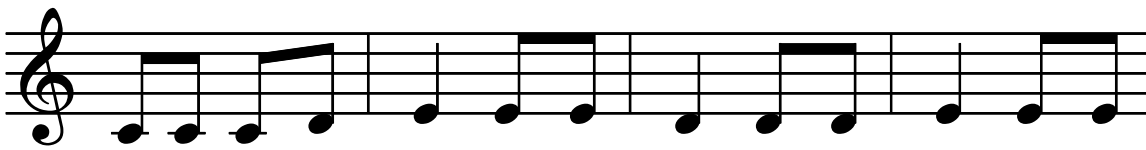


Songs for Literacy

3 Note songs *mi, re, doh*

Peter taps with One Hammer *mi, re, doh* (E,D,C)



Pe-ter taps with one ham-mer, one ham-mer, one ham-mer.



Pe-ter taps with one ham-mer all day long.

Activity; Do actions with the song

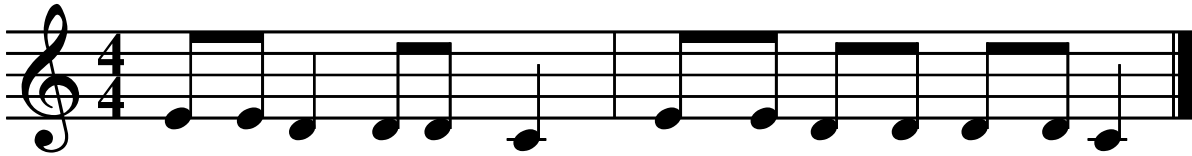
- one hammer ; tap the beat with one hand
- two hammers; tap the beat with two hands
- three hammers; tap with two hands and one foot
- four hammers; tap with two hands and two feet
- five hammers ; tap with two hands and two feet and a head !

Suogán *mi, re, doh* (E,D,C)



Su-o gán do not weep, Su-o-gán go to sleep.
Su-o-gán have no fear, Su-o gán mo-ther's near.

Seven Girls..... mi, re, doh. (E,D,C,)



Sev-en girls I must know Wish me luck and here I go.

Activity;

- Name the seven girls after the song. Then change the category to boys, foods, games, places, fruit, teams, popstars etc.
- Use this song as a skipping rhyme



Who's got the thimble? Mi re doh (E,D,C)



Who's got the thim - ble, the thim - ble, the thim - ble?



Who's got the thim - ble? Dont let us see.

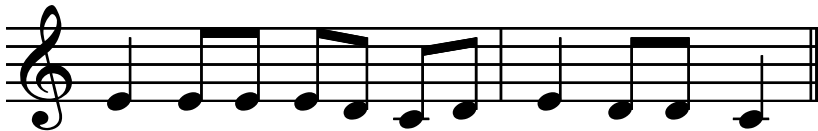
Game; A child is chosen as the thimble hunter. The children are seated in a circle with their hands behind their backs. One child is concealing the thimble. The thimble hunter walks around the circle as all the children sing the song. They song louder is the hunter is near the thimble and quieter if they are not near (Like hot and cold). They repeat the song until the thimble hunter locates the missing thimble.



The long legged Sailor *mi, re, doh (E,D,C)*



Have you ev-er ev-er ev-er in your long leg-ged life, seen a
No I've nev-er nev-er nev-er in my long leg-ged life, seen a



long leg-ged sail-or with a long leg-ged wife?
long leg-ged sail-or with a long leg-ged wife

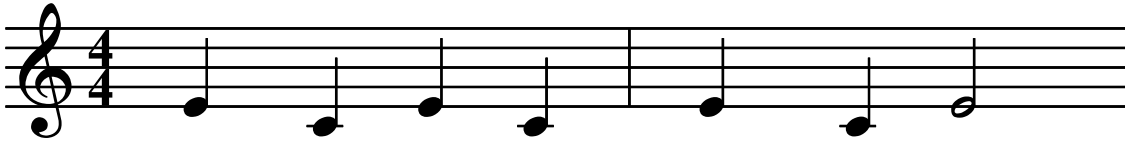
Other verses.

- Have you ever, ever, ever in your **short** legged life.....
- Have you ever, ever, ever in your **cross** legged life.....
- Have you ever, ever, ever in your **bow** legged life.....
- Have you ever, ever, ever in your **one** legged life.....
- Have you ever, ever, ever in your **no** legged life.....

