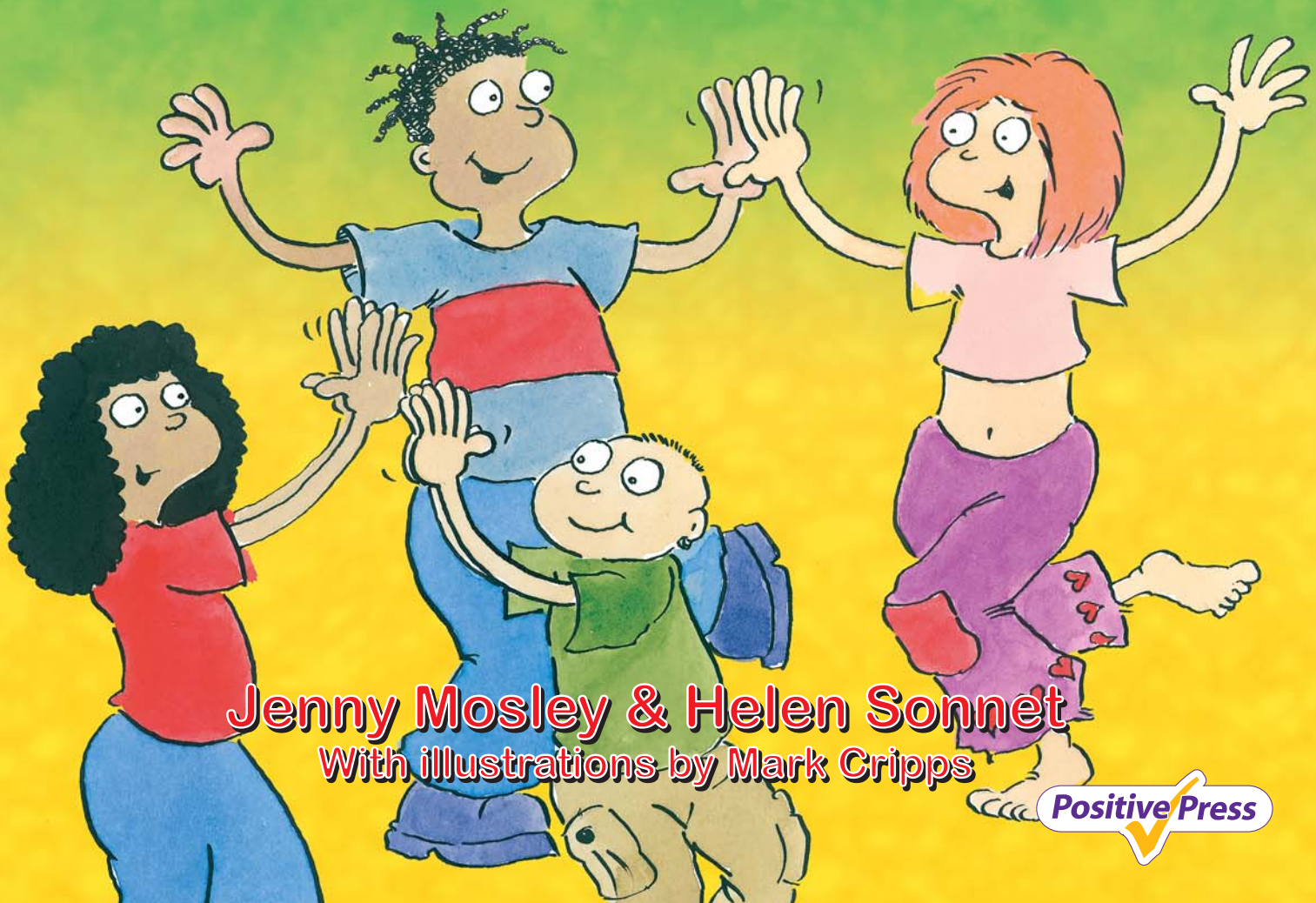


More Clapping Games

Whole Brain Workouts for Lively Children



Jenny Mosley & Helen Sonnet

With illustrations by Mark Cripps

Positive Press

More Clapping Games



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How to use this book

It is probably best to start out with one of the more simple clapping actions. Read the rhyme, ask the children to say the rhyme with you twice through and then start to add the actions line by line until they are familiar and comfortable with them.

