

Mission: 16. Rhyme Right with Green Light

ORGANIZATION:

Music: N/A

Material: A list with rhymes or words from the book we are reading.

Book: *Hop on Pop* by Dr. Seuss; *Oh Say Can You Say* by Dr. Seuss

Set up: Line up across from the teacher while keeping personal space between other kids.



First, children play the traditional red light, green light game, while staying on their spot. They dance in place with the “green light” and balance on one foot in different poses with the “red light”. Next, change the colors of the “lights” (e.g., purple light for dance, blue light for balance). Next, introduce rhyming words from a rhyming book. Children dance in place if the word rhymes and freeze in a pose if it doesn’t.

VARIATIONS:

If using large open space, the children begin on one side of the room in a line and move towards the teacher in a predetermined manner

(e.g., skip, hop, jump, gallop) if the word rhymes. To add challenge after several practices) you can add more rules like children move if it rhymes AND the teacher is holding up the green circle but do not move if you are holding up the red circle.

EXTRA TIPS:

After dancing, use a signal for stopping (e.g., say “freeze”) before continuing with another set of words. Start by focusing on only one rule (color or rhyming word) before moving to combining both rules.

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CHOOOSE:

Ask one child at a time to be a helper and find a new word for the game or choose one from a list.

ASSESS:

Development and Learning Objectives:

- TSG 15a – Rhyming
 - Early Learning Standard 11.2 - Early Literacy, Benchmark 7
- Physical:*
- TSG 4 b, c - Runs, Gallops, Skips
 - TSG 5 c - Jumps, Hops
 - Early Learning Standard 8.2 - Large Motor Development, Benchmark 1



RELATE:

If you say a word that doesn't rhyme, ask the children to share a rhyming word with a friend standing next to them.

ENERGIZE THE BRAIN
(EF):

Children practice working memory and self-control by freezing based on the rule that changes every time. Cognitive flexibility is practiced when you change the color and instead of red light/green light the rule switches to purple light/yellow light. Switch the rules of the game by asking them to balance if it rhymes and move or dance if it doesn't. Use two rules at the same time (color and rhyming words), as described above.