

# Hickory Dickory Dock

## 1. Background Knowledge

- Mother Goose 'Hickory Dickory Dock'을 재미있게 재구성 하였습니다.

### 1) Hickory Dickory Dock

- 그림을 보며 이야기해 보고 노래를 함께 불러 봅니다.

**Mom:** What do you see in this picture?

**Child:** I see a clock and a mouse.

**Mom:** (Follow the mouse using your finger) Yes, the mouse ran up the clock.

When the clock struck one like this "Dong~!", (gesturing again) the mouse ran down.

Well, let's sing with the mouse!

### 2) 시계를 이용해서 시간 읽는 법을 배워 봅니다.

**Mom:** Look at the clock. The clock has two hands.

When the long hand points to 12 and the short hand points to 1, it's one o'clock.

When the short hand points to 2, what time is it?

**Child:** It's two.

**Mom:** It's two o'clock. You should say "o'clock" to mean an exact hour.

Look at these clock pictures. Can you tell me what time it is?

## 2. Picture Walking

[Cover page]

**Mom:** Take a look at the mouse. What's he doing?

**Child:** The mouse is running up.

**Mom:** Right. The mouse ran up the clock.

And I can see a clock. Can you tell me what time it is?

**Child:** It's one o'clock.

**Mom:** When the clock struck one, dong~!

What happened next?

[page 2-3] 시계가 2시를 가리키고 새가 노래한다.

**Mom:** The mouse is singing, as well as a bird.

**Child:** Yes, the bird sang to the clock.

**Mom:** And the clock, what time is it?

**Child:** It's two o'clock.

[page 4-5] 시계가 3시를 가리키고 새가 날아간다.

**Mom:** Look at the bird!

**Child:** The bird is flying

**Mom:** Yes, she flew away when the clock struck two, dong dong~.

**Child:** And what do you see?

**Mom:** A snake goes to the mouse.

**Child:** Why did the snake go to the mouse?

**Mom:** Because he wants to eat the mouse.

**Child:** Do you think so? Let's see the next page.

[page 6-7] 시계가 4시를 가리키고 토끼가 시계를 뛰어넘고 있다.

**Mom:** Did the snake eat the mouse?

**Child:** No, he wanted the key.

**Mom:** Right, he took the key from the mouse when the clock said three o'clock.

Look, there is a hare. What is he doing?

**Child:** He jumped over the clock.

[page 8-9] 시계가 5시를 가리키고 생쥐가 비행을 하고 있다.

**Mom:** Look at the bees. They are flying around the clock.

**Child:** The mouse is flying an airplane.

**Mom:** I see. How about the clock? What time is it?

**Child:** It's five o'clock.

**Mom:** When the clock struck five, what did the bees do?

[page 10-11] 시계가 6시를 가리키고 생쥐가 닭에게 곡식을 주고 있다.

**Mom:** They were going home, I guess.

**Child:** I see. Look at this page. What do you see?

**Mom:** The mouse gave some grain to the hens.

**Child:** When the clock struck six, what did they do? Can you guess?

### 3. Comprehension Check-up

- 책에서 정각에 등장하는 동물들이 누구였는지, 등장한 동물들이 무엇을 했는지 물어 봅니다. Comprehension sheet는 그림으로 그린 후 말로 표현해도 좋고, 글을 쓸 수 있는 아이들은 써보도록 합니다.

**Mom:** Which animal came out when the clock struck one?

**Child:** That was the mouse.

**Mom:** Right. What did the mouse do?

**Child:** The mouse ran up the clock and had fun.

**Mom:** Do you remember the next animal when the clock struck two?

**Child:** A bird. The bird flew away.

### 4. Activity

#### 1) Read Aloud

- 라임(Rhymes)을 강조하며 리듬(Rhythms)을 살려 노래하듯이 재미있게 읽어 봅니다.

#### 2) Phonemic Awareness : Finding Rhymes

- 책을 한 문장씩 천천히 읽어보며 라임을 찾아 봅니다. 쉽게 찾도록 라임을 이루는 단어는 강조하며 늘여서 읽어 줍니다. 단어를 찾을 때 아이들에게 손뼉치기 또는 엉덩이 흔들기 등 활동을 하며 즐겁게 라임을 찾아 봅니다.

**Mom:** We are going to find some words that have the same ending sounds.

For example, rock and clock.

**Child:** Ok.

**Mom:** Listen. "Hickory Dickory Dock, the mouse ran up the clock.

The clock struck **one**.. it's time for **fun!**" Can you find the words?

**Child:** Yes, one and fun!

**Mom:** Good. Let's do it again.

"The clock struck **two**, away she **flew!**"

**Child:** Two and flew.

**Mom:** Very good.

Now, when you find the rhyming words, why don't you clap your hands?

**Child:** Ok.

\* Rhyming words in the "Hickory Dickory Dock"

(hickory-dickory/ dock-clock/ one-fun/ two-flew/ three-key/ four-more/ five-hive/ six-chicks/  
struck-muck/ eight-gate/ nine-porcupine/ ten-den/ kicked-bucked/ midnight-good night)

### 3) Phonics

#### 1. Letter Recognition

- 단어 mouse로 소리와 글자를 연결해 봅니다. 먼저 Hickory Dickory Dock Phonics 1의 그림(puzzle pieces sheet)과 Phonics 3의 letter cube를 오려 봅니다. 오려낸 cube를 풀로 붙여 주사위를 만듭니다. 이제 주사위를 굴러 나오는 letter를 소리 내어 발음하고 해당하는 letter piece를 puzzle pieces sheet에서 찾아 Phonics 2 (game board)의 빈칸에 붙여 그림퍼즐을 완성합니다.

**Mom:** Let's play a game. Throw the dice.

**Child:** It's E!

**Mom:** Ok, then find the "e" piece from the puzzle sheet.

**Child:** This one?

**Mom:** Good, put it on the game board to match the alphabet.

Let's finish the puzzle!

#### 2. Practice /ou/ Sound

이중모음 /ou/ sound는 보통 out과 같은 문자 ou에서 만들어집니다. 단어와 함께 연습해 봅니다. Phonics 4의 아래 단어들을 오려내고 오려낸 단어들을 소리 내어 읽어 봅니다. /ou/ 발음이 나는 단어들을 ou 아래 칸에 넣고 /ou/ 발음이 나지 않는 단어들은 휴지통 아래 넣습니다.

### 4) Sight Words : Number Words

1. Flash cards를 이용해 숫자 단어들을 익힙니다.

2. Word Match activity를 통해 숫자 단어들을 찾아봅니다.

**Mom:** You will find each word listed three times.

Connect the dots under the same words to make a triangle.

Say each word each time you find it.

3. Word Search activity를 통해 숫자 단어들을 익힙니다.

**Mom:** Read the number words in the word box.

Find the number words in the word search and circle them.