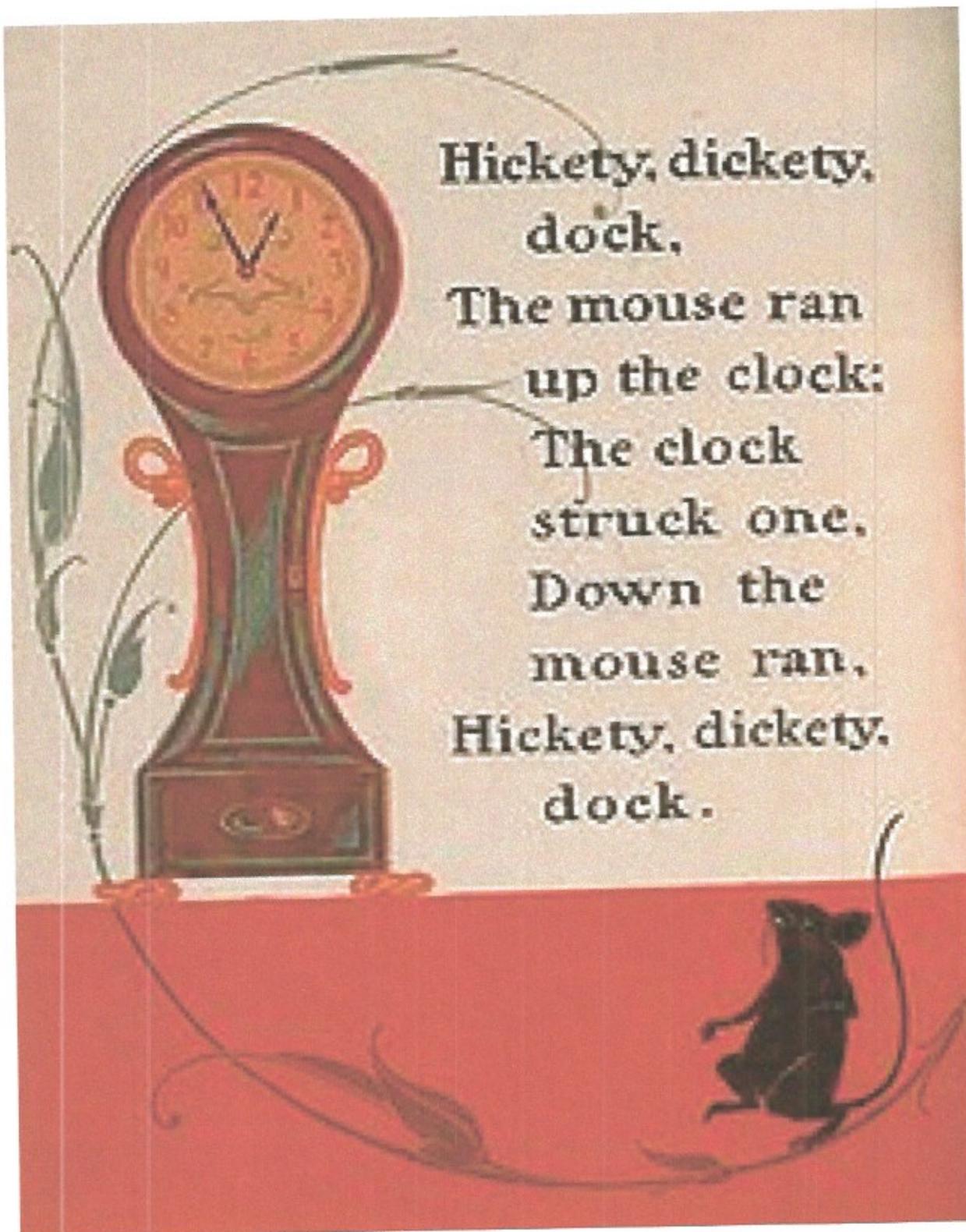
For a fun gross motor activity, draw a huge grandfather clock on your playground, or sidewalk outside of the school, with sidewalk chalk.

Have your students get in a line and recite the rhyme with you.

When they get to the part *"...the mouse ran up the clock."* Have children run up the side of the clock and pause there, until you say, *"the clock struck one and down he run."* then children run back down the clock and fall in a pile beside the clock.

Repeat the rhyme with other verbs, having the "mouse-kids" hop on one foot, skip, waddle like a penguin, walk backwards, jump, up and down the clock.

Go back in and complete one of the Hickory Dickory Clock activities.



