



This Scarecrow

To the tune of *This Old Man*

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Children should be standing up, arms outstretched, pretending to be a scarecrow stuck in the ground in a farmer's field.

- *For SLAP (slap your thighs)*
- *For CLAP (clap your hands);*
- *For SNAP (snap your fingers);*
- *For TAP (tap your index finger on your mouth as if to say shhhh!)*
- *Do each one ONCE.*
- *For turn yourself around, turn around once.*
- *For stuck in the ground, children go back to their initial position of looking like a scarecrow stuck in the ground in the farmer's field.*
- *When you say a number, hold up that many fingers.*

This scarecrow he played one
 He played slap-clap in the sun
 With a slap-clap-snap-tap
 Turn yourself around
 This scarecrow is stuck in the ground.

This scarecrow he played two
 He played slap-clap on his shoe

This scarecrow he played three
 He played slap-clap on his knee

This scarecrow he played four
 He played slap-clap on the floor.

This scarecrow he played five
He played slap-clap on a bee hive

This scarecrow he played six
He played slap-clap just for kicks.

This scarecrow he played seven
He played slap-clap up in heaven.

This scarecrow he played eight
He played slap-clap on the gate.

This scarecrow he played nine
He played slap-clap by the pine.

This scarecrow he played ten
He played slap-clap once again.
With a slap-clap-snap-tap
Turn yourself around
This scarecrow is stuck in the ground.





This Scarecrow
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Directions:

- Run off copies of everything.
- Make manipulatives
- Read teacher's edition
- Pass manipulatives out to students and have them sequence the story.
- When the story is done, write the rhyming words on the board and brainstorm other words that rhyme. Do any of them make sense where you could have changed the story? (I have given you a list of rhyming words. Add to it if you can think of more.)
- You could also use the mini flashcards for this. Run them off on construction paper, trace them, then laminate and cut them out.
- Show your students a sample page of their student copy. Demonstrate what they are to do.
- To get the wiggles out, have the children stand up and sing the scarecrow song doing all the movements.
- After the song, children take their seats, read, trace, write, count, and spy their way through the skill sheet booklet.
- When everyone is done read the booklet aloud as a whole group reviewing concepts of print.
- Children take their booklets home to share with their families.
- You can use the challenge flashcards as an extra skill sheet for the children to trace, or have them trace and cut them out and add them to their other flashcards to make sentences and Itty Bitty Sentence Books.

THIS SCARECROW



This scarecrow he played one.

⋮

He played slap-clap in the sun.

With a slap-clap-snap-tap turn yourself around,
this scarecrow is stuck in the ground.



This scarecrow he played two.

2

He played slap-clap on his shoe
With a slap-clap-snap-tap turn yourself around,
this scarecrow is stuck in the ground.



This scarecrow he played three.

3

He played slap-clap on his knee
With a slap-clap-snap-tap turn yourself around,
this scarecrow is stuck in the ground.



4

This scarecrow he played four.

He played slap-clap on the floor.

With a slap-clap-snap-tap turn yourself around,
this scarecrow is stuck in the ground.





This scarecrow he played five.

5

He played slap-clap on a bee hive
With a slap-clap-snap-tap turn yourself around,
this scarecrow is stuck in the ground.



This scarecrow he played six.

6

He played slap-clap just for kicks.

With a slap-clap-snap-tap turn yourself around,
this scarecrow is stuck in the ground.



This scarecrow he played seven.

7

He played slap-clap up in heaven.

With a slap-clap-snap-tap turn yourself around,
this scarecrow is stuck in the ground.



This scarecrow he played eight.

8

He played slap-clap on the gate.

With a slap-clap-snap-tap turn yourself around,
this scarecrow is stuck in the ground.



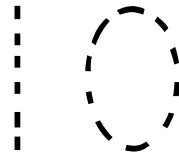
This scarecrow he played nine.



He played slap-clap by the pine.
With a slap-clap-snap-tap turn yourself around,
this scarecrow is stuck in the ground.



