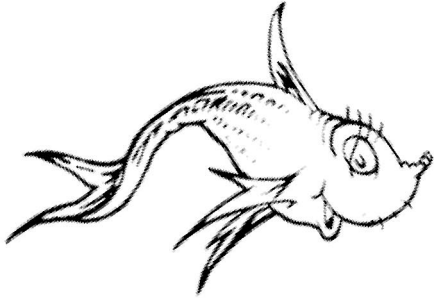


Go Fish!

Xerox the cards below (you'll need 2 copies per player) and hand them out to your students to color in and cut out. Then play a few rounds of Go Fish!

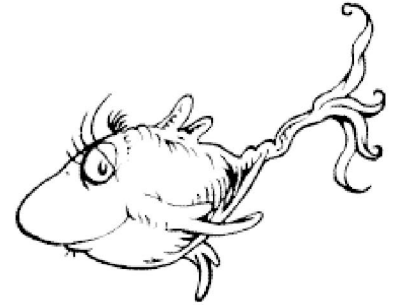
One Fish



Two Fish



Red Fish



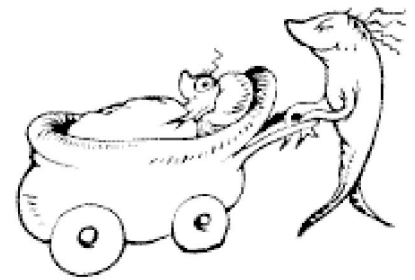
Blue Fish



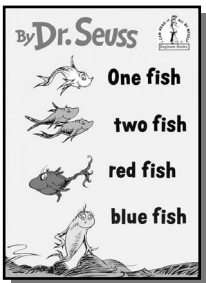
Old Fish



New Fish



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To Play: Shuffle and deal cards (7 per player). Place remaining cards face down between the players in the "Fish Pond." The dealer begins by asking any other player for a card that

matches a card in the dealer's hand. If the player has the card the dealer wants, the player hands it over and the dealer takes the matched pair and places it face up. The dealer may keep asking for cards from the other players as long as he or she keeps matching pairs.