Hickety, dickety,
dock,

The mouse ran
up the clock:

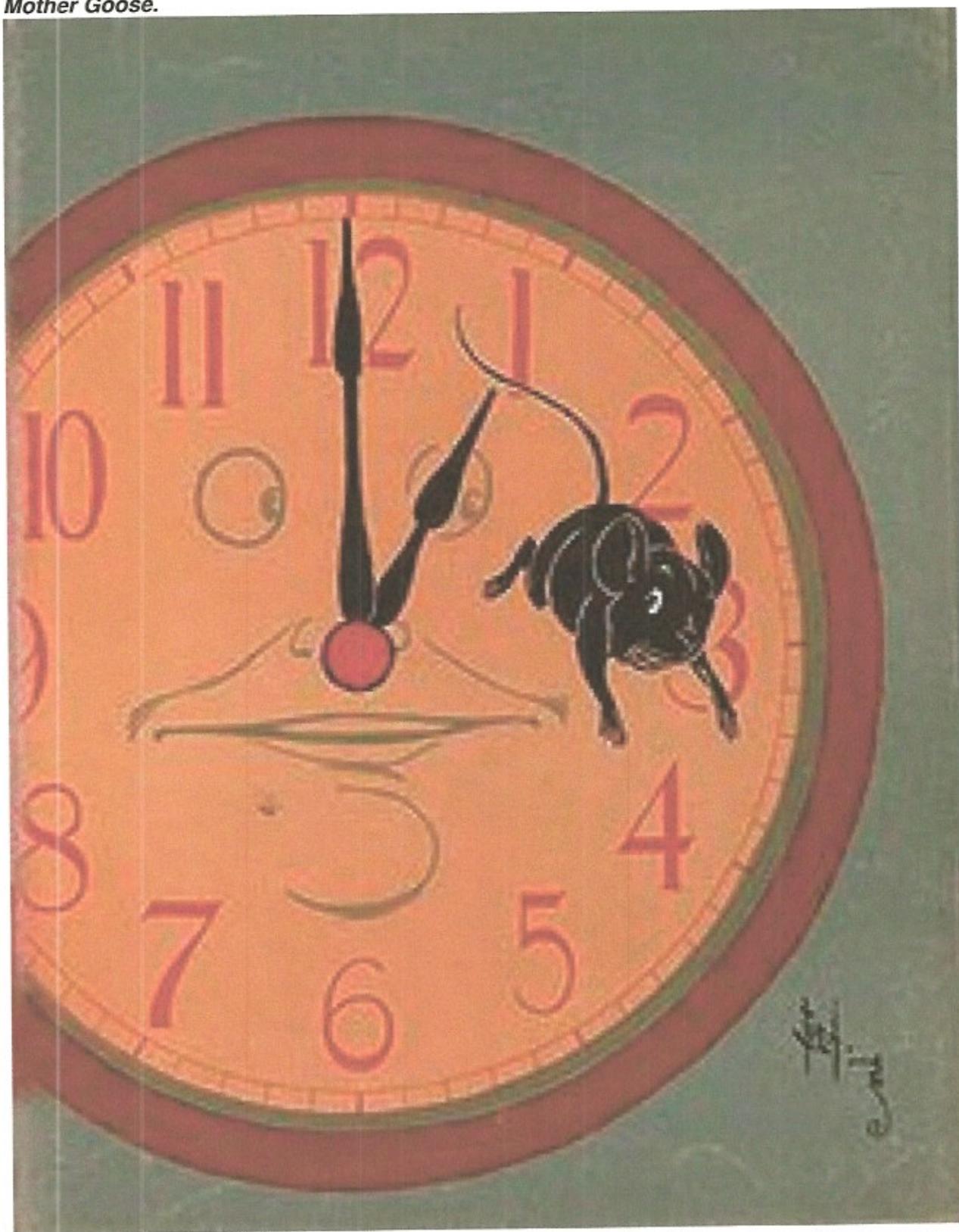
The clock
struck one,

Down the
mouse ran,

Hickety, dickety,
dock.

Hickety Dickety Dock, Illustrated by William Wallace Denslow, From a 1901 collection of *Mother Goose*. Print Public Domain

Hickety Dicky Dock, illustrated by William Wallace Denslow, from a 1901 collection of *Mother Goose*.





**Hickory Dickory Dock
Who's Going Up The Clock?**

Hickory Dickory Dock
The mouse ran up the clock
The clock struck one
And down he runs.
Hickory Dickory Dock.

Hickory Dickory Dock
The bird flies up the clock
The clock strikes 2
And down she flew.
Hickory Dickory Dock.

Hickory Dickory Dock
The duck waddled up the clock
The clock strikes 3
She quacks fiddle-de-dee!
Hickory Dickory Dock.

Hickory Dickory Dock
The rooster crows with the clock
The clock strikes 4
He crows some more.
Hickory Dickory Dock.

Hickory Dickory Dock
The bee buzzes by the clock
The clock strikes five
She returns to the hive.
Hickory Dickory Dock.

