

**TITLE:** The cat in the hat

**AUTHOR:** Dr. Seuss

**INTEREST AGE:** 4-6 Years

**BOOKBAND:** Turquoise

**OUR REVIEW:** Zany humour in this classic rhyming story.

#### ENGLISH

- Identify rhyming words
- Count the syllables on each line of the story
- Look at the connectives used. Think of replacements
- Retell the story from the fish's viewpoint
- Write a new story about the Things
- Think of arguments for and against telling mother what happened that day
- Write down some questions to ask the cat

#### MATHS

The Cat in the hat balances lots of objects whilst he is hopping on a ball.  
How much might these things weigh?  
Find the total weight.

#### COMPUTING

- Use a painting program to create a picture from the story
- Design a game in which the children have to catch The Things
- Create a presentation to advertise this book

#### SCIENCE

The Things like to fly kites.

How do kites work?

Make and fly your own kite.



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### DESIGN TECHNOLOGY

- Design a game that Sally and her brother could play on cold and wet days
- Design a new machine that will clear up the mess like the one in the story. How will it work? What will it be made from?
- Create a model of the Cat in the hat

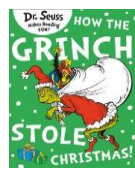
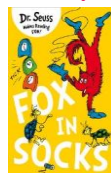
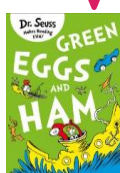
### ART

- Look at the use of colour in the illustrations. How many colours are used? Create own illustrations using only a few colours.
- Design a new hat for the cat
- Create a storyboard that retells the main events of the story

### COMPREHENSION QUESTIONS:

- Where were the children sitting in the house?
- Where was the children's mother?
- After the cat offered to show his new trick, what did the fish say?
- Right after Thing One and Thing Two came out of the box, what did they do?
- What did the cat say after he went away with a sad look and then returned?
- The cat was gone with a tip of his what?
- What did the mother ask when she got home?

**Other books by Dr. Seuss include...**



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