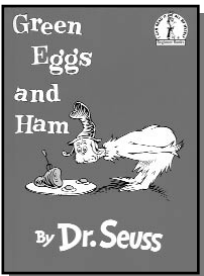
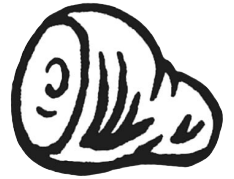
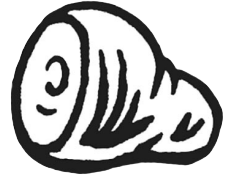
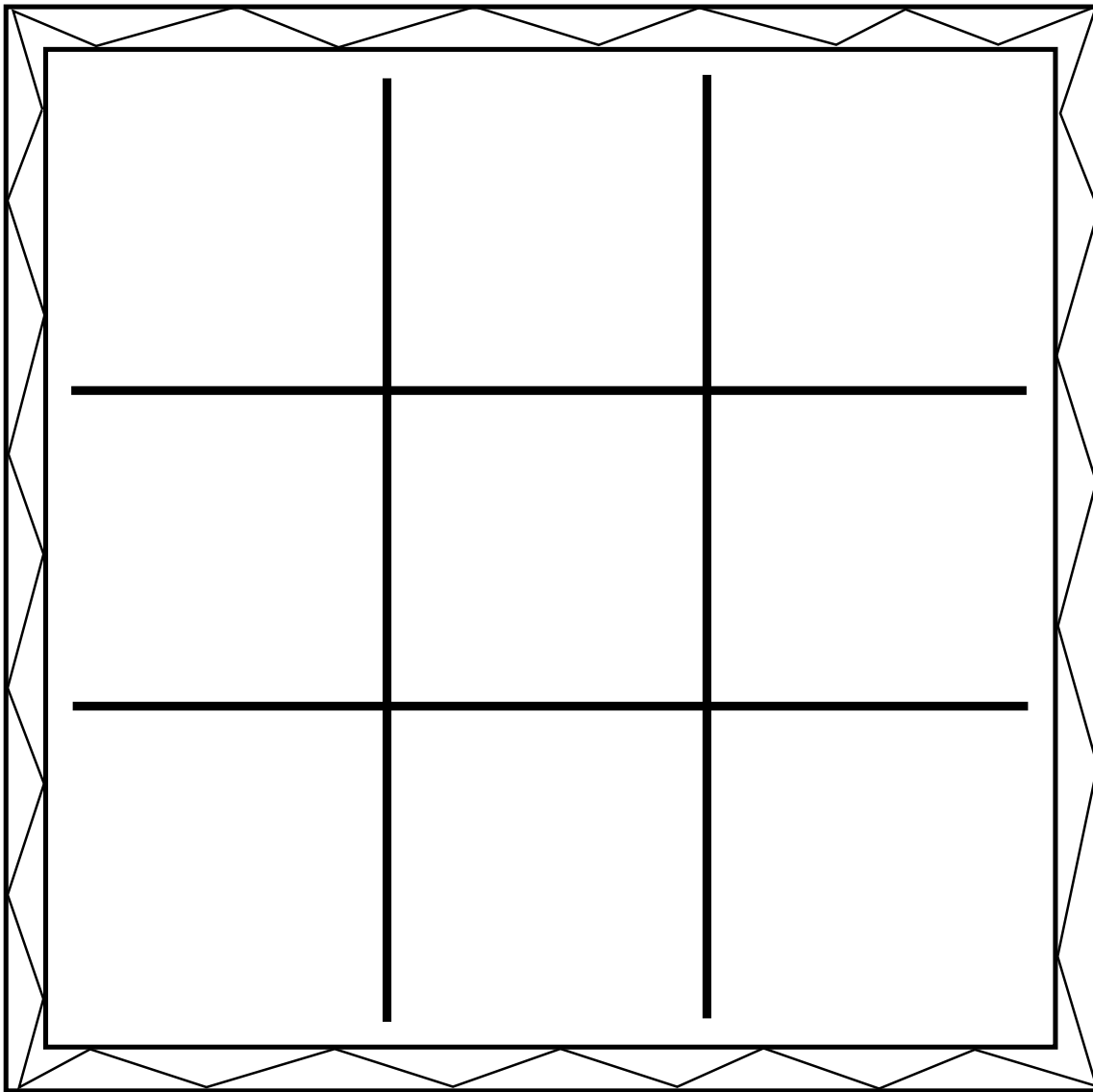
If the dealer asks for a card and the player doesn't have it, the dealer is then told to "Go Fish!" in the Fish Pond. The dealer then draws a card from the Fish Pond, and if he or she can match a pair, places it face up with the others. If the dealer cannot make a pair, the dealer keeps the card in his or her hand. Play passes to the next player.

Players continue to make pairs until one player runs out of cards, which ends the game. The player with the most pairs wins!

To read all of the books by Dr. Seuss, visit your local library or bookstore.

Tic-Tac-Toe, Green Eggs in a Row!

Cut out and color the board and game pieces and pair up with a partner for a fun-filled game of tic-tac-toe!