Hickory Dickory Dock
The beaver eyes the clock
The clock strikes six
She chews some sticks.
Hickory Dickory Dock.

Hickory Dickory Dock
The mule won't budge from the clock.
The clock strikes 7
4 more hours 'til 11.
Hickory Dickory Dock.

Hickory Dickory Dock
The farmer runs by the clock
The clock strikes 8
He must be late.
Hickory Dickory Dock.

Hickory Dickory Dock
The chicken prances up the clock
The clock strikes nine
The chicks follow in line
Hickory Dickory Dock.

Hickory Dickory Dock
The rabbit hops up the clock
The clock strikes ten
She hops again.
Hickory Dickory Dock.

Hickory Dickory Dock
The turkey gobbles up the clock
The clock strikes 11
It's way past 7.
Hickory Dickory Dock.

Hickory Dickory Dock
The cow jumps over the clock
The clock strikes noon
Let's try jumping the moon
Hickory Dickory Dock.

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By Diane L. Henderson





The mouse ran up the clock. How else could a critter go up a clock?
Trace and then write the words. Can you think of 3 more.

run

jump

hop

walk

wiggle

crawl

bounce

slide

gallop

prance

fly

waddle

trot

swim

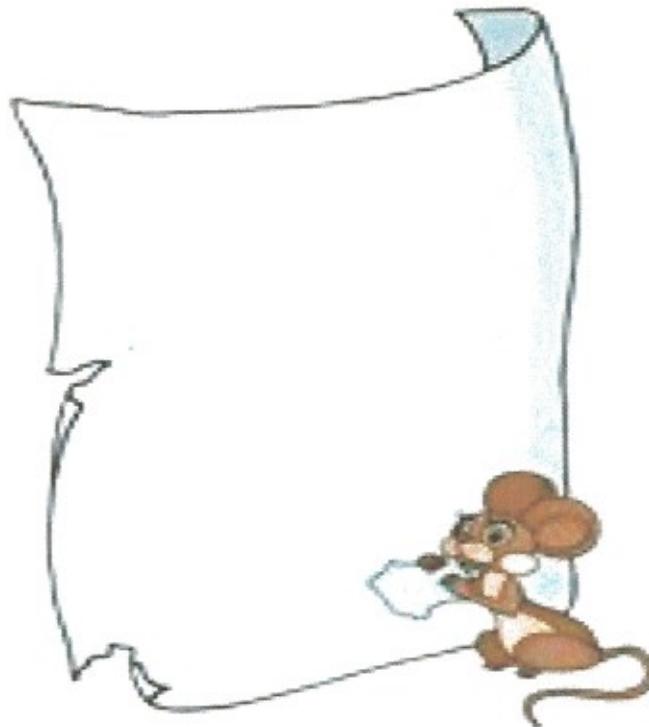
flutter

Blank handwriting lines for practice, consisting of a solid top line, a dashed middle line, and a solid bottom line.

Hickory Dickory Dock
Who Went Up The
Clock?

What Happened?
A Class Book By

Blank handwriting lines for writing names.





Hickory Dickory

Doek the

up the clock

the clock

Blank handwriting practice lines consisting of four sets of three horizontal lines (top, middle dashed, bottom).

Why Did The Mouse
Run Up The Clock?
A Class Book By

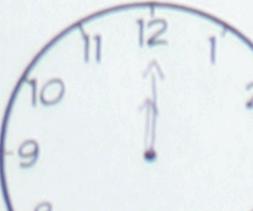
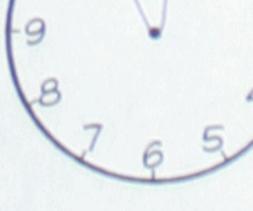
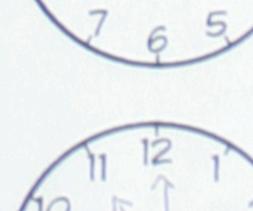
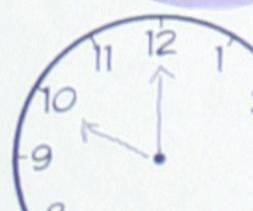
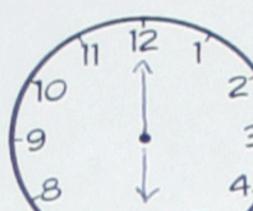
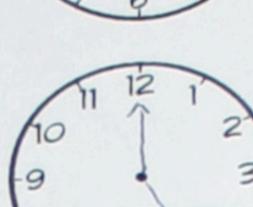
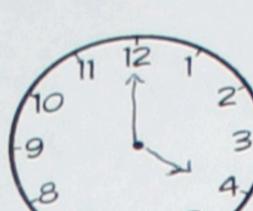
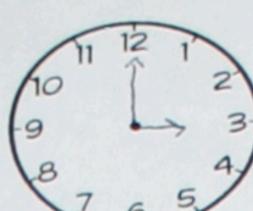
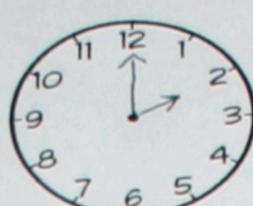
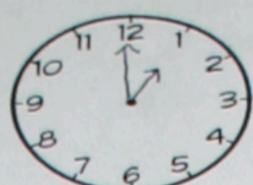
Blank handwriting lines for writing names and text.



