



# Dr. Seuss: The Fun Never Ends!



Celebrate the undisputed master of zany, tongue-twisting literary and visual fare for kids. His wild world of creatures and adventures will inspire fun in Seuss-mic proportions!

## SETTING THE SCENE

**Seuss-ational Reading Corner:** Let cheerful chaos characterize a reading area dedicated to the good doctor. Start with colorful beanbag chairs or large pillows. Arrange them under a window (if possible), hang floppy curtains in a colorful pattern and attach “The Fun Never Ends ...” window cling of the *Cat in the Hat*. Take decorating cues from books like *The Cat in the Hat*, using small striped rugs and perhaps a framed portrait of Dr. Seuss on the wall. Add a container of books and stuffed Seuss characters—a small red crate or red bushel basket would be perfect. An end table could hold the Cat’s famous hat and a fishbowl with water and a plastic fish. Set up a VCR or DVD player with an assortment of animated Seuss recordings.

**Bulletin Board:** Use pieces from “The Fun Never Ends ...” bulletin board decorators and trimmers to anchor a display. In the middle, feature photocopies of the covers of Seuss books from your collection, your reading campaign goal, a “Vote for Your Seuss Favorites” poll, or upcoming special events.

**Seuss Signposts:** Create Seuss-style signposts to direct kids to different sections of your school, library, or parts of the collection. You’ll find great examples in *Hooray for Diffendoofer Day* or on the *Seussville* Web site listed

below. Stick with bright colors, avoid straight lines, and you can’t go wrong!

## GAMES

**Board Games:** I Can Do That! Games offers four board games based on Seuss characters and titles, designed for ages four to eight. Check them out at [www.icandothatgames.com](http://www.icandothatgames.com). They’re available at Toys-R-Us.



**Creative Rhyming:** Much of the charm of Seuss’s books comes from his wildly creative, unconventional use of rhyme. Give kids source words that are familiar and ordinary, like the names of animals or food items. Have them work individually or in pairs to list as many rhymes or near-rhymes as they can. Then encourage them to add made-up words with short definitions. For example, you might start with “sparrow” and get responses like “narrow, arrow, wheelbarrow ...” and then “Zumping Zarrow—a cross between a grasshopper and a kangaroo.” Compare lists and give out small prizes, like stickers or bookmarks from “The Fun Never Ends ...” theme materials. In the classroom, try a word wall of source words, with students adding true or near rhymes and made-up rhymes below. Have children use the lists to help them write Seuss-like stories.

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**Wubbulous Words:** Share aloud *Dr. Seuss's ABC* and/or *On Beyond Zebra*. Assign each child one to two letters from the alphabet. He or she will make up a new word starting with that letter and write it like a dictionary entry with spelling, pronunciation, part of speech, and definition. Young children could simply say their word and explain its meaning. Compile your new words into a totally wubbulous alphabet book.

## ARTS/CRAFTS

**Seuss-ism Calendars:** Provide separate calendar sheets for each month of 2008. Have kids choose a different witty saying from the books to write on each sheet, as a “Seuss-ism” for that month, and decorate the calendars with small drawings, borders, or stickers. Provide paper to make a Seuss-inspired cover. Then use a three-hole punch and colorful yarn or ribbon to bind the calendars. Sayings might be profound (“... Sneetches are Sneetches / And no kind of Sneetch is the best on the beaches.”) or inspiring (“I meant what I said / And I said what I meant ... / An elephant’s faithful / One hundred per cent!”) or just plain silly (“From there to here, from here to there, funny things are everywhere.”)

**Character Sock Puppets:** Using a variety of socks, felt and fabric scraps, beads, pipe cleaners, scissors, stick-on eyes, yarn, ribbon, feathers, glue ... make puppets of your favorite Dr. Seuss characters to use in retelling the stories. For a more advanced challenge, invite kids to create new Seuss-worthy characters and stories to share in a craft, writing, and performing workshop.



**Scenery Painting:** Display Seuss books that show fantastic towns or landscapes as settings for the stories. Good choices are “What Was I Scared Of?” from *The Sneetches and Other Stories*, *The Lorax*, *McElligot's Pool*, or *Happy Birthday to You!* Provide painting smocks, pencils, large sheets of paper, washable paints, and a variety of brushes and have children either copy Seuss's scenery paintings, create original paintings of places in Seuss stories, or make up entirely new fantasy settings from their own imaginations.

## RECIPES

**Cat Hats and Seuss-aparilla:** Top small round sugar cookies with stacks of alternating red and white life savers (gummy savers are easier to eat), glued together with white icing, to make “Cat Hats.” Serve them with “Seuss-aparilla” (root beer).

