

# Circle Time Lessons & Centers

Unit  
overview

## Day 1 Hickory Dickory Dock

Introduce the nursery rhyme:  
**Hickory Dickory Dock**

Recite the nursery rhyme. Make a mouse stick puppet and have students use it to act out the rhyme.

## Day 2 Concentration Game

Play a fun concentration game to introduce times on a clock.

## Day 3 Word Replacement Action

Recite the nursery rhyme and replace with different action words.

## Day 4 Rhyming Words

Match the mouse to the cheese!  
Play a fun rhyming game.

## Center Shape Matching

Match the mouse shape to the corresponding shadow shape.

## Bonus Take Home Mini Book

Foldable emergent reader book.

**Hickory Dickory Dock** Day 1 lesson plans  
Nursery rhyme  
A nursery rhyme is a traditional rhyming poem or song. Teaching nursery rhymes helps young children to develop auditory skills and helps with speech development.

**Objective:**

- The students will develop listening and speaking skills by reciting a poem.

**Activities:**

- Read the poem to the students and invite the children to join you in reading it again.
- Cut out a mouse for each student and attach a popcote stick to make a mouse stick puppet.
- Have the students act it out:
  - Swing your arms like the pendulum of a clock.
  - Make the mouse stick puppet run up the clock.
  - Students clap their hands to match the time on the clock.
  - Make the mouse run down again.

**Hickory Dickory Dock** Day 2 lesson plans  
Nursery rhyme  
Nursery games like concentration build critical thinking skills, improve working memory, increase attention spans, and reinforce the essential skill of visual discrimination.

**Objective:**

- The students will use visual discrimination (matching) skills to identify the digital time to the analog clock.

**Activity:**

- Print the picture cards. Mat onto cardstock and/or laminate as desired. Cut apart. Place cards facing down.
- Students take turns flipping over 2 cards at a time. If the cards match, the student gets to keep the pair. If they don't match, they return them to the face-down position.

**Hickory Dickory Dock** Day 3 lesson plans  
Word Replacement Action Game  
Being able to manipulate a memorized poem (like nursery rhymes) and replace words and phrases with new ones is an important phonological awareness skill.

**Objective:**

- The students will identify words within spoken sentences by replacing a different action word.

**Activities:**

- Read the "Hickory Dickory Dock" poem.
- Write a student to spin the action wheel.
- Recite the poem using the action word shown on the wheel. Students perform the action on the wheel.

**Hickory Dickory Dock** Day 4 lesson plans  
Rhyming Word Puzzles  
Rhyming is an essential skill for young children. Rhyming helps children improve their oral language ability and is a building block for young readers.

**Objective:**

- The students will play with words, sounds, and rhymes.

**Activity:**

- Print, mat and laminate the puzzles; then cut apart on the line.
- Pass out the mouse portion of each puzzle to each child. Hold up the cheese portion of the puzzle to decide if it rhymes with the mouse portion. If it does, make the completed puzzle.

**Hickory Dickory Dock** Math Center  
Shape Match Filler Game  
**Objective:**

- The students will use visual discrimination skills to match the mouse to the correct shape.

**Activities:**

- Copy the picture cards. Glue the solid black shapes (first 2 pages) inside a file folder. Cut and laminate the mice pictures.
- Students place matching pictures together.

**Take-Home Mini Book**  
Foldable Emergent Readers  
**Objective:**

- Print a poem for each child.
- Fold the page into fourths - landscape first, then portrait. (You might glue the page together for younger children.)
- Invite students to point to the words and recite the memorized poem.

# Hickory Dickory Dock

Nursery Rhyme

Day 1  
Lesson  
Plans

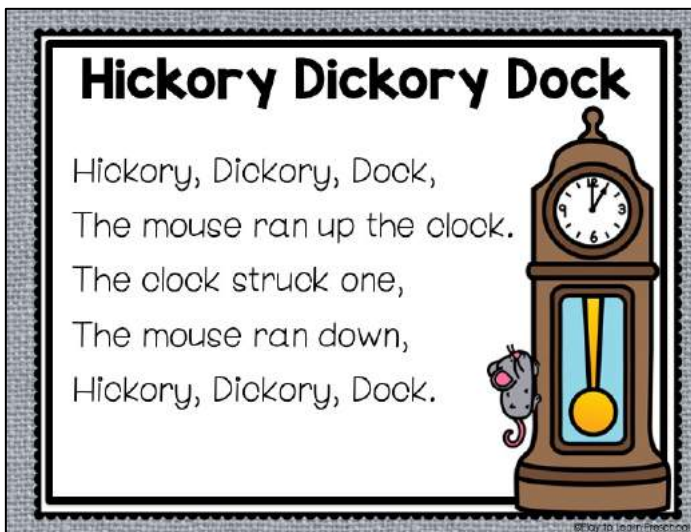
A nursery rhyme is a traditional rhyming poem or song. Teaching nursery rhymes helps young children to develop auditory skills and helps with speech development.

