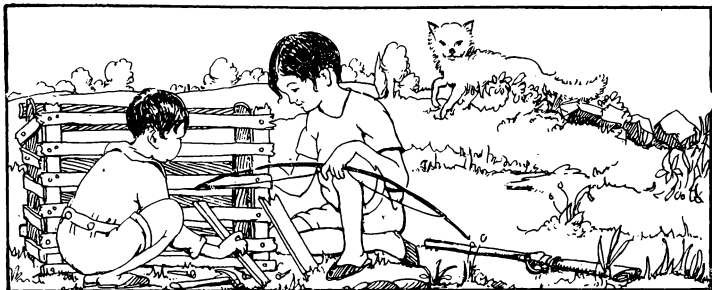


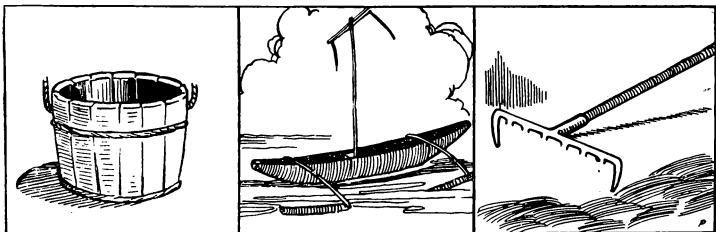
FOR SECOND GRADERS**A-HUNTING WE WILL GO***

O! A-hunting we will go,
 A-hunting we will go;
 We'll catch a fox
 And put him in a box,
 And then we'll let him go.

* See pages 234 and 235.

DRAW THE MISSING PART

Here we see a picture of a bucket, a picture of a boat, and a picture of a rake. In each picture something is missing. Can you draw the missing part?



bucket

boat

rake

A-HUNTING WE WILL GO

Tempo di marcia

Old English

O! A-hunt-ing we will go; A-hunt-ing we will go; We'll
 catch a fox and put him in a box, And then we'll let him go.

The musical score is written in 2/4 time with a key signature of one flat (Bb). It consists of a vocal line and a piano accompaniment. The piano part features a rhythmic pattern of eighth and sixteenth notes in the right hand and a steady bass line in the left hand. The vocal line is simple and easy to sing, with lyrics provided below the notes.

2. O! A-fishing we will go,
 A-fishing we will go;
 We'll catch a fish
 And put him in a dish,
 And then we'll let him go.

3. O! A-sailing we will go,
 A-sailing we will go;
 We'll catch a whale
 And put him in a pail,
 And then we'll let him go.

This song may be used as an excellent music game for little children. See instructions on the next page.

A MUSIC GAME FOR LITTLE CHILDREN

A-HUNTING WE WILL GO

THE song which is used in playing this game is on page 234. First, a group of children must learn to sing the song softly and lightly, but rapidly. Show the children the picture of the fox on page 230 and tell them that a fox is an animal which looks like a dog. (Later tell them about a whale—"a fish as large as a house.")

After the children can sing the song they must memorize it. Then they are ready to play the game.

When playing the game an inner and an outer circle are formed by the children standing back to back. The inner circle is the "box" or the "dish" or the "pail," according to the stanza being sung. The players in the outer circle are the "hunters" or the "fishers" or the "sailors."

A child is chosen to be the "fox" or the "fish" or the "whale," depending upon the verse of the song being used. The "fox" runs, or the "fish" or the "whale"—whichever it is—"swims" easily and lightly around the circle while the children are singing. At the word

go in the last line of each stanza the child nearest the "animal" captures him and puts him in the "box" or the "dish" or the "pail."

All the players will be interested in wondering just where the "animal" will be at the final word *go* in each stanza.

The play is repeated until there are several prisoners. Then they are all fed pieces of cake or candy and are set free.

A whole class may play this game, or all the small boys and girls near somebody's home may play it. The teacher at school may teach the song.



ANSWER THESE QUESTIONS

1. What does a fox look like?
2. Can a fox run?
3. Does a fish run or swim?
4. Where does a whale live?
5. Can a whale swim?
6. Is a whale large or small?
7. Can you sing this song from memory?
8. Do you sing it softly?
9. Do you like to play this game?
10. Were you a "prisoner"?