Abbreviations

- C** - clap hands together
- ST** - slap thighs
- H-H** - clap both hands with your partner's hands
- R-R** - clap your right hand with your partner's right hand
- L-L** - clap your left hand with your partner's left hand
- RPU** - clap with your right palm facing up and your left palm facing down
- RPD** - clap with your right palm facing down and your left palm facing up
- S-S** - clap both hands with people standing either side of you in the circle (right hand with person on your right and left hand with person on your left)

Other instructions and abbreviations are given rhyme by rhyme. Once the children have mastered a few of the simple action rhymes they will quickly gain expertise in learning and following actions for the more complex ones.

The instructions throughout this book are given as guidelines only. You may change the rhythm of the clapping or simplify the actions to suit.

How to use the DVD

The DVD contains examples of all the clapping games with rhymes and clapping rhythms. It is suggested that the teacher plays this through a few times to become familiar with each game. The DVD can be played as an accompaniment to the games as the children learn each rhyme.

More Clapping Games

Children's hand clapping games are described in documents from as far back as the times of ancient Rome and have been passed from generation to generation as a continuous tradition of childhood right up until the present day. They are one of the first performing arts that young children encounter and, through them, every child can develop a gratifying sense of self-confidence and mastery as they combine the hand movements and infectious chants with an ever increasing speed and fluency. Children love the strong rhythms and amusing rhymes and seize the opportunity to be vocally expressive and joyful, little realising that they are doing valuable brain work at the same time!

Recent advances in neuroscience have revealed how music, movement and chanting connect the right and left brains and make them function more efficiently. The combination of activities involved in clapping games actually changes brain waves and increases the speed with which learning can take place and also has a pronounced effect on each child's ability to engage in complex thinking.

The benefits of clapping games do not stop there. Our language is built upon patterns and children need a firm grasp of oral language if they are to become literate. The chants help children identify similarities between words because they invariably involve both rhymes and alliteration. As they work on increasing their skill, children are also concentrating on repeating the same rhyme over and over again. This repetition promotes an easy flow between words and rhythm that teaches the aural discrimination, phrasing and clear pronunciation that will help them to speak and read aloud in a pleasingly expressive manner. Often the rhymes are designed to have stressed syllables to show when the action takes place and this teaches children important phonological skills that will assist them with their reading and spelling. In other words, they are gaining important literacy skills.

They are also learning to listen and watch attentively and to sequence their actions with a partner. The fact that many games are interactive makes them emotionally satisfying and means that they can be used to forge social bonds with other children or adults far beyond the place where they were learned.

This second collection, *More Clapping Games*, retains the qualities that made the first book, *Clapping Games*, such a popular and absorbing book. Watch your children's confidence and self-esteem grow as they demonstrate how they have become ever more adept and quick at mastering the complex co-ordination of head and hands required by these deceptively simple games.

So ... take your partner and clap yourselves happy!

Buchoff, R (1994) Joyful Voices: Facilitating Language Growth Through the Rhythmic Response to Chants. Young Children, 26-29

Gardner, H. (1985) Frames of Mind: the Theory of Multiple Intelligences. New York: Basic Books

Shore, R. (1997) Rethinking the Brain: New Insights into Early Development. New York: Families and Work Institute

Clap The Sillies Out

We're going to clap, clap, clap the sillies out

C C C

We're going to clap them out with a great, big shout

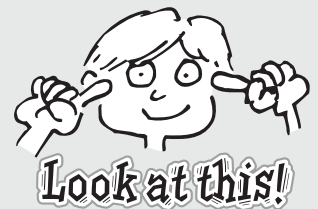
C C C shout

We're going to clap, clap, clap the sillies out

C C C

And wibble the wobbles away.

wriggle on seat



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A fun way to restore good behaviour when it has begun to teeter.