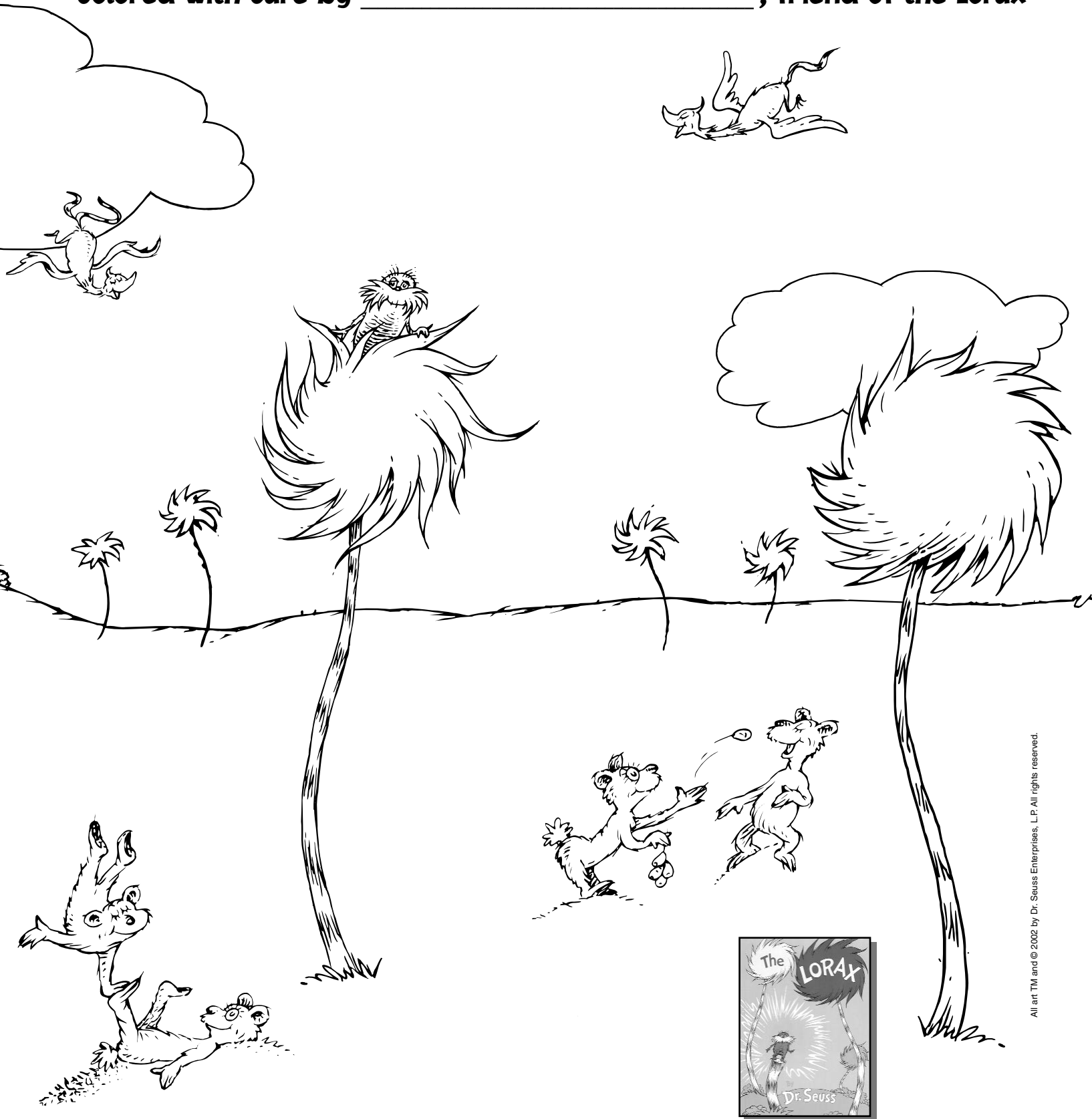


To read all of the books by Dr. Seuss, visit your local library or bookstore.



