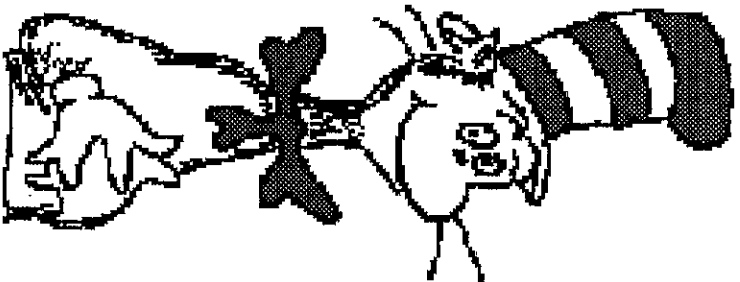


DR. SEUSS Across the Curriculum



Presented by Amy Rice and Penny Pryor
Floyd County Schools Rome, GA

Dr. Seuss Across the Curriculum Pre- K- 3rd

Objective: Students will participate in activities relating to Dr Seuss books. Students will develop cooperation and coordination while working at various stations.

Station format: Stations 1-12 Enlarge station directions and place, along with the coordinating book, at each station.

Equipment- Cones, bean bags, hoops, balls, parachute, sock balls, frisbees, hats, twister, rubber creatures, scarves, books, direction cards, stilts, lollipop paddles, scoops.

1. Hop on Pop
2. Green Eggs and Ham
3. Fox in Socks
4. Cat in the Hat
5. Foot book
6. One Fish, Two Fish.....
7. If I Ran the Circus
8. The 500 Hats of Bartholomew Cubbins
9. The Shape of me and Other Things
10. McElligott's Pool
11. The King's Stilts
12. The Lorax
13. ABC book
14. Great Day for Up
15. My Many Colored Days

Make your own matching games with characters from several Dr. Seuss books.

Dr. Seuss websites:

www.catinthehat.org

Other ideas on:

www.atozteacherstuff.com

www.hubbardscupboard.org/dr_seuss_on_the_loose.html

Our teachers pick a Dr. Seuss book and recreate a page from the book on door through out the school. One page per door. It's a different book each year. Copyright laws prevent copying the exact images from the book.

Dr. Suess Stations

Ideas gathered by Amy Rice, Glenwood Primary School,
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1. HOP ON POP

- A. Hop on a hoppy ball around the cones
- B. Place balls on parachute and play popcorn.
- C. Hop and jump on the patterns using circles and stars.
- D. Use a hopscotch mat to practice hopping and jumping or to play hopscotch.
- E. Balance and jump on a pogo ball

2. GREEN EGGS AND HAM

- A. Using a spatula, carry green bean bags and toss onto plates.
- B. Toss the pig through the hoop.
- C. Pick an egg and perform the exercise written on the enclosed paper.
- D. Use a lollipop paddle and green beanbag to practice flipping "green eggs" in the "frying pan".
- E. Play catch with a small beanbag pig and scoop.
- F. Play tic tac toe with the teacher prepared game using green eggs and ham pieces.
- G. Play Pin the Green Eggs on the Platter with a teacher prepared game.

3. FOX IN SOCKS

- A. Stack the bricks and throw the socks balls to knock them down.
- B. How many sock balls can you carry on a Frisbee without dropping?
- C. Toss and catch sock balls with a partner.

4. CAT IN THE HAT

- A. Hit the hats. Toss objects at hats that are placed on cones.
- B. Balance as many bean bags as you can on various body parts.
- C. Balance various objects on different body parts.
- D. Assemble a tub of various equipment; plastic golf tubes, bean bag animals, Frisbees, foam blocks, balls, etc. Try to balance several objects on top of each other and on several body parts like the cat in the story.

5. THE FOOT BOOK

- A. Lay the footprints on the floor and follow the pattern.
- B. Play Twister
- C. Using your feet, dribble the ball through the cones.

6. ONE FISH, TWO FISH, RED FISH, BLUE FISH

- A. Toss a rubber fish to a partner.
- B. Use colored fish to create a pattern
- C. Fish for rhyming words. Use paper fish with a paper clip attached and a pole with a magnet on the end of the line

7. IF I RAN THE CIRCUS

- A. Practice Juggling Scarves
- B. Hold hoops while others jump through like lions
- C. Balance on therapy balls like bears in a circus.

8. The 500 Hats of Bartholomew Cubbins

- A. Place as many frisbees/hats on you head as you can and walk to the cone and back
- B. Toss a ball and catch it in a hat.

9. The Shape of Me and Other Things

- A. Entertain us with shadow images from behind the white sheet.
- B. Get inside the body sox and move around to make various shapes.

10. McElligott's Pool

- A. Spin in the huge red tops like you were in a whirl pool.
- B. Using ribbon sticks, point end down and turn like a tornado/whirlpool
- C. Sit and spin on a Sit and Spin

11. The King's Stilts

- A. Walk on stilts.