## Objective:

- The students will develop listening and speaking skills by reciting a poem.

## Activities:

1. Read the poem to the students and invite the children to join you in reading it again.
2. Cut out a mouse for each student and attach a popsicle stick to make a mouse stick puppet.
3. Have the students act it out:
  - Swing your arms like the pendulum of a clock.
  - Make the mouse stick puppet run up the clock.
  - Students clap their hands to match the time on the clock.
  - Make the mouse run down again.



# Hickory Dickory Dock

## Telling Time Concentration

Day 2  
Lesson  
Plans

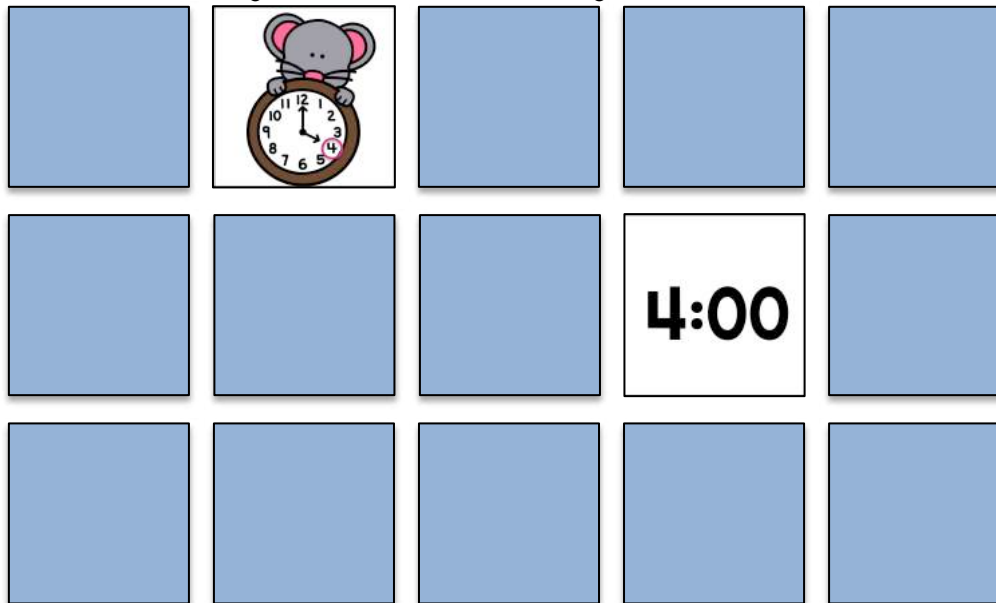
Memory games like concentration build critical thinking skills, improve working memory, increase attention spans, and reinforce the essential skill of visual discrimination.

### Objective:

- The students will use visual discrimination (matching) skills to identify the digital time to the analog clock.

### Activity:

- Print the picture cards. Mat onto cardstock and/or laminate as desired. Cut apart. Place cards facing down.
- Students take turns flipping over 2 cards at a time. If the cards match, the student gets to keep the pair. If they don't match, they return them to the face-down position and try again.



# Hickory Dickory Dock

Word Replacement Action Game

Day 3  
Lesson  
Plans

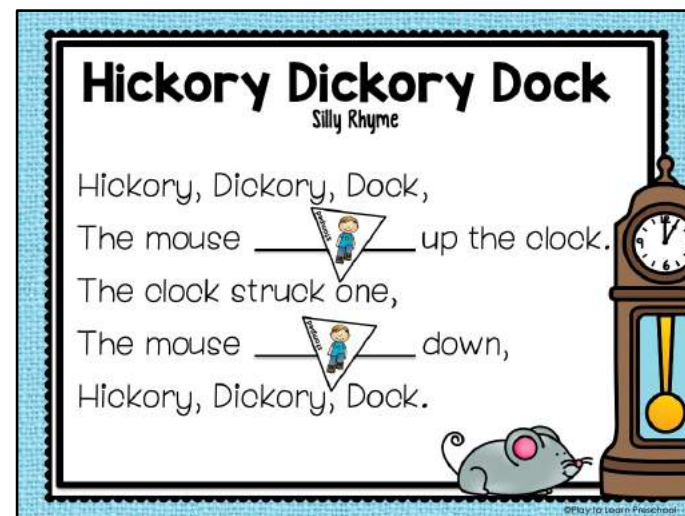
Being able to manipulate a memorized poem (like nursery rhymes) and replace words and phrases with new ones is an important phonological awareness skill.

