Jolly Pirates Pre-School October Rhymes and Songs

This month we will be enjoying some new songs and rhymes. Songs and rhymes for young children can help speed up their development of communication, memory, language and reading skills, as well as being crucial for recognising and learning phonic sounds. We would encourage you to also sing and join in with songs and rhymes at home with your child.

<u>The leaves on the</u> <u>Trees</u> (<u>Tune: Wheels on</u> <u>The bus</u>)



The leaves on the trees turn orange and brown, orange and brown, orange and brown.

The leaves on the trees turn orange and brown, all through the town.

The leaves on the trees come swirling down, swirling down, swirling down. The leaves on the trees come swirling down, all through the town.

The leaves on the ground go swish, swish, swish, swish, swish, swish, Swish, swish, swish.

The leaves on the ground go swish, swish, swish, all through the town.

Scarecrow, Scarecrow



Scarecrow, scarecrow touch your toes,

Scarecrow, scarecrow, tap your nose.

Swing your arms so very slow,

Now real fast to scare the crows!

Clap your hands, then tap your knees,

Turn around and tap your feet.

(Encourage the children to take part in the physical actions – talking rhyme).

<u>Do you know the</u> <u>Apple man?</u> (Tune: the muffin man)



Do you know the apple man, the apple man, the apple man? Do you know the apple man, who likes to sing with me?

Oh he loves the letter A, the letter A, the letter A. Oh he loves the letter A and likes to sing with me. <u>Did you ever see a</u> <u>Hedgehog? (</u>Tune: Have you ever seen a lassie?)



Did you ever see a hedgehog, a hedgehog, a hedgehog? Did you ever see a hedgehog munching his lunch?

He munches and crunches and crunches and munches. Did you ever see a hedgehog munch his lunch?

<u>Where is (child's name)?</u> (Tune: Are you sleeping?)

Where is (child's name)? Where is (child's name)? Please stand up, Please stand up.

Do a little wave, Do a little clapping, Sit back down, Sit back down.

