

ONE FISH, TWO FISH, RED FISH, BLUE FISH

Science: Fish

Learn more about fish. Complete the Fish/Human Venn Diagram.

Supplemental Book: *What's It Like to Be a Fish?* by Wendy Pfeffer

Math: Counting

Use Goldfish Crackers as a manipulative. Enjoy counting them (you can even use them for story problems)! When you finish your math fun, eat your manipulatives! If you buy colored fish, try the fish graph.

Art/Craft: Painting

Mix some corn syrup with blue food coloring. Paint the mixture onto fish bowl shaped construction paper and glue on paper fish and plants. After the syrup has set (about 2 hours) cover with plastic wrap to cut down on the stickiness.

Science: Animals

Notice the different amount of feet (or legs) on the animals (2, 4, 6). Sort the animals and paste them to the chart.

Language Arts/Art: Creative Thinking, Writing, and Drawing

Look at Dr. Seuss' drawings of animals. Ask your child, "what animal does this resemble?" On page 18 there is a Wump. It looks like a camel, but it has seven humps. Why did Dr. Seuss name it a Wump? (because he needed something to rhyme with *hump*!) Can you find other illustrations of rhyming names? Why did he call one a Zeep? Seuss has many other creations – a Zans (that can open cans), a Gox (that can box), a Ying (that can sing), a Yink (that likes to wink and drink pink ink). Help your student create an animal. Think of something special it can do, then help your student think up a name that rhymes with the animal's talent. (Examples-- a Grance (that can dance), a Zzar (in a car), a Zeed (that likes to read).

Animal Mix-Ups

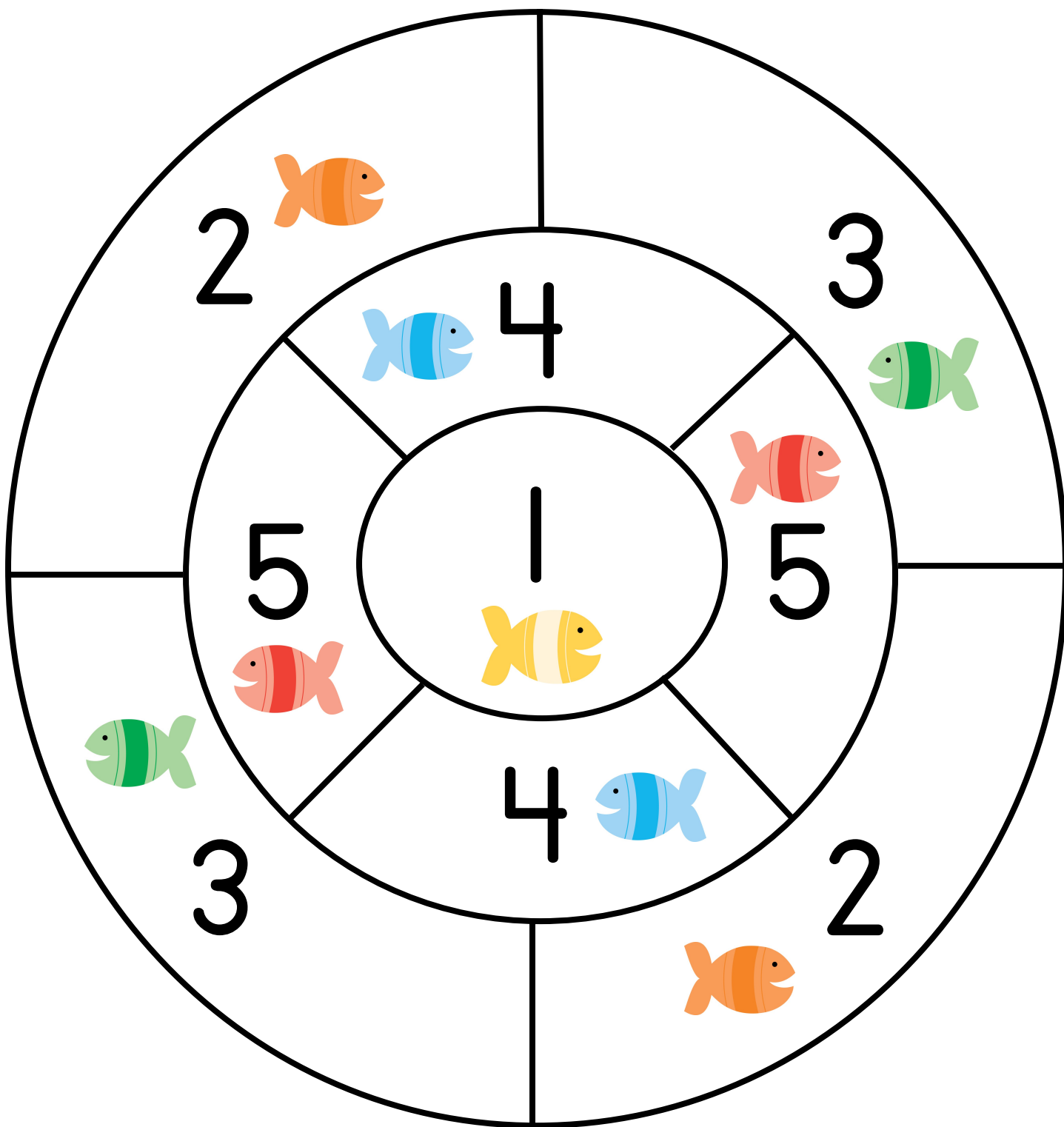
Cut out the cards and let your student have fun mixing up the animals (heads and tails). Let him glue down his final creations and give them special Seuss-y names!

