

# Jump Jim Joe

Traditional

The musical score is written in 6/8 time and consists of four staves. The first staff has a treble clef and a key signature of one flat (Bb). The lyrics are: "I'm gon - na jump, jump, jump Jim Joe," with chords F, F, C, and F above the notes. The second staff has a treble clef and a key signature of one flat. The lyrics are: "Shake your head, nod your head, tap your toe, A -" with a Gm chord above the notes. The third staff has a treble clef and a key signature of one flat. The lyrics are: "round, and a - round, and a - round we go, Now you" with a C7 chord above the notes. The fourth staff has a treble clef and a key signature of one flat. The lyrics are: "find a - nother - er part - ner and you jump Jim Joe." with chords F, F, C, and F above the notes.

Start with two children holding hands, with the rest of the children scattered in the space. Everyone sings, but only the two children starting the game will jump on each of the words, "jump, jump, jump Jim Joe." Still holding hands, they follow the words of the song to shake their heads, nod their heads and tap their toes. They do a two-handed turn as everyone sings, "Around and around and around you go," and then they leave each other to find new partners as they sing, "Now you find another partner..."

No words are needed to find a new partner. A child simply faces another child and holds out their hands. The children can be taught to kindly accept any offer of partnership.

Once everyone is playing, the challenge is to find a NEW partner each time. The children should try to make partners two by two, but can create a group of three if needed (an "Emergency 3"). Optional: on the last time, change the words of the last line, and sing to your partner, "Now I thank you very much for a great Jim Joe."