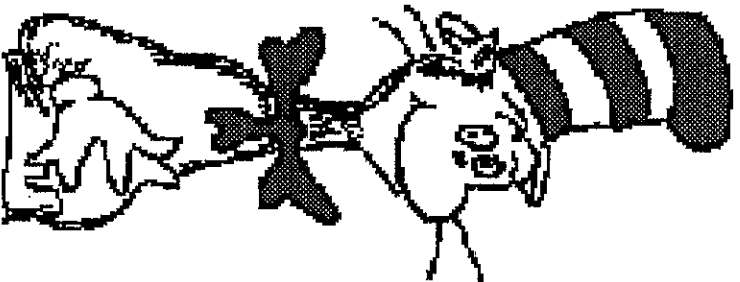


# DR. SEUSS Across the Curriculum



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

## **Dr. Suess Stations**

Ideas gathered by Amy Rice, Glenwood Primary School,  
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[ppryor@floydboe.net](mailto:ppryor@floydboe.net).

### **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.

### 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

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

## **Sneetch Tag**

Select 2-4 players to be sneetches w/o start. Give them a yellow ball to gently touch with. Select another 2-4 to be star belly Sneetches. These players have a red ball and wear a star necklace. Pass out stars to half the non taggers. The tagging balls are called the "machine". On the "go" signal, all the non taggers run around attempting not to be tagged. If tagged by a star belly sneetch, the player walks to get a star. If tagged by a non star belly, the player walks to put their star up. After 2-3 minutes stop the game and see if there is more of either type of sneetch. Select new taggers and begin again. Before the activity and during breaks read excerpts from the Dr. Seuss book.

Variations: all taggers are Sylvester McMonkey McBean. When tagged a Sneetch turns into the opposite type of Sneetch.

*Equipment needed:*

## **Grinch's who-liday tag**

Designate 3-5 players to be taggers "Grinch" who each have a green ball to gently tag with. Select another 3-5 players to be untaggers "helpful who" who each have a noodle to gently tag with.

Who's may wear a crazy hat if available. All remaining players are Who's living in the Who's village. The who's village is a bounded area or area inside the gym. The Grinches run around inside the village trying to freeze the Who. If tagged, a who is frozen with their hands raised up in the air.

The helpful who's may not be tagged and can unfreeze other players by touching them with their noodle. The helpful who's are the only players who can leave the village. They will wait outside the cones until they are needed. Variations: The helpful who can lead the frozen player outside the village and have them perform exercises to warm their bodies up enough to unfreeze themselves.

The helpful who can make the player sing the first line to Deck the Halls in order to be free.

Tagged players must be lead out of the village and sing the first line to their favorite Christmas song to be free.

*Equipment:* Green foam balls, Foam noodles, 5 crazy hats

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## PPS Seussabration Field Day April 11<sup>th</sup>, 2007

### Notes to the Homeroom Teachers:

I am designing this field day to try and make it a fun end of the year activity for our students and to be a teacher friendly as possible. I have tried to incorporate lesson learned from the past and any input you have provided. If there are questions, please let me know so we can work to make this the best field day yet.

- During this field day all entire grade level will participate together at a series of 4 stations.
- Your class needs to be at its starting station by 8:55 ready to begin.
- There will be a staff member assigned to each of the four stations to run the various games with assistance from the classroom representative.
- At all stations the class needs to be divided into two equal groups. This will allow for a more manageable size activity. The students who do not participate in a given activity will sit and cheer for their classmates who are. All students should participate in one activity and cheer during the other.
- I am attaching a copy of a sign up sheet you can use to help plan in advance who will participate in what event. Please bring it with you on field day for your own records.
- If you have students who cannot participate in field day for medical reasons they may stay with you and be spectators or I can assign them as helpers.
- There will be a discipline room set up in the speech room. Each grade level team leader needs to put together a packet of work for these students.
- The classroom teacher can take breaks from their class during the morning sessions if they can arrange for two parent volunteers to provide continuous coverage in their absence. These parents, or the teacher, will be responsible for monitoring the behavior of their class and making sure that the right students are in the activity. Whoever is in charge of the class will need to have a radio.
- For trouble shooting emergencies contact Mr. Hopper on the radio.
- A horn will sound to let you know when to begin and when to rotate.
- If a station finishes before it is time to rotate please have your students sit and rest.
- The entire grade level will rotate to and begin the next center as a group.
- Each student will receive a participation certificate at the end of the day. Please fill out their names in advance.
- Students will be outside for extended periods of time and be getting wet. Please ensure that they know to dress appropriately and bring items like sunscreen and hats.
- From 11:15-1:00 classes will rotate to lunch on a modified schedule. Lunch will be a cook out and classes will eat in their rooms or in a shady spot. During lunch, their will be a pirate movie playing and I have attached some simple craft projects you might want to incorporate.
- From 1:00-2:00 there will be a school wide fun walk on the track. Students, teachers, and parents are welcome to walk to the music and eat snow cones. Please make sure that students know to bring money for snow cones if they want them. If your class gets tired they are welcome to return to your room and watch a movie or sit in the shade and rest.