Activities:

- Children sing the song and put in a suitable action each time they come to the words long, short, cross, bow, one, no.
- Leave out the word long, short, cross, bow, one, no. and sing it with inner voice each time.
- Sing the song as a call and response song, with one half of the children singing the first part of each verse and the others responding for the second half of the verse.

Who's that yonder ? *mi, re, doh, (E,D,C)*



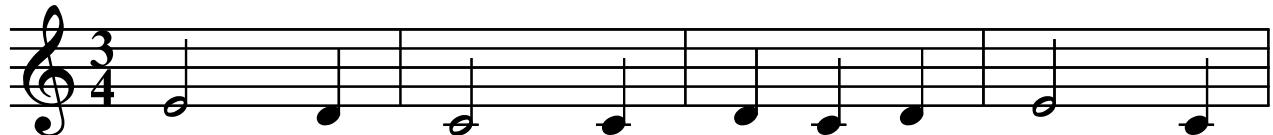
Who's that yon - der dressed in red?
Who's that yon - der dressed in white?



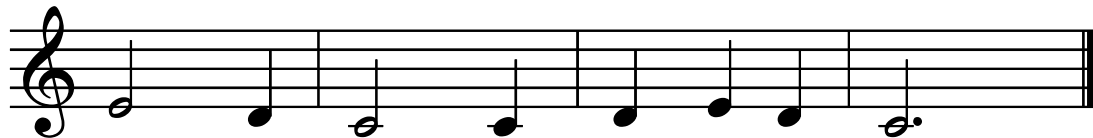
Must be the child-ren th-at Mos-es led.
Must be the child-ren of the Is - rael-ite.



Fais Dodo *mi, re, doh (E,D,C)*

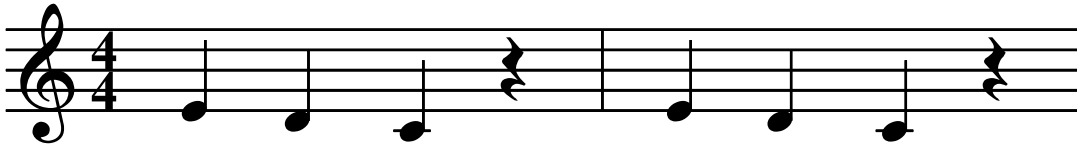
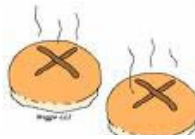


Fais do - do and let us go dream - ing



Fais do - do come dream-ing with me.

Hot Cross Buns *mi, re, doh* (E,D,C)



Hot cross buns, hot cross buns,



one a pen-ny two a pen-ny hot cross buns.

Alice the Camel *mi, re, doh* (E,D,C)



A - lice the cam-el has	five humps,	A - lice the cam-el has	five humps,
A - lice the cam-el has	four humps,	A - lice the cam-el has	four humps,
A - lice the cam-el has	three humps,	A - lice the cam-el has	three humps,
A - lice the cam-el has	two humps,	A - lice the cam-el has	two humps,
A - lice the cam-el has	one humps,	A - lice the cam-el has	one humps,
A - lice the cam-el has	no humps,	A - lice the cam-el has	no humps,



A - lice the camel has	five humps, so	go	A - lice	go, Boom, boom, boom.
A - lice the camel has	four humps, so	go	A - lice	go, Boom, boom, boom.
A - lice the camel has	three humps, so	go	A - lice	go, Boom, boom, boom.
A - lice the camel has	two humps, so	go	A - lice	go, Boom, boom, boom.
A - lice the camel has	one humps, so	go	A - lice	go, Boom, boom, boom.
A - lice the camel has	no humps, so	Alice	is a	horse!

Game; The children stand in a circle facing the centre with their hands on one another's shoulders. As they sing they circle sideways to the right. Before every number, they bend their knees and arch their back like a camel. At Boom, boom, boom they jump three times. The next verse can be sung, circling in the other direction. Alice can start with ten humps and go all the way down to none. !



One Potato, two potatoes..... *Mi, re, doh* (E D C)



One po - ta - to, two po - ta - toes, three po - ta - toes, four.



Five po - ta - toes, six po - ta - toes, se-ven po-ta - toes more.

Activity; This street rhyme is often used by children to pick a leader or someone to be 'on' for a game. The children stand in a circle facing inwards with their fists or one foot held out in front of them. One person points to each hand or foot as the song is sung and whoever's hand or foot they are pointing to at the end of the song is now 'on'.