

Silly Dr. Seuss Rhymes

Program: Kid Pix
Grade Levels 1-2



Description: Students will create a silly rhyme. They will type their rhyme and illustrate it using Kid Pix.

Procedures:

1. Read a silly Dr. Seuss book aloud in class.
2. Explain project's end result.
3. As a class create lists of things students' imaginary characters may like to do. (ex. I like to eat pizza)
4. Have student write their own sentence from step 3's activity on paper.
5. Explain how to make an imaginary rhyming character's name from the last word in the previous sentence. (ex. pizza could be Mizza)
6. Have kids write the sentence "I am a _____." or "My name is _____." Filling in with the new imaginary word.
7. Teacher should edit the students' sentences.
8. Go to the computer lab and have kids illustrate their rhyme first.
9. Once the illustration is complete have kids type their rhymes.
10. Print 4 copies. One for a class book, 2 to exchange between all 1st grades, and the last one for the student to take home.

ISTE Technology Goals

- 1. Use input devices (e.g., mouse, keyboard, remote control) and output devices (e.g., monitor, printer) to successfully operate computers, VCRs, audiotapes, and other technologies.
- 3. Communicate about technology using developmentally appropriate and accurate terminology.
- 4. Use developmentally appropriate multimedia resources (e.g., interactive books, educational software, elementary multimedia encyclopedias) to support learning.
- 7. Practice responsible use of technology systems and software.
- 8. Create developmentally appropriate multimedia products with support from teachers, family members, or student partners.

Illinois State Goals

- Language Arts Goal 1: Read with understanding and fluency.
- Language Arts Goal 2: Read and understand literature representative of various societies, eras and ideas.
- Language Arts Goal 3: Write to communicate for a variety of purposes.
- Language Arts Goal 4: Listen and speak effectively in a variety of situations.