

# Green Eggs and Ham

## Publisher

Brøderbund

## System Requirements

### Macintosh

- Power Macintosh, IICI, LCIII, Performa 400, or higher
- System 7.0 or 7.5
- 8 MB RAM
- CD-ROM drive
- Color monitor

### Other PC

- IBM or compatible 486SX or higher
- Windows 3.1 or Windows 95
- 8 MB RAM
- CD-ROM drive
- Super VGA (640x480, 256 colors)
- IBM compatible sound cards

### Optional

- Printer
- External speaker

## Software Description

Would you, could you in a boat? Do you like green eggs and ham? Join Sam in his adventures in the all-favorite story, *Green Eggs and Ham*. The Dr. Seuss story comes to life in this Living Books interactive story. The reader can find a bird's secret hiding place on each of the nineteen interactive pages, while one of the major characters in the story, Sam, pushes his green eggs and ham to a friend who refuses to eat the offered treat. Finally, Sam's friend agrees to try this strange-colored food only to find out that he would eat them here and there and anywhere.

New features in the *Green Eggs and Ham* software include interactive activities within the story. One activity includes a game in which selected letters make different words. The activity introduces children to letters and the concept of a word in a nonthreatening environment. A rhyming game lets the children match the object with the rhyme.

Living Books has added other features to *Green Eggs and Ham*, which draw the children's eyes to the text in the story. With the click of the mouse, children can learn new words with animated pictograms that can be found on each page. For example, clicking the word "egg" turns to the picture of an egg. Also, the text is added to the story while the animation is occurring. If your children have not tried the story, try it; they may find that they like *Green Eggs and Ham*.

# Green Eggs and Ham

## Introduction

New foods can be scary to young children. During the preschool years, children are introduced to foods with different textures and colors. Many times, it is the color that seems threatening to children. *Green Eggs and Ham* takes familiar food and makes it unique with the color green. The color changes the food into something that is different from what they might find during an ordinary day. This, in turn, may make the food threatening to them. Sam's friend in *Green Eggs and Ham* learns that something new and different can be good. This may help the young children be more willing to try new experiences.

## Materials

- Computer
- *Green Eggs and Ham*
- *Green Eggs and Ham* book (Dr. Seuss)
- Poster board
- Dowel sticks or wood lathes to hold the signs
- Markers and/or crayons

## Introductory Activity

Read *Green Eggs and Ham* with the children and discuss favorite foods. Change the color of the foods and ask the children if they would still eat the food. For example, if a child's favorite food is pepperoni pizza, ask the child if he or she would eat green pepperoni pizza?

## Computer Activity

Make *Green Eggs and Ham* available to the children during free time. Place the hard copy of the book nearby. Ask the children what kind of food they would like to try. Write the answers on a blank piece of paper that can later be illustrated, or type the answers in a program such as *Kid Pix* or into a *HyperStudio* stack for later use as an extended activity.

## Extended Activity

- Produce a *Kid Pix* slide show that features drawings or photos of the foods that the children would like to try. Add the children's voices to match the words and illustrations.
- Author a *HyperStudio* stack with the children that features the foods that they would like to try.

## Summary

Would you eat them in a box? Eating different foods may be less threatening when the children are trying a new place to eat or to eat them in different ways. In *Green Eggs and Ham*, Sam offers different experiences to help his friend try the same kind of food. Young children can relate to this scenario. After all, what kinds of foods do adults associate with places?

# Green Eggs and Ham

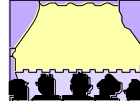
## CURRICULUM INTEGRATION IDEAS

### Art



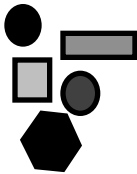
- Make a collage with green eggshells.
- Paint at the easel with blue, yellow, and white paint.
- Paint with egg- and ham-shaped sponges.

### Dramatic Play



- Place props in the dramatic play area from *Green Eggs and Ham*, including a boat, goat, train, car, tree, box, fox, house, mouse, signs, and a globe.
- Place plastic foods in the dramatic play area.
- Make green foods with clay.

### Blocks/Manipulatives



- Place props related to *Green Eggs and Ham* in the block area along with stuffed animals.
- Place green tractors in the block area.

### Group/Individual Story Experiences



- Act out *Green Eggs and Ham* with signs and props that are related.
- Produce a book called *What Colors I Like to Eat*.
- Make a flannel board with program characters to create a story about likes and dislikes.

### Construction



- Make a matching game from the things that the children like with *HyperStudio*.
- Make mobiles of "Favorite Green Things/Food" and hang them in class.

### Music and Movement



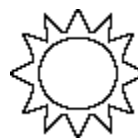
- Sing the song "Hambone."

### Cooking/Snacks



- Make green eggs and ham.
- Make green deviled eggs.
- Eat in a pretend boat, car, or bus.
- Eat outside in the rain or inside while playing rain music.
- Prepare impossible pudding with green food coloring.

### Outdoor Play/Motor



- Hide green plastic eggs to find.
- Take an umbrella walk.
- Take a "green" walk and take pictures to place in a slide show or into a *HyperStudio* stack.

## Science/Math



- Chart where the children like to eat.
- Chart if they like green eggs and ham.
- Sort plastic eggs into egg cartons by color.
- Dye eggs.
- Incubate eggs in class.
- Sort plastic eggs by different sizes.

## Sensory



- Taste different kinds of colored foods.
- Place green rice or corn meal in the sensory table.
- Fill the sensory table with green water.
- Hide green tools in the sensory table.
- Make green play dough.

## Literacy Links



- Make signs that are found in *Green Eggs and Ham* like, "I Am Sam" and "Sam I Am."
- Label different objects found in the software program on chart paper with words and pictures.

## Related Books, Poems & Stories



- Read Dr. Seuss's rhyming books: *Oh Say Can You Say?* (Dr. Seuss)
- *Bently and Egg* (W. Joyce)
- *Bread and Jam for Frances* (R. Hoban)
- *Color Dance* (A. Jonas)
- *Color Zoo* (L. Ehlert)
- *The Easter Egg Farm* (M. Auch)
- *Egg! A Dozen Eggs, What Will They Be? Unfold Each Page and You Will See!* (A. Wood)
- *Freight Train* (D. Crews)
- *Growing Colors* (B. McMillan)
- *Rain Makes Applesauce* (J. Scheer)
- *Rain Player* (D. Wisniewski)

## Related Software



- *HyperStudio* – Produce a stack of what the children would like to eat.
- *Kid Pix Studio*
- *Let's Explore the Farm with Buzzy*

## Related Websites



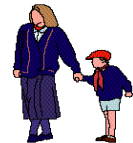
- **Cyber Seuss:**  
[www.afn.org/%7Eafn15301/drseuss.html](http://www.afn.org/%7Eafn15301/drseuss.html)
- **Seussville:**  
[www.randomhouse.com/seussville/](http://www.randomhouse.com/seussville/)

## Extensions Beyond the Classroom



- Take a field trip to a pig and chicken farm.
- View pigs at a zoo or at an animal park.

## Family Connections



- Invite the family for a colored feast.
- Invite children to bring in colored objects to share.
- Ask families to work together to draw a picture and write about where each family member likes to eat and to share his or her favorite foods.