

Hickory Dickory Dock & Telling Time Fun!

Materials Needed:

- "Hickory Dickory Dock" picture book
- Large paper plate
- Construction paper (for clock hands)
- Brad fastener
- Markers or crayons
- Child-safe scissors
- Glue stick (optional)
- Toy mouse (optional)
- A real clock (for reference)

Lesson Activities:

1. **Story Time (5 minutes):** Begin by reading the "Hickory Dickory Dock" picture book together. Point to the clock and the mouse in the illustrations. Ask engaging questions like: "What is the mouse doing?" "Where is the clock?" "What sound does a clock make?"
2. **Rhyme Time with Actions (5 minutes):** Recite the nursery rhyme together several times. Introduce simple actions:
 - "Hickory dickory dock": Tap knees rhythmically.
 - "The mouse ran up the clock": Wiggle fingers up one arm.
 - "The clock struck one": Clap hands once loudly.
 - "The mouse ran down": Wiggle fingers down the other arm.
 - "Hickory dickory dock": Tap knees rhythmically again.If you have a toy mouse, use it to act out the rhyme running up an object or your arm.
3. **Make a Clock Craft (15 minutes):**
 - Give the student the paper plate. Explain this will be their very own clock.
 - Look at the real clock together. Point out the numbers.
 - Help the student write the numbers 1 through 12 around the edge of the plate in the correct positions. Offer help with writing or write lightly for them to trace.
 - Help the student draw and cut out two clock hands from construction paper – one short (hour hand) and one long (minute hand). Provide assistance with scissors as needed.
 - Show the student how to attach the hands to the center of the plate using the brad fastener so they can move.
 - Let the student decorate their clock face with crayons or markers if they wish.
4. **Clock Exploration (5 minutes):**
 - Using the newly made paper plate clock, practice the rhyme again.
 - When you say "The clock struck one," help the student move the hands on their clock to point to the number 1 (or move the big hand to 12 and the little hand to 1). Keep it simple.
 - Briefly talk about what clocks are for: "Clocks help us know when it's time to eat lunch, time to play, or time for bed!" Point to the real clock again.
5. **Wrap-up (5 minutes):** Sing or say the rhyme one last time, pointing to the number 1 on the paper plate clock. Ask the student: "What did the mouse do in our rhyme?" "What do clocks help us know?" Praise their participation and their wonderful clock creation!