Math: Patterns

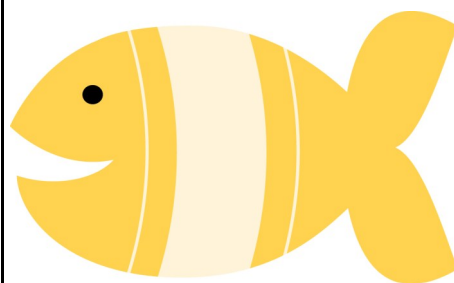
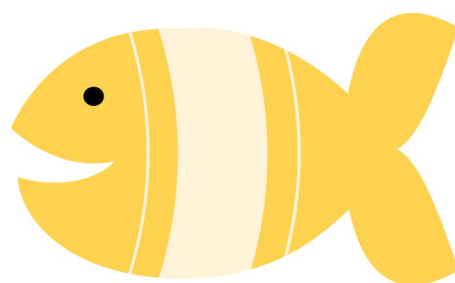
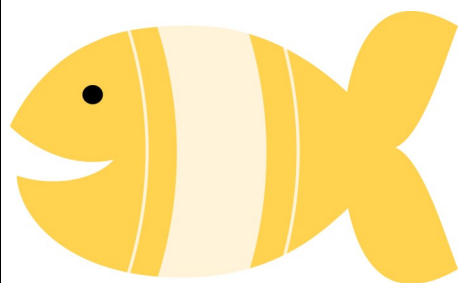
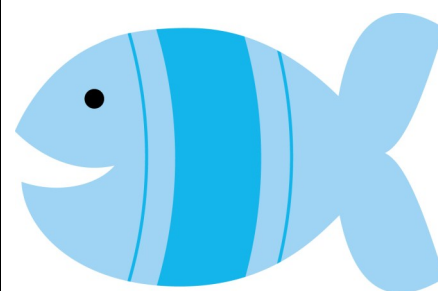
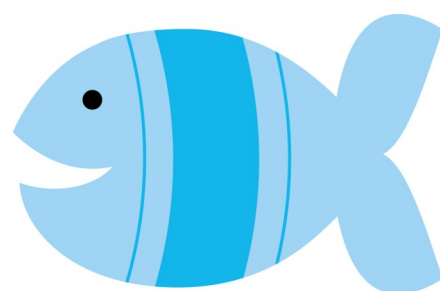
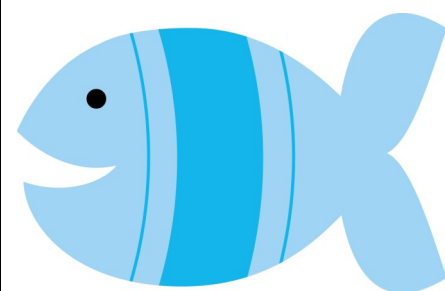
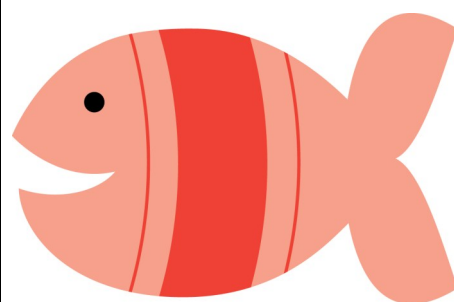
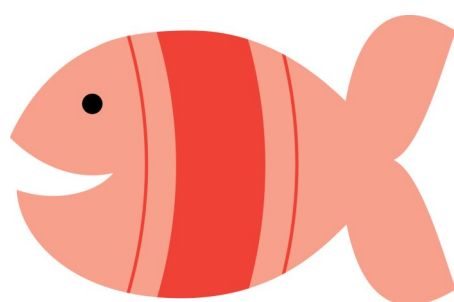
