Duimpie het in die water geval

Duimpie het in die water geval,
Duimpie se maat het hom uitgehaal,
Langeraat het hom huis toe gedra,
Fielafooi het hom neergelê,
En Pinkie het vir Ma gaan sê.

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Oor die rympie

Hierdie is 'n aksierympie waar die vingers aan die hand gebruik word om 'n storie te vertel van Duimpie wat in die water val en hoe sy maats hom red en hom huis toe vat. Dit leer kinders van die verskillende vingers aan hul hand, en dat almal nie dieselfde lyk nie. "Duimpie se maat" is die wysvinger, wat langs Duimpie is, en "Langeraat" is die langste vinger of middelvinger. "Fielafooi" is 'n prettige naam vir die ringvinger en "Pinkie" is die kleinste vingertjie. Daar is ook talle variasies van hierdie rympie, waar mense hul eie kreatiewe name vir die verskillende vingers opmaak.

About the rhyme

This rhyme is a finger-play. It tells the story of *Duimpie* who falls into the water and his friends who save him and take him home. The rhyme teaches children about our fingers and how they don't all look the same. *Duimpie* is the thumb and the index finger is *Duimpie se maat* (*Duimpie*'s friend), because it is next to the thumb. *Langeraat* is the Afrikaans name for the middle finger, because it is the longest finger on the hand, and *Fielafooi* is a fun name for the ring finger. *Pinkie* is the little finger. There are many variations of this rhyme, where people make up their own creative names for the different fingers.

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Aktiwiteite

- Raak aan elkeen van jou kind se vingers terwyl julle elke reël van die rympie opsê/daarna luister. "Stap" dan met jou vingers teen jou kind se arm op en kielie hom/haar onder die arm!
- Voer die storie van die rympie op terwyl julle dit saam opsê – byvoorbeeld: iemand val in die water (reël 1), die persoon word gered (reël 2), huis toe gedra (reël 3), gehelp om te gaan lê (reël 4), en die storie word vir Ma vertel (reël 5).
- Laat jou kinders hul vingers in verf druk en dan vingerafdrukke op papier maak. Of laat hulle hul hande in water druk en dan buite op sement of bakstene handafdrukke maak.

Activities

- Touch each of your child's fingers as you say/listen to each line of the rhyme. Then "walk" your fingers up your child's arm and tickle him/her in the armpit!
- Act out the story of the rhyme as you say it together – the thumb fell into the water (line 1), the index finger saved him (line 2), the middle finger carried him home (line 3), the ring finger laid him down (line 4), the little finger went and told Mom what had happened (line 5).
- Let your children use paint to do fingerprints on paper. Or, let them put their hands in water and do handprints on a concrete or brick surface outside.