STORYLAND CLASSICS

FREE PRINTABLE ACTIVITY PACK

Jack Be Nimble

A traditional Mother Goose nursery rhyme



For ages 4–8 ✦ Pre-K through 2nd grade

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✦ THE RHYME ✦

Jack Be Nimble

A quick, bouncy Mother Goose rhyme that's perfect for jumping along



Jack be nimble.
Jack be nimble. Jack be quick.
Jack jump over the candlestick.
Jack jumped high. Jack jumped low.
Jack jumped over and burned his toe.

Listen along. Scan to watch the Storyland Classics read-aloud, or visit *storylandclassics.com/nimble*. Say the rhyme together until children can join in on every line.

TALK ABOUT IT

1. What did Jack jump over?
2. *Nimble* means quick and light on your feet. Can you show me something nimble?
3. In the pictures, what happens to Jack's shoe? Why should we always be careful near candles?
4. What else could you jump over (safely)?

JUMP IT

Stand up a block, a book or a paper "candlestick" on the floor (never a real candle!). Say the rhyme together, then take turns jumping over it on "jump over the candlestick."

> **Rhyme tip:** Use the rhyme to talk about safety: real candles are only for grown-ups. Jack's jump is just pretend!

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✦ COLOR IT ✦

Jack Jumps Over

Color Jack in mid-jump, the candlestick, the kettle and the wooden chair.



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✦ CUT & PASTE CRAFT ✦

Ready, Jump, Land!

Color the pieces and cut them out. Then paste them in Jack's room on the next page.



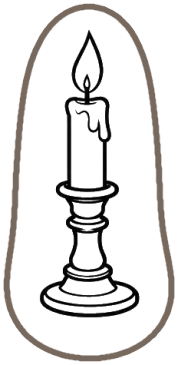
Jack gets ready



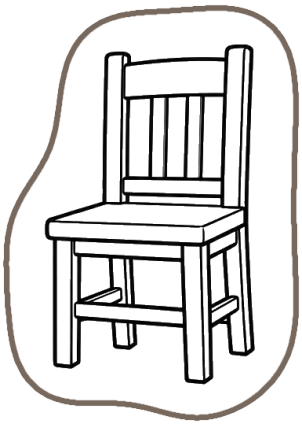
Jack jumps



Jack lands



Candlestick



Chair



Kettle

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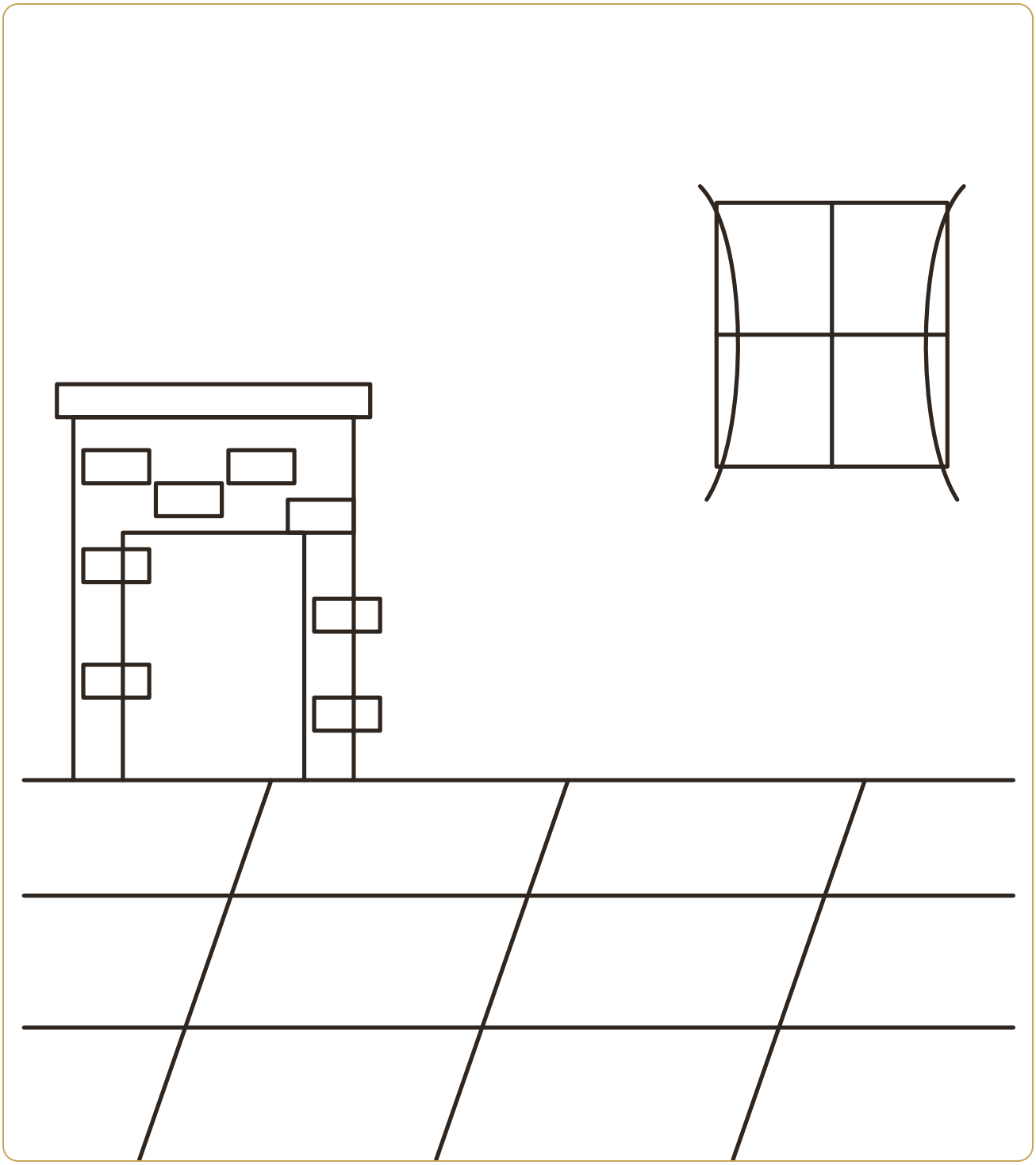
✦ CUT & PASTE CRAFT ✦