Coloring Page

Colored with care by _____, friend of the Lorax



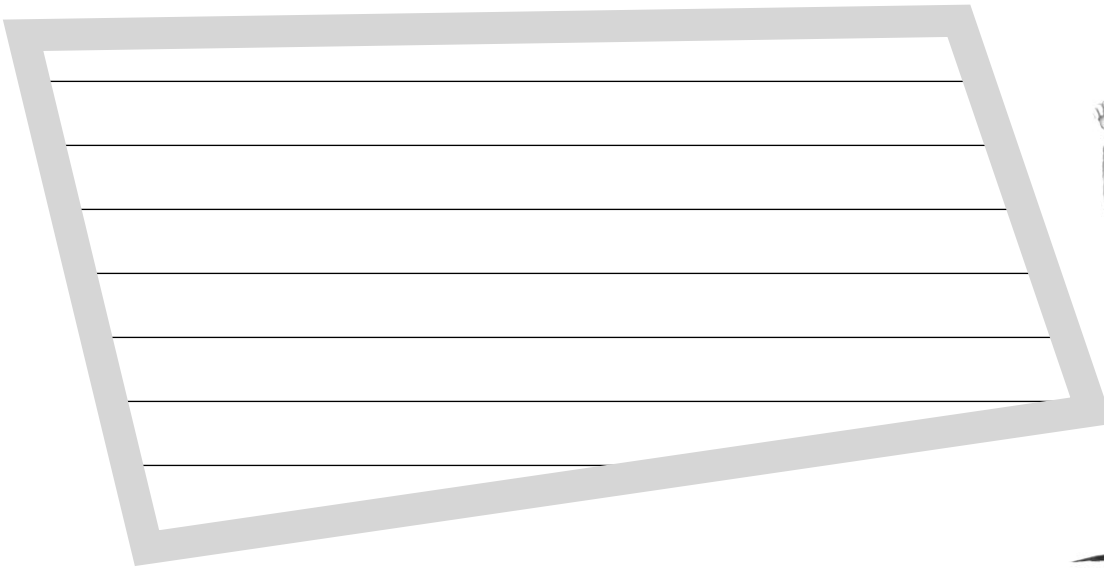
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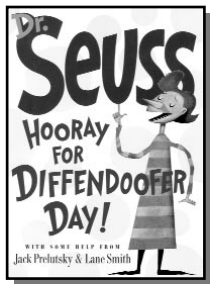
***She even teaches frogs to dance,
And pigs to put on underpants.
One day she taught a duck to sing—
Miss Bonkers teaches EVERYTHING!***

Read *Hooray for Diffendoofer Day!* If you were a teacher in your school, what sorts of fun and silly things would you teach?



Hooray for Diffendoofer Day! © 1998 Lane Smith. All rights reserved.

What sorts of fun things has your teacher taught you?
Fill in, color, and cut out the certificate below and give it to your teacher in appreciation.



Certificate of Appreciation

Of all the teachers in our school,
I like you the best.

Our teachers are all different,
But you're *different-er* than the rest.



Thank you for all of the fun things
you've taught me, like:

Your student,

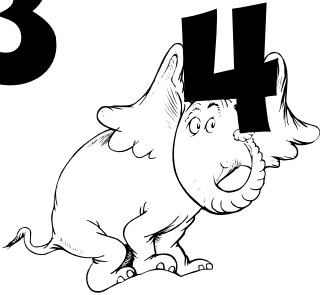
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Dr. Seuss's Who's Whoses

How many Dr. Seuss books have you read? Try to match the pictures on the left with the descriptions on the right to test your knowledge.



_____ He speaks for the trees and all living things, to clean the air and make sure birds sing.

_____ Some had stars upon thars, and they walked proud all about. But they soon learned it was okay with or without.

_____ He didn't much care for Christmas at all. Could it be that his heart was two sizes too small?

_____ He's a really smart fellow, he's got brains in his head. But he doesn't speak words, he goes boing boing instead!

_____ This kind, friendly elephant's a favorite to all, he knows a person's a person no matter how small.

_____ "I know some good games we could play," said this mischievous creature. "I will show them to you. Your mother will not mind at all if I do."

