

# Katie's Jump Rope Games

When Becky Stern joins Class 3A (*Drat! You Copycat!*), Mrs. Derkman asks Katie to be her buddy. Suzanne is not happy about it. She, Miriam, Zoe and Katie had planned on playing double dutch at recess that day. And Becky was wearing a dress. "She can't jump rope in a dress," Suzanne writes to Katie. "All the boys will see her underpants."

Playing jump rope is one of the girls' favorite lunch time and recess activities at Cherrydale Elementary School. In fact, the book *No Messin' with My Lesson* begins with an old jump rope rhyme:

Cinderella, dressed in yellow  
Went upstairs to kiss a fella.  
Made a mistake  
And kissed a snake.  
How many doctors did it take?  
One, two, three...

Your mothers, aunts and grandmothers probably can recite the jump rope rhymes they remember from their school days. You'll be surprised to discover that many of them are versions of the very same rhymes you know.

We've provided some other jump rope rhymes for you and your crew to enjoy. The first few rhymes are for shared jump-rope games, with two rope turners and everyone else jumping.

## Down in the Valley

Down in the valley where the green grass grows,  
There sat Becky pretty as a rose.  
Up came Kevin and kissed her on the cheek.  
How many kisses did she get this week?  
One, two, three, etc.

**Note:** Feel free to change the names in this rhyme to those of classmates.

## School, School

School, school, the golden rule  
Spell your name and go to school.  
K-A-T-I-E

**Note:** After the jumper spells out his/her name, he/she runs out without touching the rope; Then the next jumper jumps in, repeats the rhyme and spells his/her name.



## Here comes Mrs. Derkman

(The rope turners say)

Oh no, here comes Mrs.  
Derkman

With her big black stick  
Now it's time for arithmetic

(They keep turning and someone  
jumps in)

One plus one is?  
(The jumper responds): TWO

Two plus two is?  
(The jumper responds) FOUR

Four plus four is?  
(The jumper responds) EIGHT

Eight plus eight is?  
(The jumper responds) SIXTEEN

Now it's time for spelling  
Spell cat  
(The jumper responds) C-A-T

Spell dog  
(The jumper responds) D-O-G

Spell hot  
(The jumper responds) H-O-T

**Note:** When the jumper finishes spelling  
H-O-T, the turners turn the rope as fast  
as possible until the jumper messes up.



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## Teddy Bear

Teddy Bear, Teddy Bear, turn around (jumper turns)

Teddy Bear, Teddy Bear, touch the ground (jumper  
bends down and touches his/her hand to the  
ground)

Teddy Bear, Teddy Bear, show your shoe (jumper  
sticks his/her foot up)

Teddy Bear, Teddy Bear, that will do! (jumper claps  
his/her hands)

Teddy Bear, Teddy Bear, go upstairs (jumper  
pretends to be climbing stairs)

Teddy Bear, Teddy Bear, comb your hair (jumper  
strokes his/her hair)

Teddy Bear, Teddy Bear, turn out the lights (jumper  
imitates flicking a light switch off or blowing out a  
candle)

Teddy Bear, Teddy Bear, say good night (jumper  
waves and jumps out of the rope)

## A to Z

This rhyme is good for single-person jumping with  
the goal of getting from A to Z. To make it a little  
more challenging, try to use names of characters  
in the Katie Kazoo books.

**A** my name is Alice and my husband's name is  
Andy and we come from Alabama and we sell  
apples

**B** my name is Betty and my husband's name is  
Bob and we come from Buffalo and we sell  
bananas

**C** my name is Connie and my husband's name is  
Cornelius and we come from California and we  
sell candy

Now it's time for you to create your own jump rope  
rhymes and games. Write them with your friends. Just  
remember they need to have a strong rhythm. Who  
knows, the rhymes you write might last for years and  
years, and be played by children far and wide.