Miss Lucy

Miss Lucy had a monkey, she called him Sonny Jim

C C mime being a monkey C C C

She put him in the bathtub, to teach him how to swim.

C C C mime swimming

He drank up all the water, he ate up all the soap

C C C C C C

He tried to eat the bathtub, but it wouldn't go down his throat.

mime trying to eat the bathtub

Miss Lucy called the doctor, Miss Lucy called the nurse

mime speaking on phone with left hand mime speaking on phone with right hand

Miss Lucy called the lady with the alligator purse.

mime speaking on phone C C C C C

In came the doctor, in came the nurse

take one step into the circle take another step into the circle

In came the lady with the alligator purse.

take another step into the circle

"Mumps," said the doctor, "measles," said the nurse

wag finger wag finger

"Nonsense," said the lady with the alligator purse.

hands on hips C C C C C

"Castor Oil," said the doctor, "medicine" said the nurse

mime pouring oil onto a spoon mime pouring medicine onto a spoon

"Pizza," said the lady with the alligator purse.

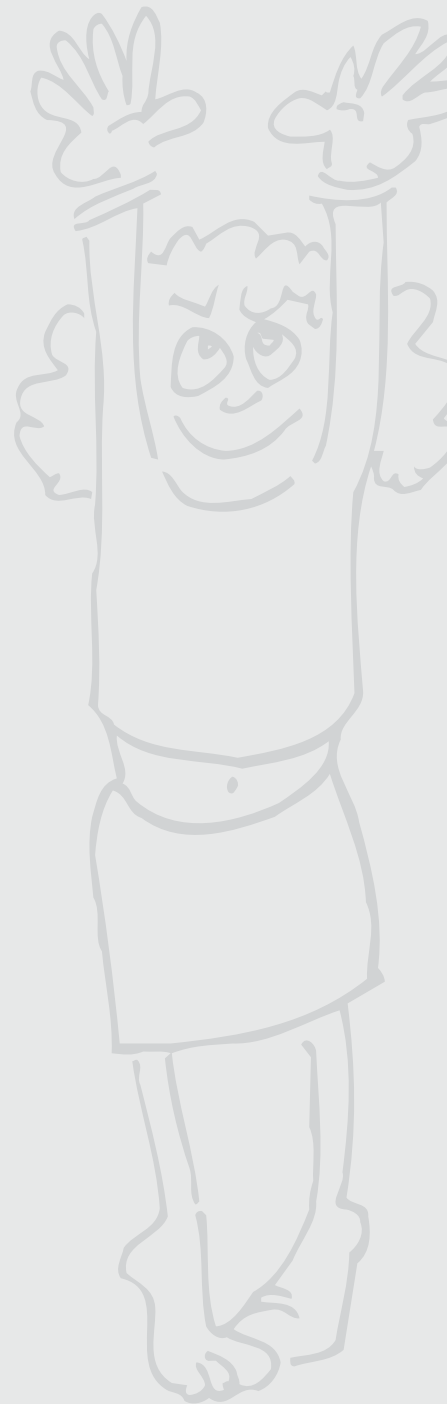
mime offering pizza C C C C C

Out went the doctor, out went the nurse

take one step out of the circle take another step out of the circle

Out went the lady with the alligator purse.

take one step out of the circle until everyone is in their original positions





More Clapping Games

We all know instinctively that play forms an important part of growing up. Research now shows that playing games can even improve our ability to engage in complex thinking by actually changing brain waves and increasing the speed at which learning takes place. Children's clapping games, like the 30 collected here and the 20 found in the first *Clapping Games*, develop listening skills, head and hand coordination, memory and language and, in the performance of them, help a child to feel confident and experience feelings of success.

But the real point of it all, as the young advisers to *More Clapping Games* have authentically demonstrated in the accompanying DVD, is that whether in a group or one-on-one, clapping games are more fun than a wagonload of monkeys.



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