## Objective:

- The students will identify words within spoken sentences by replacing a different action word.

## Activities:

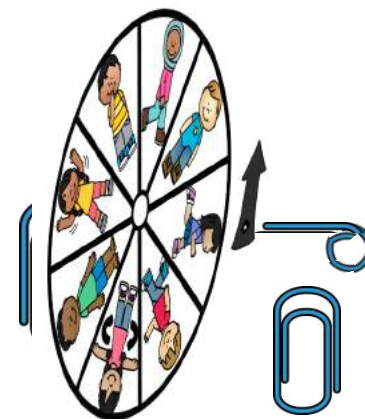
1. Read the "Hickory Dickory Dock" poem.
2. Invite a student to spin the action wheel.
3. Recite the poem using the action word shown on the wheel. Students perform the action on the wheel.



## Extension Idea:

The face of a clock is a circle. Gather different size cups and some paint. Dip the rim of the cup into the paint and print onto paper. Paint and decorate the circles.

Print the spinner on heavy cardstock or back to cardboard. Make and assemble the "action spinner." Open up a paper clip, push one end through the arrow and then the spinner. Fold the end of the paperclip down the back and secure with tape. Twist the other end to ensure the arrow does not fall off. (see diagram)



# Hickory Dickory Dock

## Rhyming Word Puzzles

Day 4  
lesson  
plans

Rhyming is an essential skill for young children. Rhyming helps children improve their oral language ability and is a building block for young readers.

### Objective:

- The students will play with words, sounds, and rhymes.

### Activity:

- Print, mat and laminate the puzzles, then cut apart on the line.
- Pass out the mouse section of each puzzle to each child. Hold up the cheese section of the card. Students look at their card to decide if theirs is the match. If their picture rhymes, match with the cheese to make the completed pair.



### Extension Idea:

Teach the ASL sign for **mouse**. Use index finger to swipe your nose two times, like your nose is twitching.



# Hickory Dickory Dock

## Mouse Shape File Folder Game

### Objective:

- The students will use visual discrimination skills to match the mouse to the correct shape.

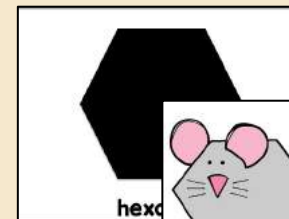
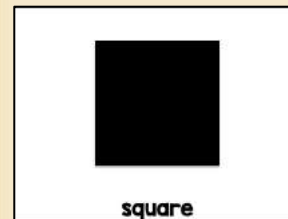
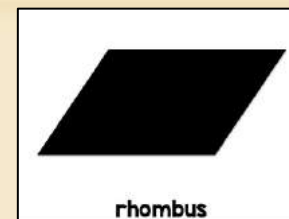
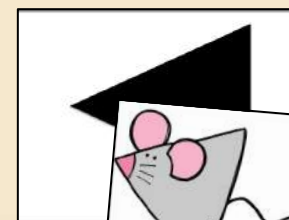
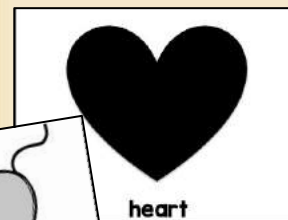
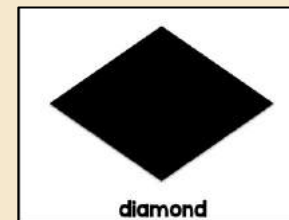
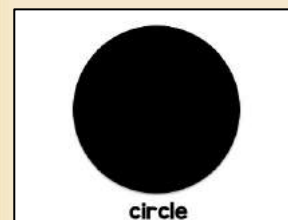
### Activities:

- Copy the picture cards. Glue the solid black shapes (first 2 pages) inside a file folder. Cut and laminate the mice pictures.
- Students place matching pictures together.

### Shapes



### Shapes



# Take-Home Mini Book

## Foldable Emergent Readers

1. Print a poem for each child.
2. Fold the page into fourths – landscape first, then portrait. (You might glue the page together for younger children.)
3. Invite students to point to the words and recite the memorized poem.