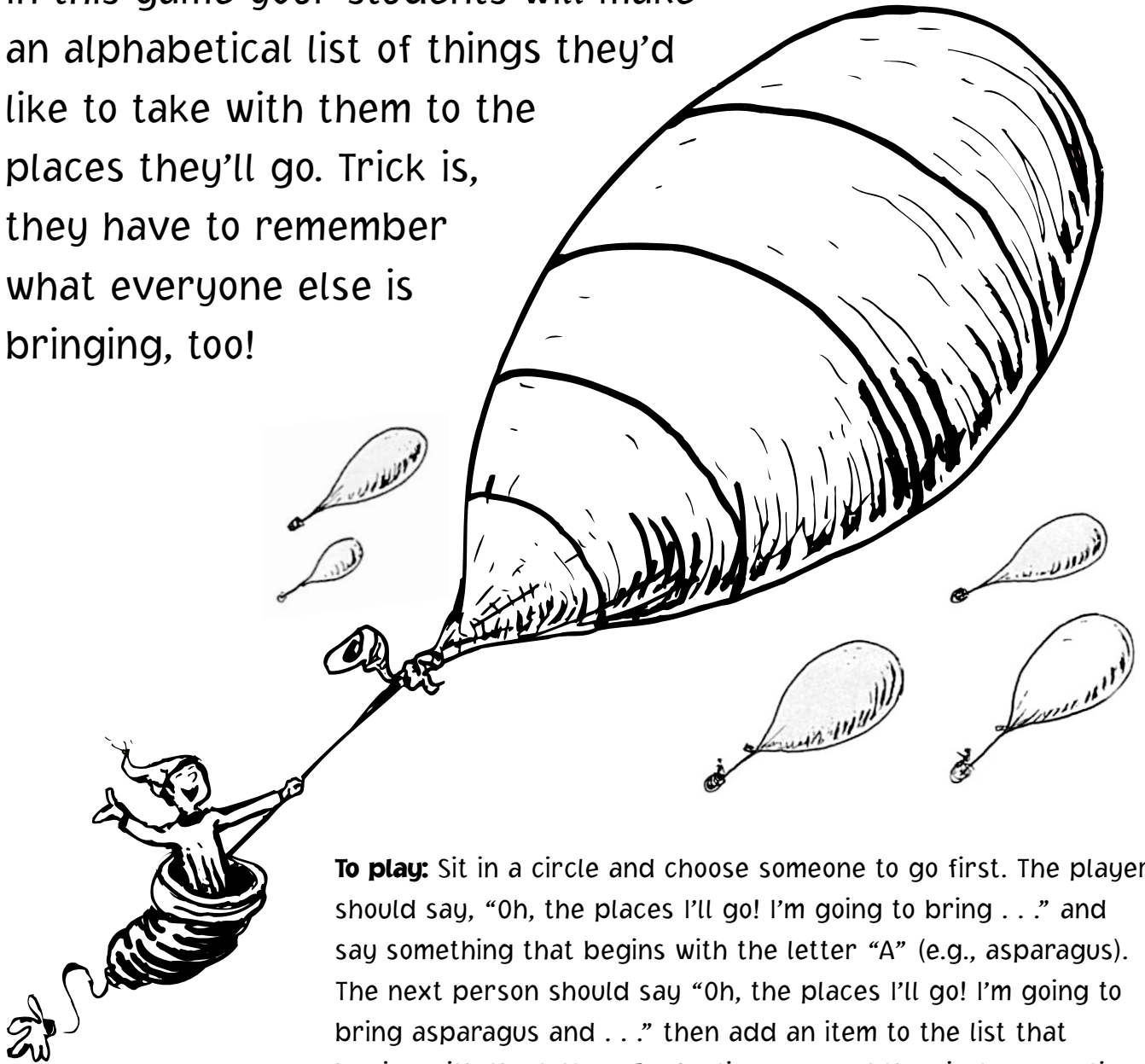
_____ Oh, the wonderful things this guy can do! He can go like a cow. He can go Moo Moo.

_____ He will not eat them in a house. He does not like them with a mouse. He does not like them here or there, he does not like them anywhere!

Answers: 5. The Lorax, 6. The Sneeches, 2. The Sneetches, 4. Horton, 1. Cat in the Hat, 8. Mr. Brown, 7. Sam I Am

Oh, the Places You'll Go! But What Will You Bring with You?

In this game your students will make an alphabetical list of things they'd like to take with them to the places they'll go. Trick is, they have to remember what everyone else is bringing, too!



To play: Sit in a circle and choose someone to go first. The player should say, “Oh, the places I’ll go! I’m going to bring . . .” and say something that begins with the letter “A” (e.g., asparagus). The next person should say “Oh, the places I’ll go! I’m going to bring asparagus and . . .” then add an item to the list that begins with the letter “B.” Continue around the circle, repeating the items and adding to the list alphabetically, until you reach the letter “Z”! (It’s okay if players need help remembering the long list of objects as you make your way from A to Z.)