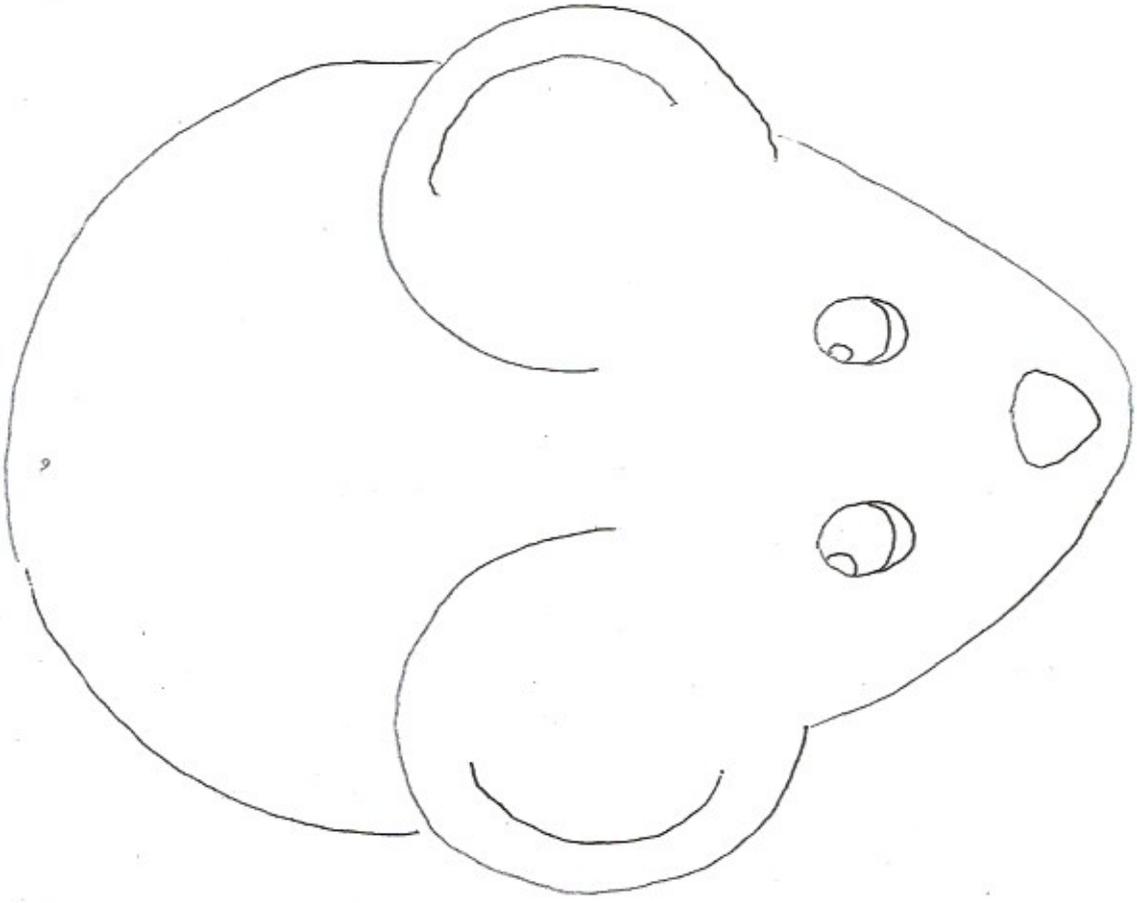
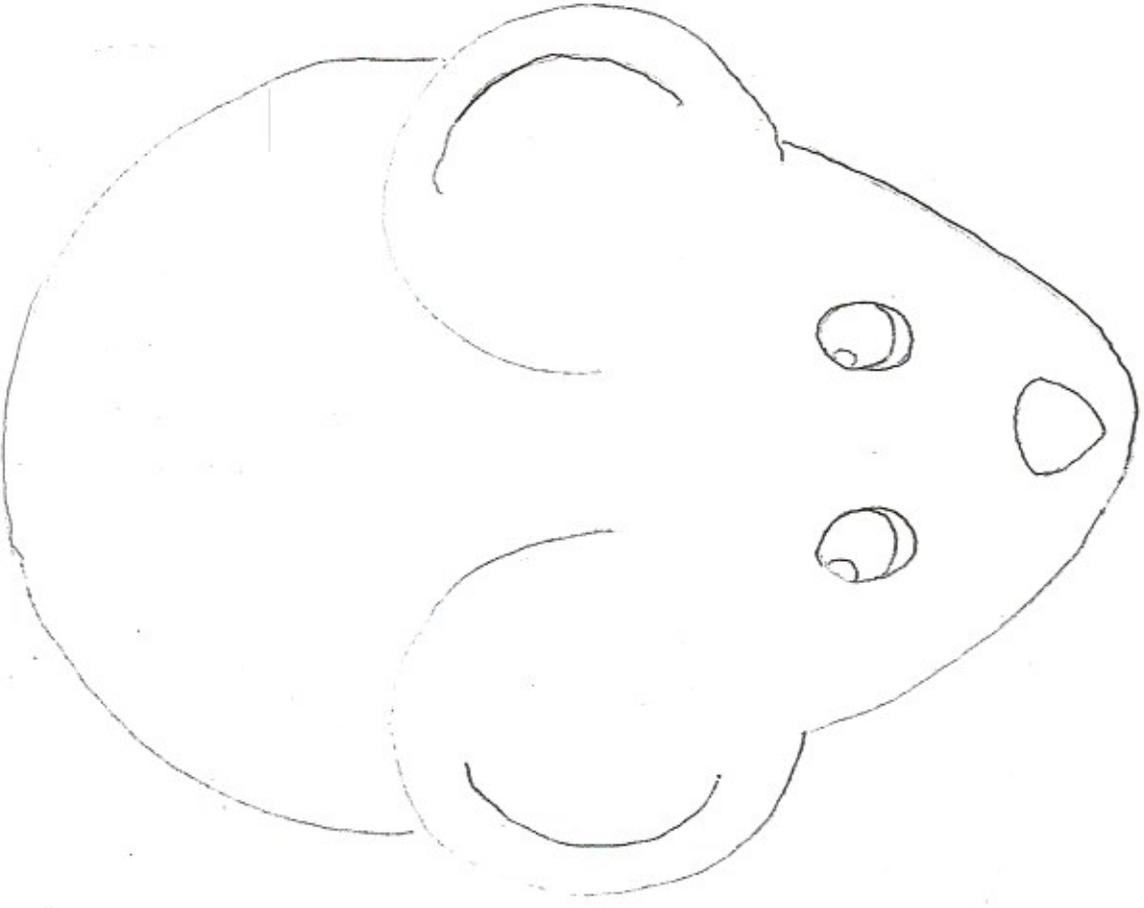