Jack's Room

*Paste the candlestick in the **middle** of the floor. Put "Jack gets ready" on the **left**, "Jack jumps" **above** the candle and "Jack lands" on the **right**. Put the kettle **by** the fireplace and the chair **under** the window.*



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✦ READING FUN ✦

Put the Rhyme in Order

Cut out the four lines. Say the rhyme, then paste each line in the right box.

1

2

3

4

✂ - - - - - - - - - - - - - - - - - cut on the dotted lines - - - - - - - - - - - - - - - - -



Jack jumped high. Jack jumped low.



Jack be nimble. Jack be quick.



Jack jump over the candlestick.



Jack jumped over and burned his toe.

Need a hint? The picture on each strip matches that line.

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✦ RHYME TIME ✦

Words That Rhyme

Rhyming words sound the same at the end, like quick and candlestick.

1. These words are from the rhyme. Draw a line from each word to the picture that rhymes with it. *(Grown-ups: read the words aloud.)*

quick	 pump
stick	 sack
jump	 brick
Jack	 chick

2. Circle the words that rhyme with *quick*.

stick Jack kick jump pick brick

3. Finish the rhyme. Write a word from the box on each line.

nimble quick over candlestick

Jack be _____ ,

Jack be _____ ,

Jack jump _____

The _____ .

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✦ LISTEN & COUNT ✦

Count the Words

Words are the pieces of what we say. How many words can you hear?

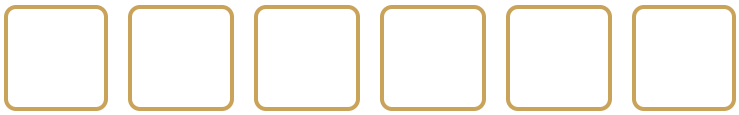
Say each one out loud. Clap once for every word. Color one box for each clap, then write how many words you heard.

Jack be nimble.



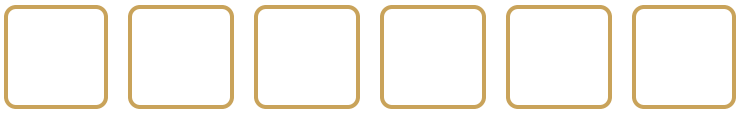
= ___ words

Jack be quick.



= ___ words

Jump over!



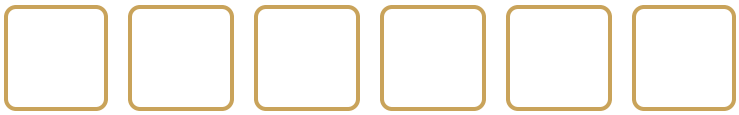
= ___ words

the candlestick



= ___ words

Jack jumps high.



= ___ words

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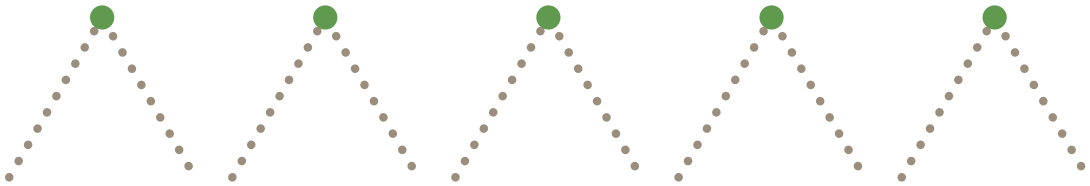
✦ READY TO WRITE ✦

Pencil Warm-Ups

Hold your pencil with a pinch grip: thumb and pointer finger pinch, middle finger underneath.