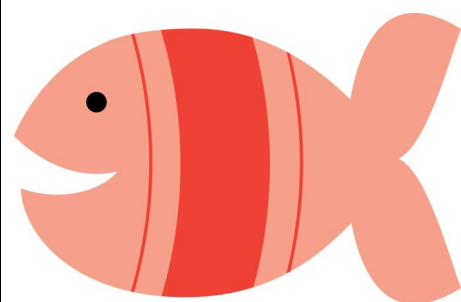
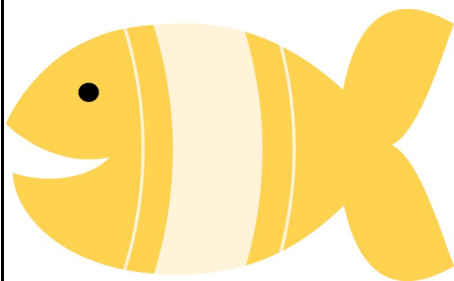
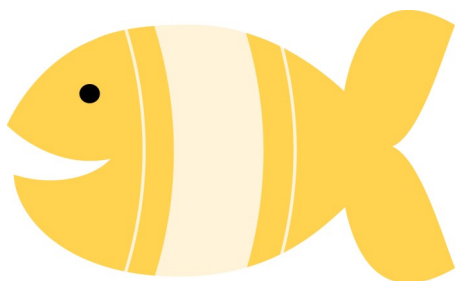
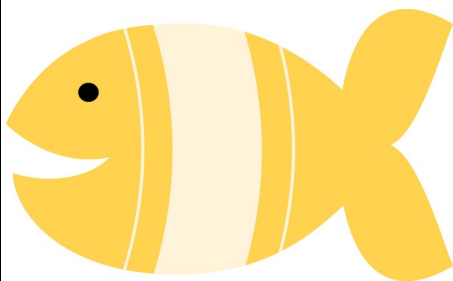
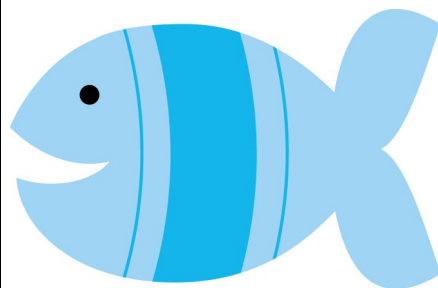
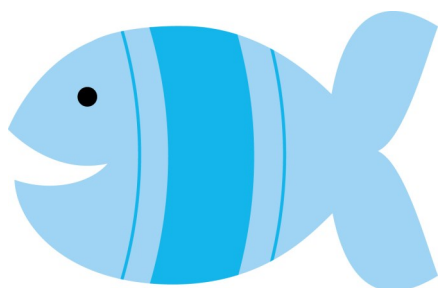
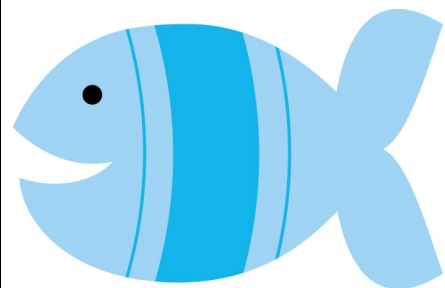
Use the fish cards to make up lots of fun fish patterns!

