

# Chicken & a Chicken

A chic-ken and a chic-ken and a crowd of crows - I went to the  
 well to wash my clothes - . When I got there my chic-ken was gone,  
 what time was it old witch? It was (one) o' clock,  
 (one) o' clock.

At the end, count and chant in a whispering voice "one", "two" "three" "four".

Sing the song with four verses - "one o'clock", "two o'clock", "three o'clock" and "four o'clock". This version encourages players to make up motions to each line. Players can wave one finger, then two, then three, then four as they sing "one o'clock, "two o'clock", etc.

Other versions of this game replace the old witch with an "Old Buzzard" implying that the bird of prey took the chicken. Using the "buzzard" version, one can add the following "play". You'll need a buzzard, a hen protecting her chicks and the rest of the children can be the chickens.

Hen: "Old buzzard, old buzzard, what are you doing?"

Buzzard: "Picking up sticks"

Hen: "What do you want the sticks for?"

Buzzard: "To build a fire."

Hen: "What are you building a fire for?"

Buzzard: "To Broil the chicken."

Hen: "Where are you going to get the chicken?"

Buzzard: "Out of your flock!" - chases chickens

Buzzard: (catches a chicken) "Will you be picked or scraped?"

Chicken: Makes a choice and the buzzard pantomimes the action.

Buzzard: "Will you be pickled or salted?, Will you be roasted or stewed?" At this the buzzard drags the chicken to one or another corner of the room, according to the reply, and the game begins again.