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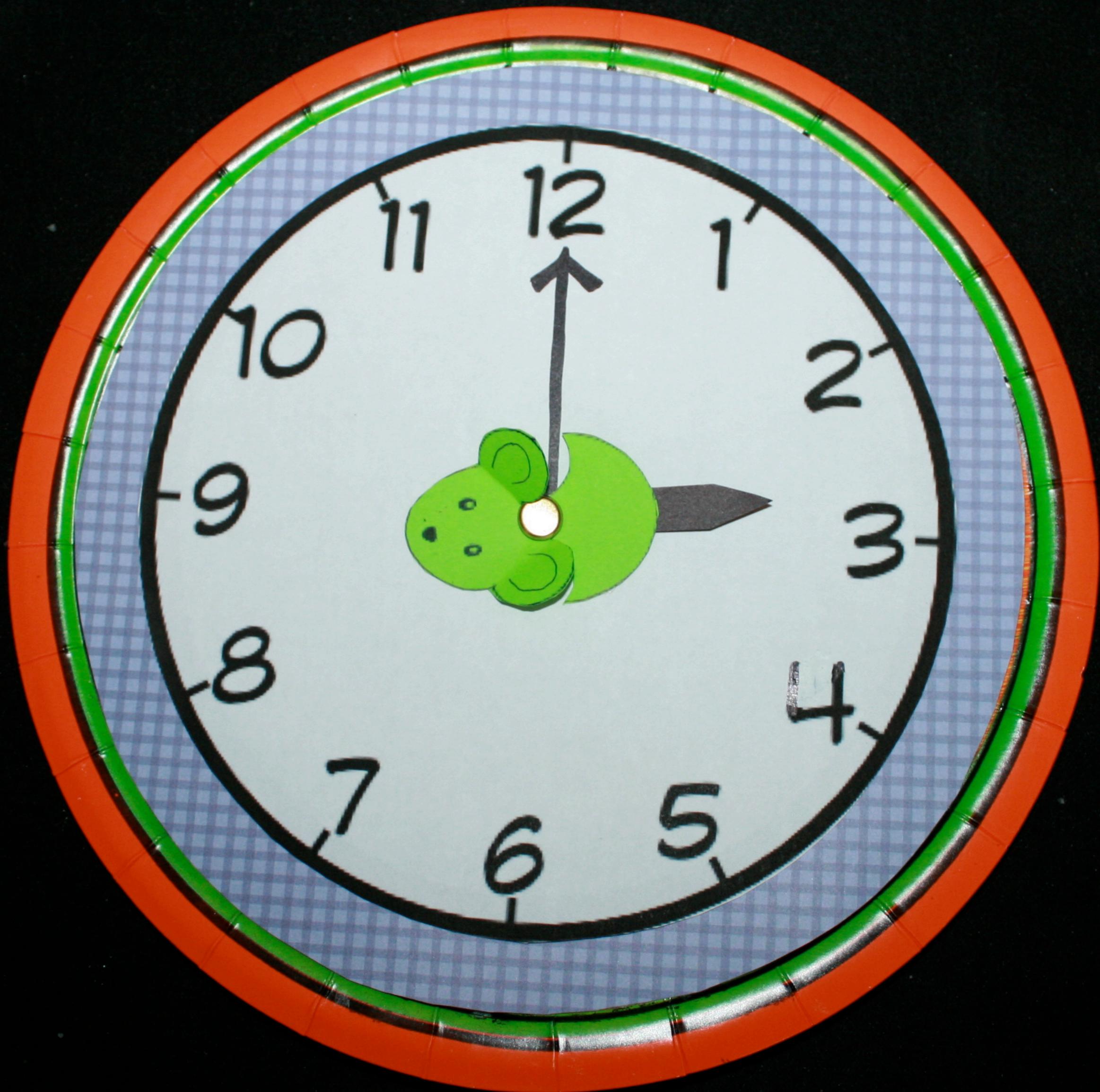
The mouse ran up the
clock because