This scarecrow he played ten.



He played slap-clap once again.
With a slap-clap-snap-tap
Turn yourself around
This scarecrow is stuck in the ground.



Manipulatives for **This Scarecrow**

Directions:

- Print this page.
- Laminate it.
- CUT out the pieces.
- Put a Velcro dot or magnet strip on the back.
- Pass the pieces out to your students.
- When you come to a picture while reading the teacher's edition, the child holding that piece puts it on your flannel/white board.
- After the story, jumble up the pieces and see if they can sequence it.







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1 2 3 4 5 6 7 8 9 10

This scarecrow he played **one**.

He played slap-clap in the sun.

With a slap-clap-snap-tap turn yourself around,
this scarecrow is stuck in the ground.

one

I I I I I I



Spy & CIRCLE

1 2 1 3 4 2 1 5 6 7 1 8 9 2 1 3 1 5 6 7 1 8 9 2 10

1 2 3 4 5 6 7 8 9 10

This scarecrow he played **two**.

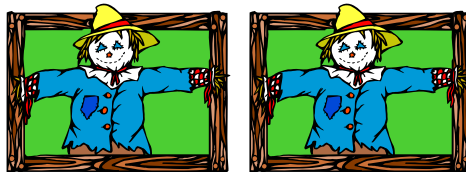
He played slap-clap on his shoe.

With a slap-clap-snap-tap, turn yourself around.

This scarecrow is stuck in the ground.

two

2 2 2 2 2 2



Spy & CIRCLE

1 2 | 3 4 2 | 5 6 7 2 8 9 2 | 3 | 5 6 7 2 8 9 2 10

1 2 3 4 5 6 7 8 9 10

This scarecrow he played **three**.

He played slap-clap on his knee.

With a slap-clap-snap-tap, turn yourself around.

This scarecrow is stuck in the ground.

three

3 3 3 3 3 3



Spy & CIRCLE

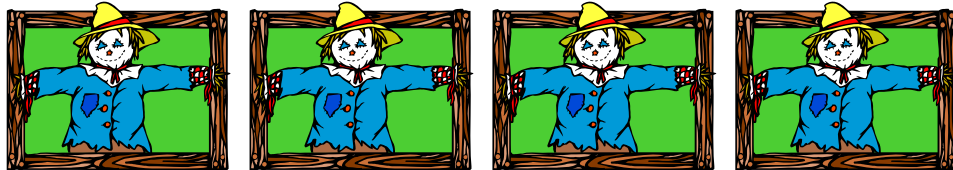
3 2 | 3 4 2 3 5 6 7 | 8 9 2 | 3 | 5 6 7 3 8 9 2 10

1 2 3 4 5 6 7 8 9 10

This scarecrow he played four.
He played slap-clap on the floor.
With a slap-clap-snap-tap, turn yourself around.
This scarecrow is stuck in the ground.

four

4 4 4 4 4 4



Spy & CIRCLE

4 2 | 3 4 2 | 5 6 7 | 8 9 2 4 3 | 5 6 7 4 8 9 2 10

1 2 3 4 5 6 7 8 9 10

This scarecrow he played five.

He played slap-clap on a bee hive.

With a slap-clap-snap-tap, turn yourself around.

This scarecrow is stuck in the ground.

five

five five five five five five



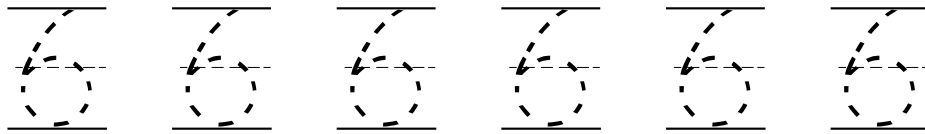
Spy & CIRCLE

5 2 | 3 4 2 | 5 6 7 | 8 9 2 5 3 | 5 6 7 | 8 9 2 10

1 2 3 4 5 6 7 8 9 10

This scarecrow he played **six**.
He played slap-clap just for kicks.
With a slap-clap-snap-tap, turn yourself around.
This scarecrow is stuck in the ground.