**Silly Seuss-tenance:** Try a few of the recipes in the *Green Eggs and Ham Cookbook*—a whole book of recipes inspired by Seuss stories. Serve them at programs or borrow a kitchen and cook with kids. Schlopp or Noodle-Eating-Poodle Noodles are good choices for a cooking adventure; Blueberry Bumpings or Nupboards' Nuggets with Silly Sammy Slick's Sodas or Circus McGurkus Pink Lemonade for serving as snacks.

**One Fish, Two Fish ...** Mix up batches of Berry Blue Jell-O and pour into clear, plastic glasses. Chill until partially set, and add two to three gummy fish to each glass. Serve with spoons as the perfect accompaniment to a story time using *One Fish Two Fish Red Fish Blue Fish*, *The Cat in the Hat*, or *McElligot's Pool*.

## WRITING PROJECTS

**Nonsense Names:** Read aloud “Too Many Daves” from *The Sneetches and Other Stories*. What if Mrs. McCave had daughters instead of sons? Work with kids to rewrite the story, starting: “Did I ever tell you that Mrs. McCave / Had twenty-three daughters and she named them all Maeve?” Have fun making up new nonsense names for the McCave sisters.

**Seuss Sequel:** Display Seuss stories on a table with paper, pencils, and crayons. Include these pairs: *The Cat in the Hat* and *The Cat in the Hat Comes Back*, *Horton Hears a Who* and *Horton Hatches an Egg*, and *The 500 Hats of Bartholomew Cubbins* and *Bartholomew and the Oobleck*. Add other titles that might lend themselves to sequels. Invite kids to pick up on a favorite character or carry on the plot from one of the books in a sequel—written in rhyme, of course.



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**Seuss-alike Stories:** Set out *The Foot Book* and *The Tooth Book* at a table or learning center, with paper, pencils, and crayons. Challenge children to write and illustrate similar stories about other body parts—perhaps “The Nose Book” or “The Knee Book.” Display the resulting anatomically inspired masterpieces.

**Inspired Imagination:** Many of Seuss’s books give free reign to imagination run amok. Share some of these titles: *McElligot’s Pool*, *And to Think that I Saw It on Mulberry Street*, *Did I Ever Tell You How Lucky You Are?*, *If I Ran the Circus*, and/or *Oh the Thinks You Can Think!* Invite kids to borrow a theme and write their own wildly imaginative stories in rhyme. They could expound on things they might see on their own street on the way home from school, never-before-seen wildlife they’d feature on a one-of-a-kind African safari, more things to be thankful you aren’t, more “thinks you can think,” etc. You might choose rotating themes, for daily wit and writing workouts.

### SPECIAL EVENTS

**Seuss Sing-Along:** Team up with a music teacher or local musician and use the *Cat in the Hat Songbook* and related CD (see Resource list) to lead a sing-along of rousing, silly songs from the children’s movie version of Seuss’ most famous tales.



**Multilingual Story Time:** If you serve an ethnically diverse population or are studying a foreign language in class, try a multilingual story time. Seuss stories have been translated into many languages; Spanish and French versions, in particular, are readily available. Choose stories that come in at least two languages (See titles in the Resource list), find readers fluent in each language, and share them a page or section at a time in one language after another. Use visuals like enlarged illustrations, felt board figures, or puppet characters as you read the stories. Add crafts, games, songs, or snacks from other sections of this guide for a complete story time program.

**Seuss Characters on Parade:** Invite children to come dressed as their favorite Seuss characters, or perhaps as original characters worthy of Dr. Seuss’s imagination! Use music from the *Cat in the Hat* CD (see Resource list) and lead a parade.



**Reader’s Theater:** Rehearse and stage a reader’s theater performance of *Bartholomew and the Oobleck*. You’ll need a narrator and readers to portray King Derwin, Bartholomew, two to five royal magicians, the royal bell ringer, royal trumpeter, and Captain of the Guards. Use some simple props. A decorated chair and paper crown for the king, a vest for Bartholomew, tall paper hats for the magicians, bell for the bell ringer, toy trumpet for the trumpeter, and toy sword for the Captain of the Guards will suggest their characters. Three garlands made of ribbon and green construction paper Oobleck drops (one with small droplets, one with medium drops, and one with large blobs) can be tacked to a wall on top of each other as the story progresses. Gauze or cotton balls, dyed with green food coloring, can be spread around to clog the trumpet, drip out of the king’s crown, etc. The Captain of the Guards can chew green gum and blow bubbles at the appropriate moment. Let your imagination run and have fun presenting this crowd-pleaser with a moral.

