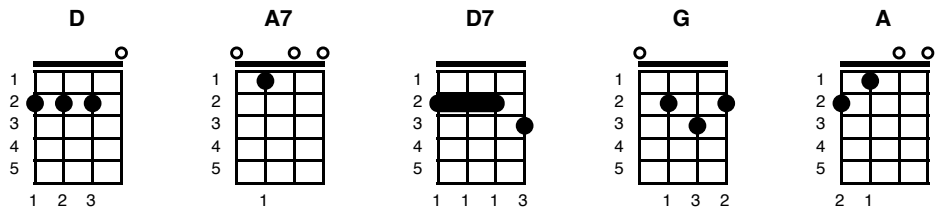


Throw It Out the Window

Key of D

A song of chaos for children, author uncertain, recorded many times with many nursery rhymes, this version arranged by W. Minkel



(Bo Diddley-style riff in D throughout)

[D] (riff twice)

Kazoo:

[D] Little Jack Horner sat in the corner,

Eating his Christmas [A7] pie;

[D] He stuck in his [D7] thumb and [G] pulled out a plum,

And he [A] threw it out the [D] window!

[D] (riff twice)

[D] Mary had a little lamb

Whose fleece was white as [A7] snow;

And [D] every- [D7] where that [G] Mary went ...

She [A] threw him out the [D] window!

The window, the window, the second story [A7] window.

And [D] every [D7] where that [G] Mary went,

She [A] threw him [D] out the window!

[D] (riff twice)

[D] Old MacDonald had a farm, E-I-E-I- [A7] O.

And [D] on his [D7] farm he [G] had a cow,

So he [A] threw her out the [D] window!

The window, the window, the second-story [A7] window.

Old [D] Mac [D7] Donald [G] had a cow, and

He [A] threw her out the [D] window.

[D] (riff twice)

[D] Little Jack Horner sat in the corner, eating his Christmas [A7] pie;

[D] He stuck in his [D7] thumb and [G] pulled out a plum,

So he [A] threw it out the [D] window!

The window, the window, the second-story [A7] window,

[D] He stuck in his [D7] thumb, [G] pulled out a plum,

And [A] threw it out the [D] window!

[D] (riff twice)

Kazoo solo:

[D] Little Jack Horner sat in the corner,

Eating his Christmas [A7] pie;

[D] He stuck in his [D7] thumb and [G] pulled out a plum,

So he [A] threw it out the [D] window!

[D] (riff twice)

[D] This little piggy went to market,

This little piggy stayed [A7] home.

This little [D] piggy had [D7] roast [G] beef,
So he [A] threw it out the [D] window!
The window, the window, the fourteenth-story [A7] window.
This [D] little [D7] piggy had [G] roast beef, and
He [A] threw it out the [D] window.

[D] (riff twice)

Kazoo coda:

This [D] little [D7] piggy had [G] roast beef, and
He [A] threw it out the [D] window. (riff once, then stop)