

# Nursery Rhymes – Old King Cole

## Teaching Ideas

(Please note that these ideas can either be used as part of a larger topic on rhymes or as standalone activities for the individual rhyme. They support Phase 1 of the UK Letters and Sounds phonics programme as well as general literacy.

Not all are appropriate for all ages of children so please adapt them as required for your class/child.)

### Generic Rhyme Activities

- **Chant or sing** the rhyme adding **actions/movement** as appropriate.
- Stop at the last word of each rhyme and get the children to **fill in the missing word**.
- **List the rhyming words and find others**, e.g. wall and fall, tall, call etc.
- **Play pairs games** with pictures of objects (or real objects) and **take it in turns to find a rhyming pair**.
- Clap, use body percussion, or percussion instruments to **play the rhythm of the individual rhymes**. Start to identify the differences e.g. compare the rhythm of Humpty Dumpty to The North Wind Shall Blow.
- **Compile class book** of their favourite rhymes and songs.
- **Compose and write own rhymes** based on their favourite ones, e.g. Humpty Dumpty ran up a hill....etc
- Make up **nonsense rhymes**.
- **Put objects to represent different rhymes in bag** and use to decide which rhyme to say next.
- Use pictures from the animated rhyme to **sequence the rhyme** before writing it.
- **Use puppets** to support children to independently sing/retell the rhyme.
- Allow the children to **watch the animated rhymes independently** and support them to chant/sing as the animation is playing.

### Old King Cole Activities

- **Make crowns from paper/card** and decorate with **repeating patterns**.
- **Design and make a castle** for the King to live in.
- Write a **description of a castle** using the model castles/pictures of castles as a stimulus.
- Write a **job advert for a musician**.
- **Plan and hold a party** for the King and the musicians to play at.
- Write **invitations** for the party.
- Use the **jigsaw puzzle and swap pieces puzzle** on The Treasure Tree to support children's spacial awareness.
- Draw around children and use as an outline to **create own lifesize characters from the rhyme**. Paint with **colours identified** on the animated characters.
- **Sketch real instruments** using a variety of different mediums.
- Experiment with different instruments and use to **create a piece of music for the King**.
- **Make percussion instruments to play** (shakers, drums etc from junk modeling materials).
- **Listen to recordings of different instruments** and use to **create a comparison chart**, e.g. quiet to loud, high to low etc.
- **Sort instruments according to how played**, e.g. strings, blow, shake etc.
- Create a display of **onomatopoeias for sounds (musical and other)**.