12. The Lorax

- A. Play the Tree Chopper vs Tree Planter game. Students squat and knock over bottles or cones with their "elbow" for the choppers and the planters go around setting the bottles back up.
- B. Using cups or foam pins stack them as high as you can to make a forest.

13. ABC Book

- A. Put the letter caps in ABC order.
- B. Draw a card and use jump ropes to create each letter of the word.
- C. Look at the chart and make your body to look like the letter shapes.
- D. Dribble a basketball and say the ABC's.
- E. Jump Rope and say the ABC's.
- F. Letter matching Bingo

14. Great Day for Up

- A. Using a noodle, hit the balloon up in the air
- B. Using the stomp board, try sending various objects up in the air and catching them.
- C. Hit the beachball back and forth in the air to a partner.
- D. Toss scarves up in the air and catch.

15. My Many Colored Days

- A. While riding a scooter, take the bean bag creatures and match to the coordinating colored cones
- B. Match the color words to the correct cones.
- C. Make patterns using the colored domes and spots

Dr. Seuss in your Curriculum

Abstract

This presentation deals with ways to integrate Dr Seuss into your physical education curriculum. The activities listed in this presentation are a compilation of ideas gathered from work shops, as well as, new and original ways to utilize the Dr. Seuss theme. In it we will discuss activity centers, relay games, and whole group activities. In addition, participants will discuss utilizing these activities in thematic units and field days. The Dr Seuss theme is one that can inspire and motivate children in the elementary grades and this presentation will show innovated ways to do just that.

Activity Centers

“The Sneetches’s Frankfurter Roasts”

This is the refreshment and first aid station. Students are to be given one cup of drink and a snack of some kind.

Equipment needed: Event sign, Cups, sandwich bags, ice in coolers, drinks, snack, trash cans, extra trash bags, and First Aid Kit.

“One Fish, Two Fish, Red Fish, Blue Fish - Ring the Gack”

Standing anywhere behind a slanted rope, the students attempt to toss the hoops so that they land around the cones “ringing the gack”. Encourage the students to move further back to increase challenge. Stop when out of hoops, have the students retrieve them and start over. Variations: students must be standing on a poly spot to toss their hoop.

Equipment needed: one fish, two fish...” book by Dr. Seuss, Hoola hoops, Cones, Long rope

Gertrude McFuzz

Read the Dr. Seuss book to set up lesson. Allow students to balance the feathers on various body parts (nose, elbow, hand, head, chin, knees, and toes) Variations: use lumi sticks

Equipment needed: Feathers, Lumi sticks

Green eggs and ham

Students work together with a partner using a towel to toss an object up into the air and catch it.

Take frequent breaks and read sections of the book

Equipment needed: Green eggs and ham book by Dr. Seuss, Rubber chickens, Rubber pigs, Green balls, Towels

Green Eggs and Ham

Students sit around the outside of the parachute with their legs extended straight to the front and their hands pulling the chute tight to their chest. Place the balls and pig on top of the chute and allow the students to try and bounce them off. Select a few students each time to sit on their bottoms under the chute. Tell them they are going to catch a cool breeze after being in the hot kitchen. Variations: perform various exercises with the chute Integration: Civility- courtesy and politeness in action or speech

Equipment needed: Parachute, green balls, Rubber pig

“Scrambled Egg Super”

Allow the students to toss and catch a z ball which bounces like “scrambled eggs.” Work individually and/or with a partner. Variations: Have a contest to see who can scramble the longest. Once the egg is dropped the student is out and sits down.

Equipment needed:

Z balls

Skills progression:

Toss up and catch

Bounce and catch

Toss, bounce, and catch

Toss with a partner

Toss, bounce, and catch with a partner

Individually let it bounce and see how many times you can let it bounce and still catch

Toss up with one hand and catch with another

“500 hats of Bartholomew Cubbins”

Students toss and catch a ball with a partner. The ball must be caught in a hat. Take frequent breaks to read sections of the book.

Equipment needed: “500 hats of Bartholomew Cubbins” book by Dr. Seuss, Baseball caps, “small” balls

Relay Games

“Yertle the Turtle”

Give each student a ball and an animal. The students will balance the animal on the ball and walk around. Take frequent breaks and read sections of the book. This can be turned into a relay easily by separating into teams and having students race one at a time between two points.

Variations: use different loco motor skills. Hand the ball back and forth to a partner. Drop the ball with the animal balancing on it. When the animal pops up the student will try to catch it.

Equipment needed: play ground balls, bean bar animals or regular bean bags

“How the Grinch Stole Christmas”

Students line up in four groups with the first person from each team standing in a starting hoop.

On the signal to begin, the first student (Grinch) runs to the Whos Village to the pile of the Whos’ “presents” and “steals” one present. She then runs back to the original hoop and places the stolen present in the “Santa Claus Bag”. The next player in line goes as soon as the first runner tags their hand. The first runner must place the present in the bag before tagging the next player’s hand. If time remains, have all the Grinches turn into “Good Grinches” and return the presents to the Whos by taking one present out of the bag and returning it to the Whos Village (the hula-hoop 50 feet away). They should place the present in the hoop and run back to tag the hand of the next player. This will continue until all have had a turn or time runs out.

