

"We're GOING ON a DUCK HUNT"

Based on the traditional "We're Going on a Bear Hunt" and adapted by Rob after seeing kids play the "Duck Hunt" arcade game. Have the audience members tuck their arms under their armpits to represent wings and practice waddling around in small circles. Have them repeat each line of the chorus after you. Begin with the announcement: "Let's go on a duck hunt. We'll pretend to be ducks so that we can get close to one."

ROB
TEID

(Chorus) We're going on a duck hunt.

We're looking for a big duck.

We have our wings and our waddle.

We hope we have lots of good luck.

Look! A hill! (Point.)

Can't go over it. Can't go under it. (Make over and under motions with your hand.)

We'll have to fly around it.

Flap, flap, flap, flap, flap. (Make flapping motions while circling.)

We did it!

(Repeat chorus.)

Look! A town! (Point.)

Can't go over it. Can't go under it. (Make over and under motions with your hand.)

We'll have to waddle through it.

Waddle, waddle, waddle,

waddle, waddle. (Tuck arms in armpits and waddle in small circles.)

(please turn the page)

"We're GOING ON a DUCK HUNT" (CONTINUED)

ROB
TEID

(Repeat chorus.)

Look! A pond! (Point.)

Can't go over it. Can't go under it. (Make over and under motions with your hand.)

We'll have to swim on it.

Swim, swim, swim, swim, swim. (With arms tucked in as wings, mime swimming by wiggling bottoms.)

Let's do a duck call.

Quack, quack, quack, quack, quack, quack, quack, quack, quack, quack!

Wait! What's that in the middle of the pond?

It's a duck!

Quack, quack, quack, quack, quack, quack, quack, quack, quack, quack!

Swim away! Swim, swim, swim, swim, swim!

Waddle away! Waddle, waddle, waddle, waddle, waddle!

Fly away! Fly, fly, fly, fly, fly!

Whew, that was close.

What's that?

Ducks aren't scary?

We should go back and make friends with the duck?

OK, we'll do it all over again – tomorrow!