

Pan-de-mo-nium

Circle Time

by Chris Barton, MM, MT-BC

Pan-de-mo-nium

by Chris Barton, MM, MT-BC

What if once upon a time in the land of make believe
There was a girl named Goldilocks who had a trick up her sleeve?
And she didn't go to the three bears' house, but went to the pigs next door
And ate grits instead of porridge and slept on the muddy floor?!

What if once upon a time in the land of make believe
There was a silly boy named Jack who had a trick up his sleeve?
And he didn't sell his skinny cow, but sold his mother instead
And found the seven dwarves not the giant asleep in a tiny bed?!

Well, there'd be pan-de-mo-nium, pan-de-mo-nium
Pan-de-mo-nium in the land of make believe

What if once upon a time in the land of make believe
There was a girl named Cinderella, who had a trick up her sleeve?
And she didn't go to the Prince's ball, but went out shopping instead
And bought boots and not glass slippers and married a guy named Fred?!

What if once upon a time in the land of make believe
There was a prince named Charming, who had a trick up his sleeve?
And he never rescued damsels, they always rescued him
And they turned him into a frog and he didn't know how to swim?!

Well, there'd be pan-de-mo-nium, pan-de-mo-nium
Pan-de-mo-nium in the land of make believe

Download the mp3
at the Listening Room
Circle Time

Let's Put Everything
Back Where it Belongs

Put all of the story items
back where they belong. Make
your pyramid with the pdf activity
(print onto cardstock paper). Cut out
the slots on each side of the pyramid.
Attach one flap on the bottom of your
pyramid so that it can open and close.
Use sticky back velcro to hold the
opposite flap shut.

Deal the checkered border circles
to the players. Place the solid border
circles face down in a pile. Take
turns picking up a circle from the
pile. Make sure noone can see it.
Describe it. The other players
have to find the match
just by listening.

When a Player finds a match
he can place the pair through
a slot in the pyramid.
Decide together where
it should go.
The first player to
put all of his circles
away is the winner!

