

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*.

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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?