**Birthday Party:** Dr. Seuss was born on March 4th, 1904. Use *Happy Birthday to You!* as the model for a birthday party in the author’s honor, or as a generic birthday celebration for your students or library patrons.



### CONTESTS

**Write Like Dr. Seuss:** Challenge kids to submit their own creative writing inspired by Dr. Seuss. You might name categories, like tongue-twisters (*Oh Say Can You Say?*), alphabet or counting books (*Dr. Seuss’s ABC*), Seuss sequels (*The Cat in the Hat Comes Back*), or stories with a moral message (*The Lorax*). Consider separating entries into age ranges as well—Seuss’s silliness is surprising hard to imitate! Assemble a panel of adult or

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peer judges and award first, second, and third prizes in each category. “The Fun Never Ends ...” theme award certificates, bookmarks, stickers, or banners could serve as prizes.

**Draw Like Dr. Seuss:** Issue a challenge similar to the writing challenge above, but for artwork instead. Encourage kids to work in colored pencils or paint—Seuss’s favorite media. Categories might include people, real animals, imaginary animals, landscapes, or moving vehicles—all given the Seuss treatment!

**Reading Marathon:** In his lifetime, Dr. Seuss wrote forty-some books to delight children, almost all of which are still in print. Challenge kids, classes, or families to see how many they can read and bring their complete lists in for review. Award small prizes to those who read all (or the most) distinct Seuss titles. Keep in mind that some Seuss books contain several different stories.

### Non-Seussical Feats of Strength and Skill!

Assemble teams of kids or families to run relay races featuring silly tasks worthy of Seuss’s sense of humor. Here are some possibilities:

- Juggling two to three soft items like slippers or cloth balls
- Bouncing across the room on large jumping balls with handles
- Balancing items on wooden spoons while shuffling or hopping
- Stacking 10–15 brightly colored books into towers
- Skipping backward while counting backward or saying the alphabet backward.



## MATH/SCIENCE ACTIVITIES

**Science Seuss-alikes:** Many Seuss-style books, of varying merit, have emerged since Seuss’ death in 1991. Random House publishes the Cat in the Hat’s Learning Library Series of nonfiction titles that effectively present science and health information in Seuss-like rhyme, using Seuss characters. Build fun science presentations around *There’s No Place like Space! All about Our Solar System*; *Oh, the Things You Can Do that are Good for You!*

*All About Staying Healthy*; or other titles in this series written by Tish Rabe.

**Outrageous Oozy Oobleck:** Visit The Exploratorium’s Science Explorer Web site, [www.exploratorium.edu/science\\_explorer/ooze.html](http://www.exploratorium.edu/science_explorer/ooze.html). Use the recipe there, colored green, of course, to make Oobleck. Try the experiments and discuss the science of this delightfully ooky “non-Newtonian fluid.”

**Seuss Favorites Poll:** Create a bulletin board celebrating Dr. Seuss, using “The Fun Never Ends ...” bulletin board decorators. Add a sign reading, “What’s Your Favorite Dr. Seuss Book? Vote here!” On a nearby table, place a ballot box (A Cat’s hat? A fish bowl? A red box as in *The Cat in the Hat?*), ballots, and pencils or pens. Gather ballots and work with kids to analyze results and present them in graphic form, as a bar graph of titles or a pie chart of the total votes cast.



**Seuss Story Problems:** Make up math word problems based on Seuss stories, appropriate to your age and audience. Here are some samples to get you started:

- At the end of *Ten Apples up on Top*, the lion, the tiger, and the dog each has ten apples on his head. How many apples do they have all together?
- The first Who’s-Asleep-Score in *The Sleep Book* is 40,404. The next is 8,000,808. How many sleep talkers, sleep walkers, snorers, and other assorted creatures fell asleep between those two counts?
- In *Horton Hatches the Egg*, Horton the elephant is captured by hunters and sold to a circus, where he is put on display for “10 cents a peek.” If 435 people pay to see Horton, how much money does the circus take in?
- *If I Ran the Circus* was first published 52 years ago. In what year did it come out?
- In *Thidwick the Big-Hearted Moose*, how many different kinds of animals make their homes in Thidwick’s horns? How many total, individual critters (counting from the pictures and not including the fleas)?