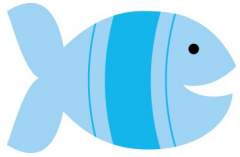
Math: Fish Knock-Out!

Laminate, if desired. Cut into strips and tape the two strips together (numbers should be in order). You will need a pair of dice for this game. Let your student roll the dice. Add the sum and place a goldfish cracker on the number to knock it out. Try to knock out all the numbers!

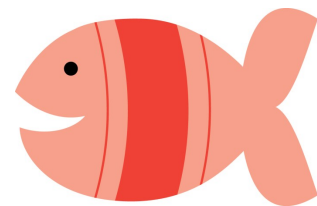


Print the bullseye and laminate it. You will need a coin and a bag of goldfish crackers to play this game. Players each get five turns. The first player tosses the coin on to the bullseye. If the coin lands on 1, he gets 1 cracker; if it lands on 2, he gets 2 crackers, etc. After five turns, count your crackers and proclaim a winner!



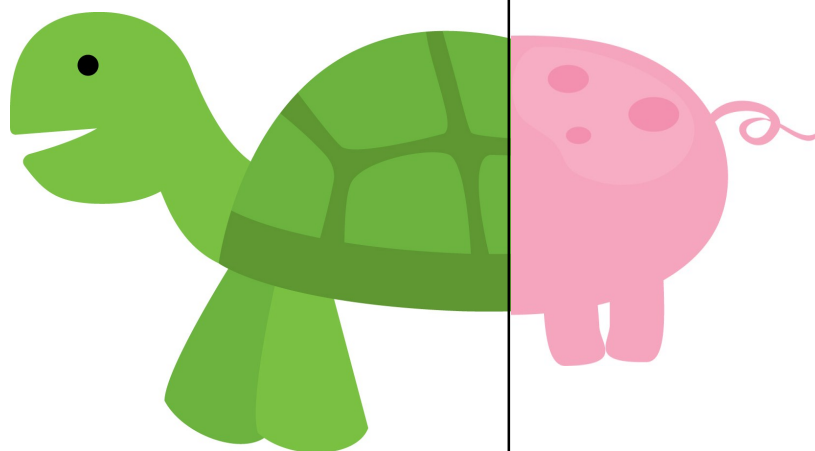
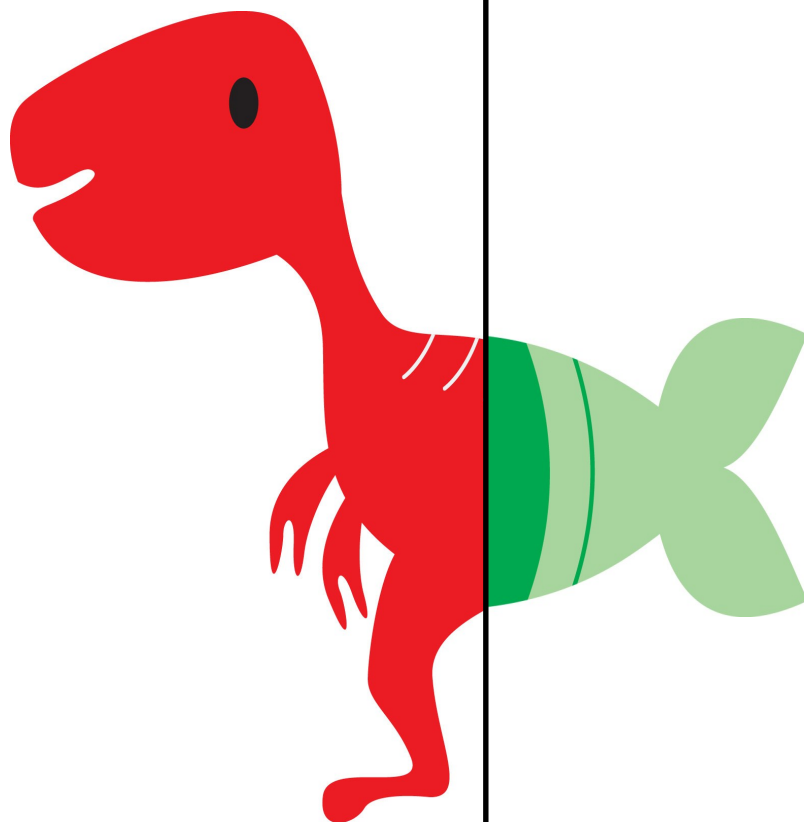