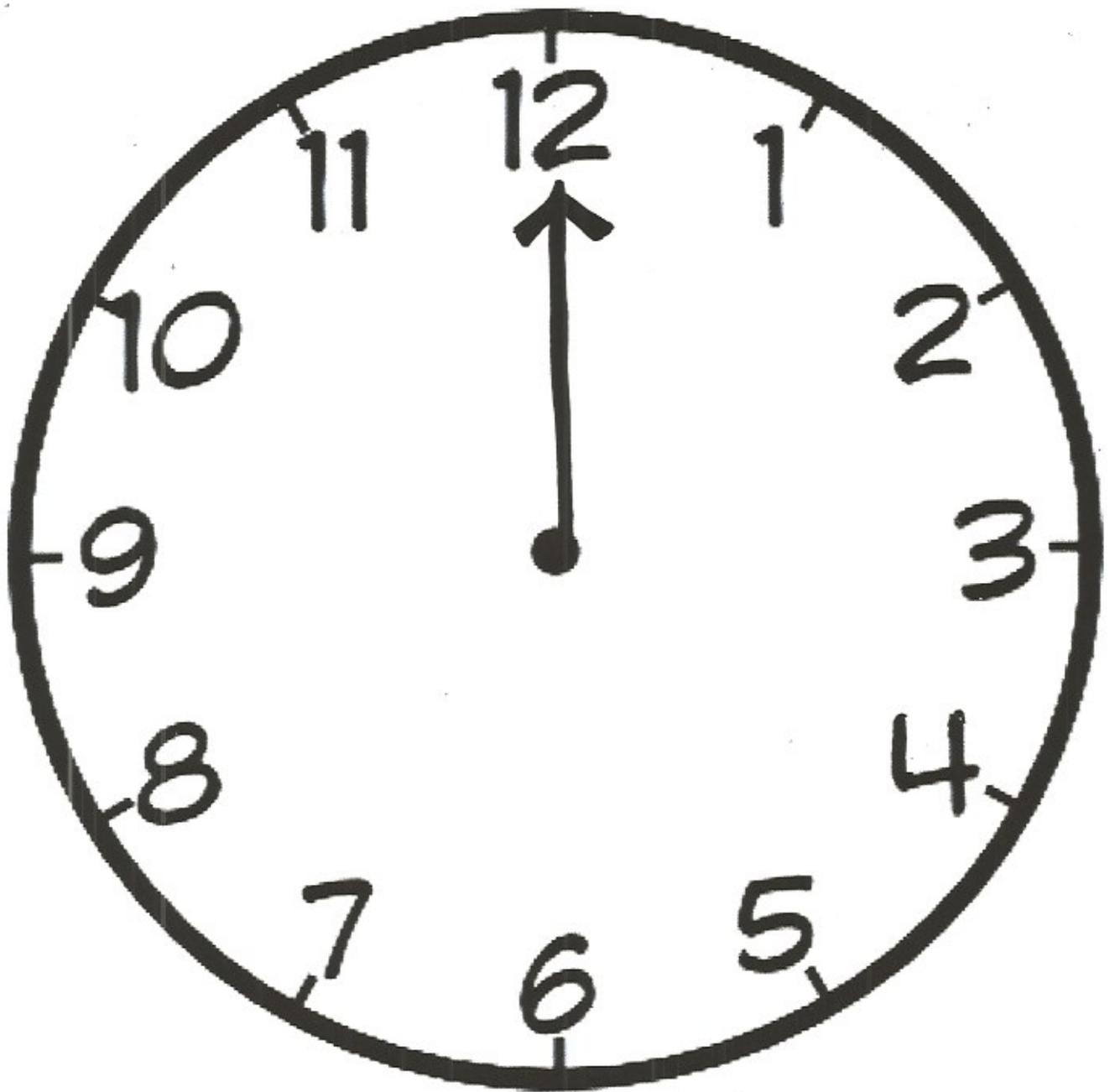
Blank handwriting practice lines consisting of four sets of three horizontal lines (top, middle dashed, bottom).