Equipment needed: Event sign, 8 hula-hoops, 80 wrapped presents, and 4 large “Santa Claus” bags.

May wrap small wooden blocks with contact paper or place clear tape over them so that they do not come unwrapped or torn.

“Horton Hatches an Egg”

Divide the class into equal teams based on the number of hop balls. On the “go” signal player sit on the hop ball “egg” and race around a track made of cones. Teams continue to switch relay style.

Equipment needed: hop balls, cones

Monster Feeding Time

Line a team up behind each cone. On the “GO” signal, students “monsters” run down to the next cone in front of them and retrieve one bean bag “bug”. Upon return, the student places the bug in their group’s container and gives the next person in line a high 5. The next person in line then performs the same task. Play continues until all the bugs are gone. The team with the most bugs is the winner. Teams can play the relay in reverse to put the bugs back out.

Equipment needed: Dr. Seuss “Where the wild things are”, Bean bags, Cones, Buckets

“The Cat in the Hat”

“I know that it is wet

And the sun is not sunny

But we can have

Lots of fun that is funny.”

Divide students into equal teams with the first person from each team standing inside a starting hoop. On the signal to begin, the players pick up the “fish bowl” (plastic bowl representing the fish bowl in the story) and run to the trashcan filled with water and plastic fish. Students will fill up the fish bowl with water and only one fish. Balancing the fishbowl on top of their head on their head, the student must walk back to the line without using their hands to keep the fishbowl on. If the student makes it back to the line without dropping the fishbowl, they dump the water and the fish in the bucket and hand the bowl to the next player in line. If the fishbowl falls off the student will pick up the bowl and fish and return to the line to hand off the bowl to the next player in line.

Teams will continue to go until time has been called.

Equipment needed: Event sign, 2 hula-hoops, 70 or 80 small plastic fish, 1 trashcan filled with water, and 30 or 40 plastic bowls (in case bowl cracks).

Group Activities

Grinch on the loose

Select 1-3 players to be taggers “Grinch’s”. Taggers have a ball “present” to gently tag with. Place mats “Grinch’s house” around the gym for the taggers to hide behind. All other players are “Who’s”. The Who’s start out on one side of the gym. Where they are safe. From behind the mats, the Grinch’s say “Who wants a present?” The taggers reply “We do” and then attempt to run to the other side of the gym and back without getting tagged. If tagged, a player goes to get a ball and becomes a Grinch. Play until one player is left and restart the game with them as the new Grinch.

Equipment: Volleyball standards, Mats, Rope, Foam ball

Who was I scared of?

Explain that the students are sitting in front of a min field and read to make it across. On the other side of the side are poly spots with “ghost pants” on them. The first person to make it across and get the ghost pants on is the winner. If a student touches he/she must start over. Variation: use a variety of loco motive skills. Students have a partner. One of the pair is blindfolded and their partner guides them across the min field without talking to them. The blind folded partner starts on a poly spot. The first team to make it to the same colored spot on the other side of the min field is the winner.

Equipment: Book by Dr. Seuss, Bean bags, Matching poly spots, Blind folds

“How the Grinch Stole Christmas”

Divide the class into two groups, the “Grinchs” and the “Whos”. The Whos have either a jersey or a tagging ball to help identify them. The Whos stand inside a marked off area “Who’s Village” with bean bags “presents” scattered all over the floor. The Grinchs attempt to run into the village to steal the presents. Stolen presents are placed in a bucket outside the Who’s village. Grinches outside the village are safe; however, they may be tagged while inside the village. If tagged, a Grinch must go to sit on a mat “jail” in the middle of the village until the game is over. Play 3-5 minutes, switch teams, and repeat

Equipment needed: Dr. Seuss’s Grinch Book, Jerseys, Cones, Bean bags

“The Lorax”

Place the cones on the floor with half facing up and the other half upside down. Divide the class into two groups the “Oncelers” and “Lorax”. On the “go” signal, the lorax attempt to plant the cones “truffula trees” by turning them all right side up. The oncelers attempt to cut them down by turning the cones upside down. Player for several minutes and repeat. Each new game turns the oncelers into Loraxs and vice versa. The winning team is the one who turns the most trees into their type. Read excerpts from the Lorax at the beginning ant at each break.

Integration: Conservation- avoiding waste and pollution of natural resources
Equipment needed:

“I Am Not Going To Get Up Today”

“You can pour cold water on my head

But you’re wasting your time.

So go away!

I am NOT going to get up today!”

Divide students into 2 equal teams with the first person from each team standing inside a starting hoop. On the signal to begin, these players pick up a sponge from the trashcan filled with water. The must pass the sponge over their head to the next person in line. The players continue passing the sponge over their heads until it gets to the last player in line. This person will take the sponge back to the front of the line, dunk the sponge in the trashcan and begin passing it over their heads again. Teams will continue to go until time has been called.

Equipment needed: Event sign, 2 hula-hoops, 1 trashcan filled with water, and 2 car washing sponges.