### Rotation Times

Time	9:00-9:30	9:35-10:05	10:10-10:40	10:45-11:15	11:15-12:55	1:00-2:00
Station 1	Kindergarten	3 <sup>rd</sup> Grade	2 <sup>nd</sup> Grade	1 <sup>st</sup> Grade	Lunch	Fun Walk and snow cones
Station 2	1 <sup>st</sup> Grade	Kindergarten	3 <sup>rd</sup> Grade	2 <sup>nd</sup> Grade		

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

### Station 3

#### **"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 and 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.

### Station 4

#### **Sneetch Tag**

Select 2-4 players to be sneetches w/o start. Give them a yellow ball to gently touch with. Select another 2-4 to be star belly Sneetches. These players have a red ball and wear a star necklace. Pass out stars to half the non taggers.

The tagging balls are called the "machine". On the "go" signal, all the non taggers run around attempting not to be tagged. If tagged by a star belly sneetch, the player walks to get a star. If tagged by a non star belly, the player walks to put their star up. After 2-3 minutes stop the game and see if there is more of either type of sneetch. Select new taggers and begin again. Before the activity and during breaks read excerpts from the Dr. Seuss book.

*Variations:* all taggers are Sylvester McMonkey McBean. When tagged a Sneetch turns into the opposite type of Sneetch.

*Equipment needed:*

#### **"The Cat in the Hat"**

*"I know that it is wet*

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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

# Physical Education Lesson Plans

Glenwood Primary

Lesson Name	Dr. Seuss Day		
Category	Manipulatives		
Grade Level	All	Lesson #	
Begin Date	3/2/2009	End Date	3/2/2009
Lesson Objective	To perform various motor activities to		
Fitness Objective	celebrate Dr. Seuss's birthday/coordinate		
Objective			

**Equipment List**

see attached list

## Set Up & Safety Notes

Stations around the gym.

**Evaluation Process**

Teacher Observation

NASPE Standards	Exhibits responsible personal and social behavior that respects self and others in physical activity. Values physical activity for health, enjoyment, challenge, self-expression, and/or social interaction.
State Standards	Applies classroom rules, procedures, and safe practices. Shares space and equipment with others. Works cooperatively with others. Shares equipment, takes turns, and follows directions. Identifies appropriate behaviors for participating with others in physical
Character	Respect for others during activity Responsible for self-control and safety during activity around equipment
ESL	Learning Stations / Hands-on Instruction Active Student Involvement

No Warm up

**Lesson Objectives:** To perform various motor activities to celebrate Dr. Seuss's birthday/ coordinate with the "Read Across America" program. To integrate language arts awareness with physical education activities.

Hop on Pop 1. Use a hopscotch mat to practice hopping and jumping or to play hopscotch.  
Green Eggs and Ham  
1. Use a lollipop paddle and green beanbag to practice flipping "green eggs" in the "trying pan".  
Fox in Socks 1. Play Twister in sock feet.  
Cat in the Hat  
1. 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.  
The 500 Hats of Bartholomew Cubbins  
1. Place as many Frisbees/hats on your head as you can and walk to the cones and back.  
The Foot Book 1. Lay footprints on the floor and follow the pattern.  
One Fish, Two Fish, Red Fish, Blue Fish  
1. Fish for rhyming words. Use paper fish with a paper clip attached and a pole with a magnet on the end of the line.  
If I Ran the Circus  
1. Juggle scarves and balls, learn to spin a plate, master the devil sticks, or any other circus activity.  
The Shape of Me and Other Things 1. Entertain us with shadow images from behind the white sheet.  
McElligott's Pool 1. Spin in the huge red tops like you were in a whirl pool.  
The King's Stills 1. Walk on stilts.

This lesson idea is from PE Central ([pecentral.org](http://pecentral.org)), the premier Web site for Physical Education Teachers. *Sponsored by S&S Worldwide ([ssww.com](http://ssww.com))*

**Name/Title: Dr. Seuss Comes to the Gym**

**Purpose of Event:** To perform various motor activities to celebrate Dr. Seuss's birthday/coordinate with the "Read Across America" program.

**Suggested Grade Level: K-2**

**Materials Needed:** tumbling mats, cones, bean bags, scooters, stilts or hi-steppers, mini tramp or hoppers, frisbees, jump ropes, soccer/nerf ball, floor tape, low balance beam, station signs, music, stopwatch, Dr. Seuss books

### **Description of Idea**

Students are divided into 10 groups & are assigned to a station. Signs with directions are posted at each station. Students will have one minute to perform the assigned task. For class management, begin and end each station activity with music.

**Station 1: "The Cat in the Hat"** -- In a single file, students will run a weave pattern around three cones - simulating the movements of Thing 1 & Thing 2. Repeat until the cue to rotate is sounded.

**Station 2: "Yertle Turtle"** -- Students will crawl on hands & knees across two tumbling mats - moving like Yertle. Repeat.

**Station 3: "Go Dogs Go"** -- Students will ride the scooter around a cone & back (driving like the dogs in the story).

**Station 4: "Hop on Pop"** -- Students will bounce four times on the mini tramp/hopper. The 2nd time it's their turn, they will bounce five times. The 3rd time, they will bounce six times.

**Station 5: "The Shape of Me & Other Stuff"** -- Students will run around the circle, then the square, then the triangle. (shapes made on the floor with floor tape) Repeat.

**Station 6: "Green Eggs & Ham"** -- Students will carry and/or balance a Frisbee (upside down) that contains 2 green bean bags & a small green ball. They will go down and around the cone and back. Repeat.

**Station 7: "The King's Stilts"** -- Students will walk on stilts/hi-steppers to the cone & back. Repeat

**Station 8: "One Fish, Two Fish, Red Fish, Blue Fish"** -- Students will ride on their scooter