BOOGIE BOOTS PLAY GUIDE

Hop'n Hip -rhyme

HOPPING AND HIDING PLAY

Type: **indoor or outdoor play**
Age: **4 to 7 years**
Players: **as desired**
Duration: **10 minutes**

Online support materials

(in Finnish) Instrument making instructions / written and video (oomc.fi)

Picture cards / Activity and Equipment Cards (pdf, oomc.fi)



Skills exercises

- Skipping
- Hopping

Equipment

- If desired, an accompanying instrument may be used, such as a drum, two chime bars (e.g. melodies C and G), a five-string kantele (playing the longest and shortest strings) or a self-made instrument. The Boogie Boots website contains instructions for instrument making and everyday musical instruments.
- Blanket to cover up the player.
- The picture cards can be used to support play: skipping and hopping.

How to play

- The players are chickens and the adult is the farmer tending to them. The chickens hop about in the farmyard around the farmer.
- When the farmer notices a clever fox stalking the chickens, he tells the chickens to "curl on the floor and stop" and close their eyes. The farmer covers one of the chickens with a blanket to hide them.
- Then, the other players have to guess who is under the blanket.

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RHYME WORDS	GAME
II: Hop 'n' hip, hip 'n' hop! :II Continue repeating the rhyme until the adult says stop.	All the players say the rhyme together. Skip or hop on one foot around the farmyard.
"***Curl on the floor and stop!***" The adult says stop and stops playing the accompanying music.	The players drop to the ground quickly, curl up into a ball and close their eyes. The adult covers one player with a blanket. When the adult gives permission, the players can open their eyes. Then, the other players have to guess who is under the blanket.

Accompanying and playing a song together

A steady hopping rhythm is played.

Time the music to coincide with hopping from one foot to the other. When hopping on one foot, time the music to coincide with the foot hitting the ground.

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Adapting a task

Make the task easier

- Use pictures to support game play.
- Move in an easier way, such as by jumping up and down with both feet or scampering about.

Make the task more challenging

- The players can be asked to come up with their own way of hopping or other ways of moving about to the rhyme. Each time, the players must come up with new moves.
- The players move as told in pairs while holding hands.

Tips

- The game also works well as a transition if you want the players to leave one or a few at a time to, for example, eat or get dressed. The players who were covered by the blanket are the first to leave.

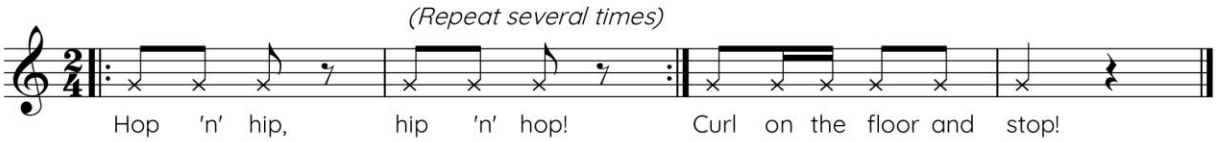
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Hop 'n' Hip

(Kommervenkkaa vemmerkonkkaa)

Finnish nursery rhyme



Translation: Anne-Mari Kuusisaari, Emmi Wilkinson

Developed as a part of the Boogie Boots project.