

SUMMARY

There are some very funny results with this game.

Loony limericks

What you need

A whiteboard or flipchart and writing materials; copies of 'Loony limericks' photocopiable sheet on page 28; pens/pencils; paper.

What to do

- Each group or table of children is given a copy of the 'Loony limericks' photocopiable sheet. The children read a few limericks out loud to get used to the rhythm and rhyming patterns.
- Shane is chosen to make up the first line of a limerick and to write it on the board.
- Children have a few minutes to think of the next line, and then the play leader chooses Ann to write hers underneath Shane's.
- George is chosen to write the third line, and Vicky the fourth.
- The class should think of a funny last line. The play leader can listen to a few suggestions and choose the funniest. That child gets to complete the limerick on the board.
- The class and the play leader say the limerick together and those who wish to have a few minutes to copy it.
- Then another child is chosen to write the first line of another limerick and the game continues.
- The play leader could suggest a theme or word endings to see how many rhymes the children can think of. If these are written on the board it will help children to think of lines for their limericks.

Ground rules

- Suggest possible alterations to the last word on the first and third lines, to ensure that there are plenty of rhyming words.
- Children may share and discuss ideas together in their groups, but must be quiet when the play leader asks to allow the game to continue.

Differentiation

Children from the age of five can play this game with extra guidance from the play leader. They can think of ideas for each line, but the play leader may need to help with the rhythm and rhyme and in writing the words on the board.

After a couple of rounds of this game, older children can make up limericks at their tables and then read them out to the rest of the class.