Diane



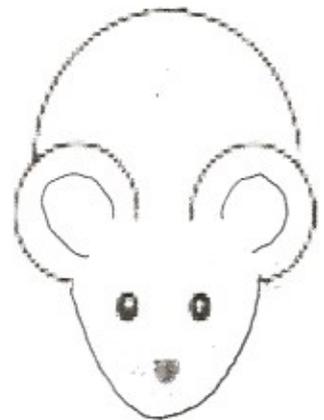
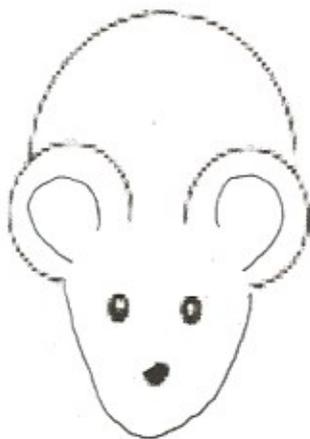
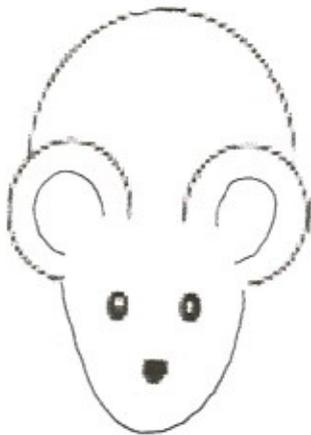
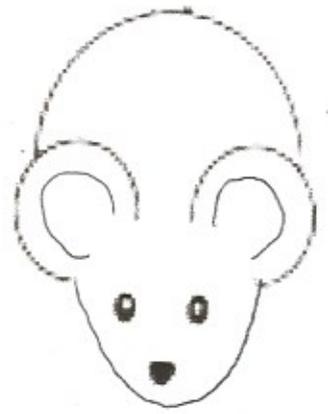
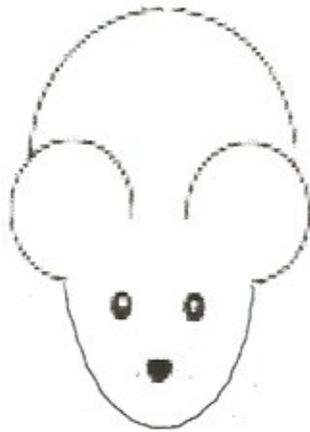
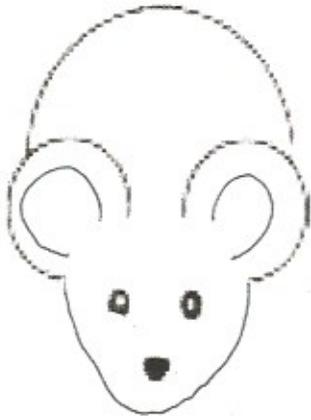
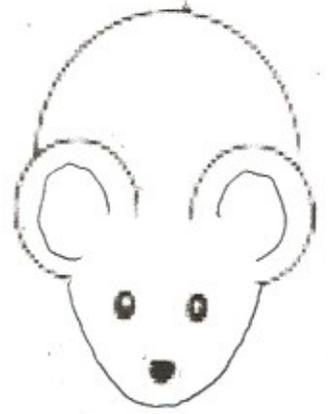
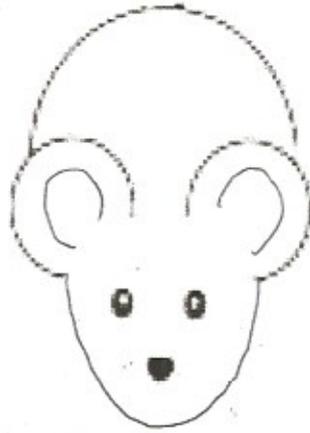
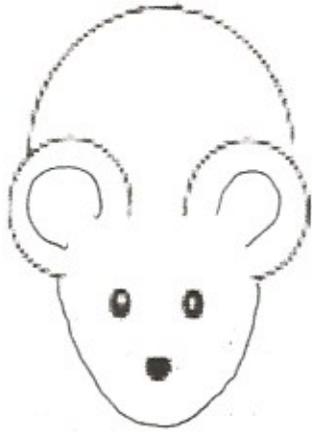
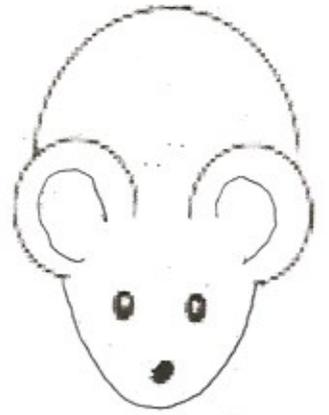
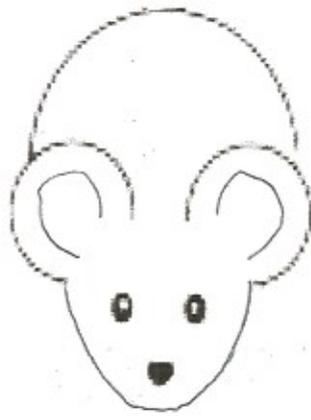
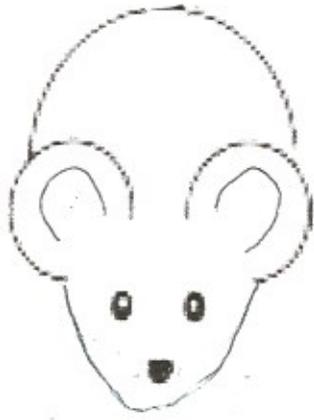




