



Music Makers JUST FOR MINIS



OLD MACDONALD HAD A FARM

OLD MACDONALD HAD A FARM, EE, I, EE, I, O!
 AND ON THAT FARM, HE HAD A PIG, EE, I, EE, I, O!
 WITH AN OINK-OINK HERE AND AN OINK-OINK THERE,
 HERE AN OINK, THERE AN OINK,
 EVERYWHERE AN OINK-OINK!
 OLD MACDONALD HAD A FARM, EE, I, EE, I, O!

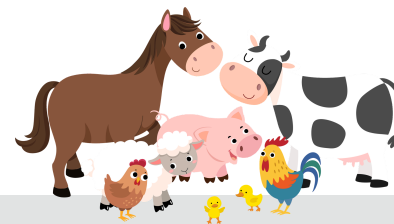
OLD MACDONALD HAD A FARM, EE, I, EE, I, O!
 AND ON THAT FARM, HE HAD A DUCK, EE, I, EE, I, O!
 WITH A QUACK-QUACK HERE AND A QUACK-QUACK THERE,
 AND AN OINK-OINK HERE AND AN OINK-OINK THERE!
 OLD MACDONALD HAD A FARM, EE, I, EE, I, O!

OLD MACDONALD HAD A FARM, EE, I, EE, I, O!
 AND ON THAT FARM, HE HAD A HORSE, EE, I, EE, I, O!
 WITH A NEIGH-NEIGH HERE AND A NEIGH-NEIGH THERE,
 AND A QUACK-QUACK HERE AND A QUACK-QUACK THERE,
 AND AN OINK-OINK HERE AND AN OINK-OINK THERE!
 OLD MACDONALD HAD A FARM, EE, I, EE, I, O!

OLD MACDONALD HAD A FARM, EE, I, EE, I, O!
 AND ON THAT FARM, HE HAD A SHEEP, EE, I, EE, I, O!
 WITH A BAA-BAA HERE AND A BAA-BAA THERE,
 AND A NEIGH-NEIGH HERE AND A NEIGH-NEIGH THERE,
 AND A QUACK-QUACK HERE AND A QUACK-QUACK THERE,
 AND AN OINK-OINK HERE AND AN OINK-OINK THERE!
 OLD MACDONALD HAD A FARM, EE, I, EE, I, O!

OLD MACDONALD HAD A FARM, EE, I, EE, I, O!
 AND ON THAT FARM, HE HAD A COW, EE, I, EE, I, O!
 WITH A MOO-MOO HERE AND A MOO-MOO THERE,
 AND A BAA-BAA HERE AND A BAA-BAA THERE,
 AND A NEIGH-NEIGH HERE AND A NEIGH-NEIGH THERE,
 AND A QUACK-QUACK HERE AND A QUACK-QUACK THERE,
 AND AN OINK-OINK HERE AND AN OINK-OINK THERE!
 OLD MACDONALD HAD A FARM, EE, I, EE, I, O!

OLD MACDONALD HAD A FARM,
 EE, I, EE, I, O!
 AND ON THAT FARM, HE HAD A TURKEY,
 EE, I, EE, I, O!
 WITH A GOBBLE-GOBBLE HERE
 AND A GOBBLE-GOBBLE THERE,
 AND A MOO-MOO HERE
 AND A MOO-MOO THERE,
 AND A BAA-BAA HERE
 AND A BAA-BAA THERE,
 AND A NEIGH-NEIGH HERE
 AND A NEIGH-NEIGH THERE,
 AND A QUACK-QUACK HERE
 AND A QUACK-QUACK THERE,
 AND AN OINK-OINK HERE
 AND AN OINK-OINK THERE!
 OLD MACDONALD HAD A FARM,
 EE, I, EE, I, O!
 EE, I, EE, I, O!



Proudly supported by



Supported by



Supported by