## INTERNET ACTIVITIES

**Seussentennial:** Ted Geisel's 100th, [www.seussville.com/seussentennial/index.html](http://www.seussville.com/seussentennial/index.html). This site has fun games, crafts, reproducible worksheets, coloring pages, etc.

**Seussville!** Bookmark this Dr. Seuss Enterprises site: [www.seussville.com](http://www.seussville.com). It's bright and busy with Seuss-inspired click-and-play games, print-and-play activities, story maker, and more for kids from ages five to eight. There's also a biography of the author. A warning—it's a little noisy!

**Dr. Seuss Art,** <http://www.drseussart.com/index.html>. While this is a sales catalog, it allows fans to browse many examples of familiar and surprising artistic creations by this truly unique artist.

## DR. SEUSS RESOURCES



- **And to Think that I Saw It on Mulberry Street** by Dr. Seuss. Random House, 1989. ISBN 9780394844947. K–4.
- **Bartholomew and the Oobleck** by Dr. Seuss. Random House, 1949. ISBN 9780394800752. 1–4.
- **The Boy on Fairfield Street: How Ted Geisel Grew up to Become Dr. Seuss** by Kathleen Krull, illustrated by Steve Johnson and Lou Fancher. Random House, 2004. ISBN 0375822984. 1–4.
- **The Cat in the Hat Songbook** by Dr. Seuss and Eugene Poddany. Random House, 1993. ISBN 9780394816951. 2+.
- **The Cat in the Hat Songbook/If I Ran the Zoo/Dr. Seuss Sleepbook** by Dr. Seuss and Eugene Poddany. Buddha Records, 1999 (Music and Narrated CD). UPC 744659968020. Pre–4.
- **Dr. Seuss's ABC** by Dr. Seuss. Random House, 1996. ISBN 9780679882817. Pre–2.
- **Green Eggs and Ham** by Dr. Seuss. Random House, 1960. ISBN 9780394800165. Pre–3.
- **Green Eggs and Ham Cookbook: Recipes Inspired by Dr. Seuss!** by Georgeanne Brennan, illustrated by Dr. Seuss and Frankie Frankeny. Random House, 2006. ISBN 9780679884408. All ages.
- **Happy Birthday to You!** by Dr. Seuss. Random House, 1959. ISBN 0394800761. K–3.

- **Hooray for Diffendoofer Day!** by Dr. Seuss and Jack Prelutsky, illustrated by Lane Smith. Random House, 1998. ISBN 9780679890089. 1–4.
- **Horton Escucha a Quien (Spanish edition of Horton Hears a Who)** by Dr. Seuss. Lectorum Publications, 2003. ISBN 1930332351. 1–4.
- **Horton Hatches the Egg** by Dr. Seuss. Random House, 1940. ISBN 9780394800776. K–4.
- **If I Ran the Circus** by Dr. Seuss. Random House, 1956. ISBN 9780394800806. K–4.
- **In Search of Dr. Seuss** directed by Vincent Patterson. Turner Home Entertainment, 2003 (DVD video). UPC 053939671025. All ages.
- **Le Chat Chapeaute (French edition of The Cat in the Hat)** by Dr. Seuss. French & European Publications, 2004. ISBN 0785940685. Pre–2.
- **The Lorax** by Dr. Seuss. Random House, 1971. ISBN 9780394823379. 3–6.
- **McElligot's Pool** by Dr. Seuss. Random House, 1947. ISBN 780394800837. 1–4.
- **Oh Say Can You Say?** by Dr. Seuss. Random House, 1979. ISBN 9780394842554. Pre–3.
- **Oh the Things You Can Do That Are Good for You: All about Staying Healthy** by Tish Rabe, illustrated by Aristides Ruiz. Random House, 2001. ISBN 9780375810985. Pre–4.
- **One Fish Two Fish Red Fish Blue Fish** by Dr. Seuss. Random House, 1960. Pre–2.
- **The Sneetches and Other Stories** by Dr. Seuss. Random House, 1961. ISBN 9780394800899. Pre–5.
- **Ten Apples up on Top!** by Theo. LeSieg, illustrated by Roy McKie. Random House, 1998. ISBN 9780679892472. Pre–2.
- **There's No Place Like Space: All about Our Solar System** by Tish Rabe, illustrated by Aristides Ruiz. Random House, 1999. ISBN 9780679891154. 1–4.
- **Thidwick the Big-Hearted Moose** by Dr. Seuss. Random House, 1948. ISBN 9780394800868. 1–4.
- **The Tooth Book** by Theo. LeSieg, illustrated by Joe Mathieu. Random House, 2003. ISBN 9780375824920. Pre–2.