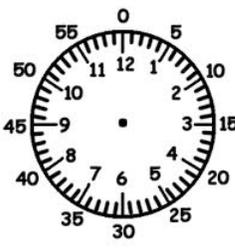
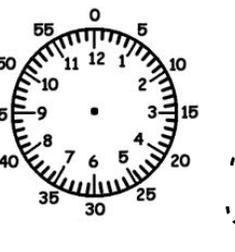
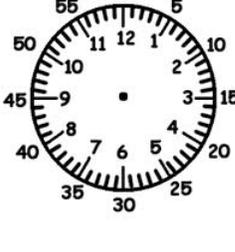
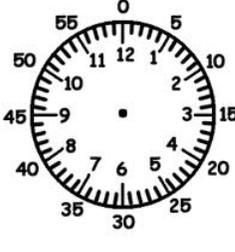
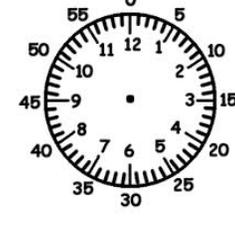
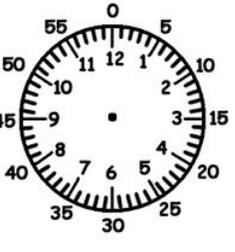
Hickory Dickory

Paper Plate
Clock

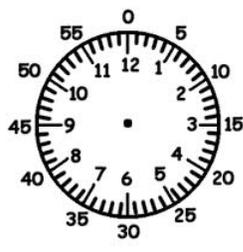
Mice to go with
paper plate clock.



Analog Time 1

 <p>1:00</p>	 <p>2:00</p>
 <p>3:00</p>	 <p>4:00</p>
 <p>5:00</p>	 <p>6:00</p>
 <p>7:00</p>	 <p>8:00</p>
 <p>9:00</p>	 <p>10:00</p>

Analog Time 2

 <p>1:00</p>	 <p>12:00</p>
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<p>Analog Time</p> 	<p>What time is it?</p> 
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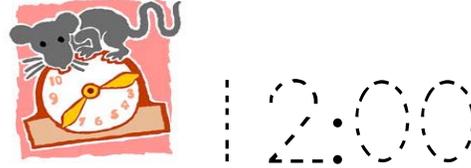
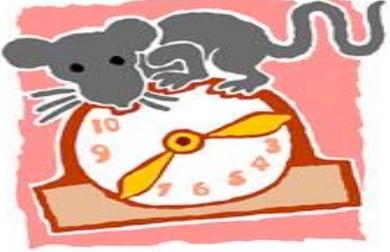
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Digital Time 1

 1:00	 2:00
 3:00	 4:00
 5:00	 6:00
 7:00	 8:00
 9:00	 10:00

Digital Time 2

	
	 <p>My Digital Time Booklet To The Hour By:</p>
 <p>Hickory Dickory Clock</p>	<p>What time is it?</p> 