six



Spy & CIRCLE

6 2 | 3 4 2 | 5 6 7 | 8 9 2 6 3 | 5 6 7 6 8 9 2 10

1 2 3 4 5 6 7 8 9 10

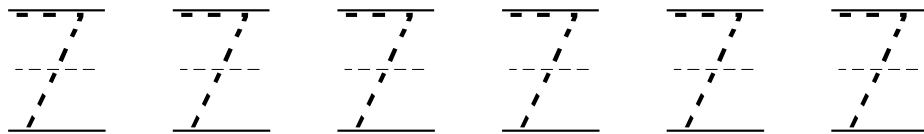
This scarecrow he played **seven**.

He played slap-clap up in heaven.

With a slap-clap-snap-tap, turn yourself around.

This scarecrow is stuck in the ground.

seven



Spy & CIRCLE

7 2 | 3 4 2 7 5 6 7 | 8 9 2 7 3 | 5 6 7 | 8 9 2 10

1 2 3 4 5 6 7 8 9 10

This scarecrow he played **eight**.

He played slap-clap on the gate.

With a slap-clap-snap-tap, turn yourself around.

This scarecrow is stuck in the ground.

eight

8 8 8 8 8 8



Spy & CIRCLE

8 2 | 3 4 2 8 5 6 7 | 8 9 2 | 3 8 5 6 7 | 8 9 2 10

1 2 3 4 5 6 7 8 9 10

This scarecrow he played **nine**.

He played slap-clap by the pine.

With a slap-clap-snap-tap, turn yourself around.

This scarecrow is stuck in the ground.

nine

=====

9 9 9 9 9 9

=====



—
v



Spy & CIRCLE

9 2 | 3 4 2 9 5 6 7 | 8 9 2 | 3 9 5 6 7 | 8 9 2 10

1 2 3 4 5 6 7 8 9 10

This scarecrow he played **ten**.

He played slap-clap once again.

With a slap-clap-snap-tap, turn yourself around.

This scarecrow is stuck in the ground.

ten

10

10

10

10



Spy & CIRCLE

10 2 | 3 4 2 | 0 5 6 7 | 8 9 2 | 10 3 | 5 6 7 | 9 10

Challenge word flashcards for This Scarecrow

scarecrow	one
sun	two
shoe	three
knee	four
floor	five

Challenge word flashcards for This Scarecrow

six

kicks

seven

heaven

eight

gate

nine

pine

ten

again

Picture cards for **This Scarecrow**





This Scarecrow - Rhyming Words

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Movements:

snap
clap
snap
tap
 cap
 flap
 gap
 lap
 map
 nap
 pap
 rap
 sap
 slap
 whap
 yap

one
sun
 bun
 done
 fun
 gun
 nun
 pun
 run
 ton
 won

two
shoe
 boo
 clue
 coo
 cue

do
 flu
 goo
 glue
 hue
 lieu
 loo
 moo
 new
 pooh
 stew
 to
 view
 woo
 you
 zoo

three
knee
 bee
 fee
 gee
 he
 key
 lee
 me
 pea
 see
 tea
 we

four
floor
 bore
 core
 door

gore
 lore
 more
 nor
 poor
 pour
 roar
 soar
 store
 war
 yore

five
hive
 alive
 arrive
 contrive
 dive
 jive
 live
 strive

six
kicks
 fix
 hicks
 licks
 mix
 nix
 picks
 sticks
 ticks
 wicks

seven
heaven

eight
gate
 ate
 bait
 date
 fate
 gate
 hate
 late
 mate
 plate
 rate
 state
 wait
 weight

nine
pine
 dine
 fine
 line
 mine
 sign
 underline
 vine
 wine

ten
again
 den
 glen
 hen
 men
 pen
 wren
 yen