Start at the **green dot**. Trace each dotted line with your pencil. Go from left to right, and from top to bottom.

JACK'S JUMPS: UP AND DOWN



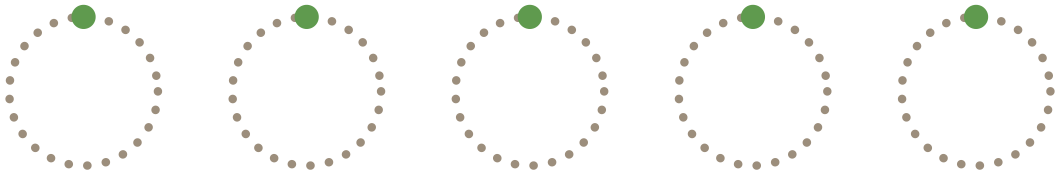
CANDLES: STRAIGHT DOWN



CANDLE FLAMES: WAVY LINES



KETTLE LIDS: ROUND AND ROUND



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✦ HANDWRITING ✦

Trace & Write

Practice writing words from the rhyme. Start at the top line and go down.

1. Trace over the gray letters. Then write the word on your own in the space beside it.

Jack

quick

jump

stick

2. Copy the line from the rhyme in your best handwriting.

Jack be nimble. Jack be quick.

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✦ PUZZLE TIME ✦

Word Search

Find the words from the rhyme. Words go across and down. Check off each word when you find it.

J	U	M	P	C	U	L	D	O	B
O	R	V	C	B	M	D	H	C	E
I	M	W	C	A	N	D	L	E	O
M	T	S	N	I	M	B	L	E	W
N	B	B	E	F	L	A	M	E	V
A	T	D	W	O	V	E	R	S	B
V	Q	U	I	C	K	F	W	B	A
O	B	J	O	J	A	C	K	F	C
C	H	A	I	R	J	F	D	C	W
S	T	I	C	K	E	T	T	L	E

☆ ☆ ☆

☐ Jack ☐ Nimble ☐ Quick ☐ Jump ☐ Over

☐ Candle ☐ Stick ☐ Flame ☐ Chair ☐ Kettle

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✦ FOR GROWN-UPS ✦

Answer Key

TALK ABOUT IT

1. The candlestick.
2. Answers will vary.
3. It gets a little scorched by the flame. Candles are hot!
4. Answers will vary.

PUT THE RHYME IN ORDER

1. Jack be nimble. Jack be quick.
2. Jack jump over the candlestick.
3. Jack jumped high. Jack jumped low.
4. Jack jumped over and burned his toe.

RHYME TIME

1. quick – chick, stick – brick, jump – pump, Jack – sack
2. stick, kick, pick, brick
3. nimble, quick, over, candlestick

COUNT THE WORDS

Jack be nimble. = 3, Jack be quick. = 3, Jump over! = 2, the candlestick = 2, Jack jumps high. = 3

WORD SEARCH

J	U	M	P	C	U	L	D	O	B
O	R	V	C	B	M	D	H	C	E
I	M	W	C	A	N	D	L	E	O
M	T	S	N	I	M	B	L	E	W
N	B	B	E	F	L	A	M	E	V
A	T	D	W	O	V	E	R	S	B
V	Q	U	I	C	K	F	W	B	A
O	B	J	O	J	A	C	K	F	C
C	H	A	I	R	J	F	D	C	W
S	T	I	C	K	E	T	T	L	E

BRING THE RHYME HOME

Watch the read-aloud at *storylandclassics.com/nimble*, and find more nursery rhymes, stories, poems and free guides at **storylandclassics.com**.

Extend the fun: set up a pretend candlestick (a block or paper tube) and jump over it, count how many jumps you can do in a row, or make a paper candle craft.

Love this free pack? Please subscribe to our YouTube channel **@StorylandClassics** to help us keep making them free for everyone! Scan the code or visit *storylandclassics.com/youtube*.

KINDERGARTEN SKILLS IN THIS PACK

- **Listening & rhyme:** recognize rhyming words; count the words in a phrase (CCSS RF.K.2, RF.K.2a)
- **Print concepts:** left-to-right, top-to-bottom tracking; put the rhyme's lines in order (RF.K.1a)
- **Pre-writing & handwriting:** pinch grip, lines, circles and diagonals, tracing and copying letters (L.K.1a)
- **Position words:** left, right, next to, in front of in the craft directions (L.K.1e)
- **Speaking & listening:** talk-about-it questions after the read-aloud (SL.K.2, RL.K.10)

These activities support kindergarten skills like those practiced in CKLA Kindergarten Skills Unit 1. This rhyme also appears in CKLA Kindergarten Domain 1: Nursery Rhymes and Fables. Storyland Classics is not affiliated with Amplify or the Core Knowledge Foundation.

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