

# Kooky Colors

## Introduction

From an early age, children love to hear rhyming words and are fascinated with colors. Bringing rhymes and color together, the “Kooky Colors” *HyperStudio* book offers children the opportunity to listen and play with words in rhymes, illustrate the rhymes with animation, and add color to the picture to match the rhyme. “Kooky Colors” takes a character, adds color and animation, and then adds a matching rhyme that children will play over and over. Although the original stack is a template, children will be able to contribute color choice, sound, and animation ideas.

## Materials

- Computer
- *HyperStudio*
- Microphone
- Flatbed color scanner
- Camera
- Paper and markers
- “Kooky Colors” rhyme
- *Crayola Make a Masterpiece* or other graphic software program

## Ahead of Time

- Ask children to help design a kooky character. The character may resemble a monster, an M&M, or any other object that children would like to put in their story. Children may design their character on the computer or with paper and markers. Scan monster pictures and save them as a TIFF, PICT, or JPEG file.
- Open the program, *HyperStudio*, and select **New Card**. Under **File**, add the monster as clip art.
- Add buttons on the right- and left-hand corners of the card to go from one card to another. After the monster and the buttons have been added, copy the card and paste it.
- Paste the card until as many cards as needed have been added to the stack.
- Save the stack as “Kooky Colors Template.” This part of the stack can be used over and over each year.

## Introductory Activity

Offer children blank white paper and a box of 8, 16, or 24 crayons. As the children draw pictures, talk about the colors. Discuss the light and dark colors or the colors that appear to be close to the same color group (complementary colors).

## Computer Activity

- Share the stack in a group activity each day as children choose one or two colors to

add to the “Kooky Colors” *HyperStudio* book. After children choose a color from a box of Crayola crayons, find the matching color in the color palette of *HyperStudio*. Using the paint bucket, a child can pour the color into the kooky monster. Add a **Text Object** under **Objects**. Write the words for the “Kooky Colors” rhyme to go with the color (see the next page) or make one up with the class.

### **Kooky Colors**

by a Kindergarten Teacher

Black, black plays quarterback.  
Blue, blue is sick with the flu.  
Brown, brown your jeans fell down.  
Gray, gray ate a lunch tray.  
Green, green is a dancing queen.  
Orange, orange squished an orange.  
Pink, pink sat in a sink.  
Purple, purple had to burple.  
Red, red forgot his head.  
White, white smiles at night.  
Yellow, yellow sat in jello.

- Ask one or two children to help record the rhyme on each page. Edit the **Text Box** by choosing the editing arrow from the **Toolbox** and double clicking on the **Text** box. Choose **Record a Sound**.
- Children may want to create an animation to go with the “Kooky Colors” rhyme. Under **Objects**, choose **Add a Button**. In the action dialogue box, choose **Animation** from the card. Create a path animation.

### Extended Activity

- Place a graphics program like *Crayola Make A Masterpiece* on the computer. Children can make color choices. Talk about the color names that they are using for their drawing and painting.
- Make stick puppets using the printed “Kooky Colors” characters. The puppets can be placed in the storytelling area or in the technology center to be used with the “Kooky Colors” stack.
- Hold a “Kooky Colors” play and invite children from other classrooms. Design masks from the “Kooky Colors” stack.

### Summary

Offering children rhymes and the opportunity to play with words supports emergent reading. Throw in the opportunity to learn concepts about color, the word that names the color, and action words with animation, and children are provided a great opportunity to author a *HyperStudio* stack while meeting curriculum goals.