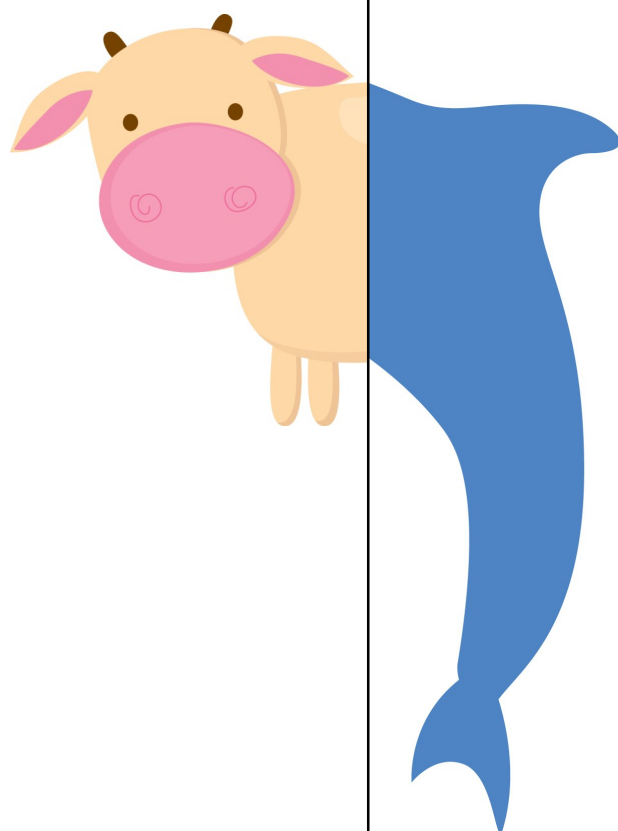
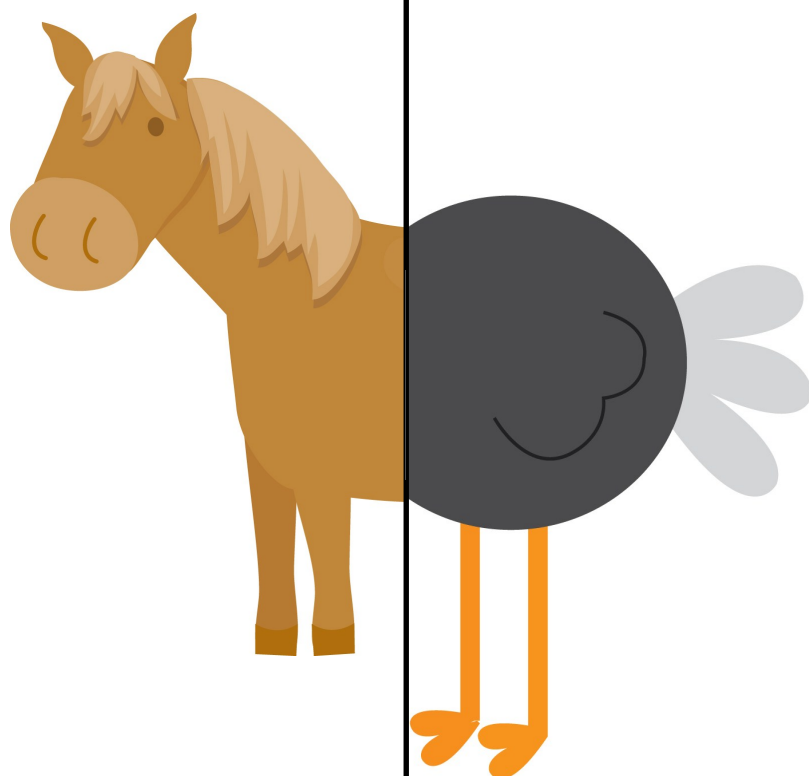
	2	14	13	20	9
	15	3	17	4	12
20	11	10	9	8	7
19	12	0	16	11	6
18	13	5	3	4	5
17	14	8	2	7	10
16	15	6	1		



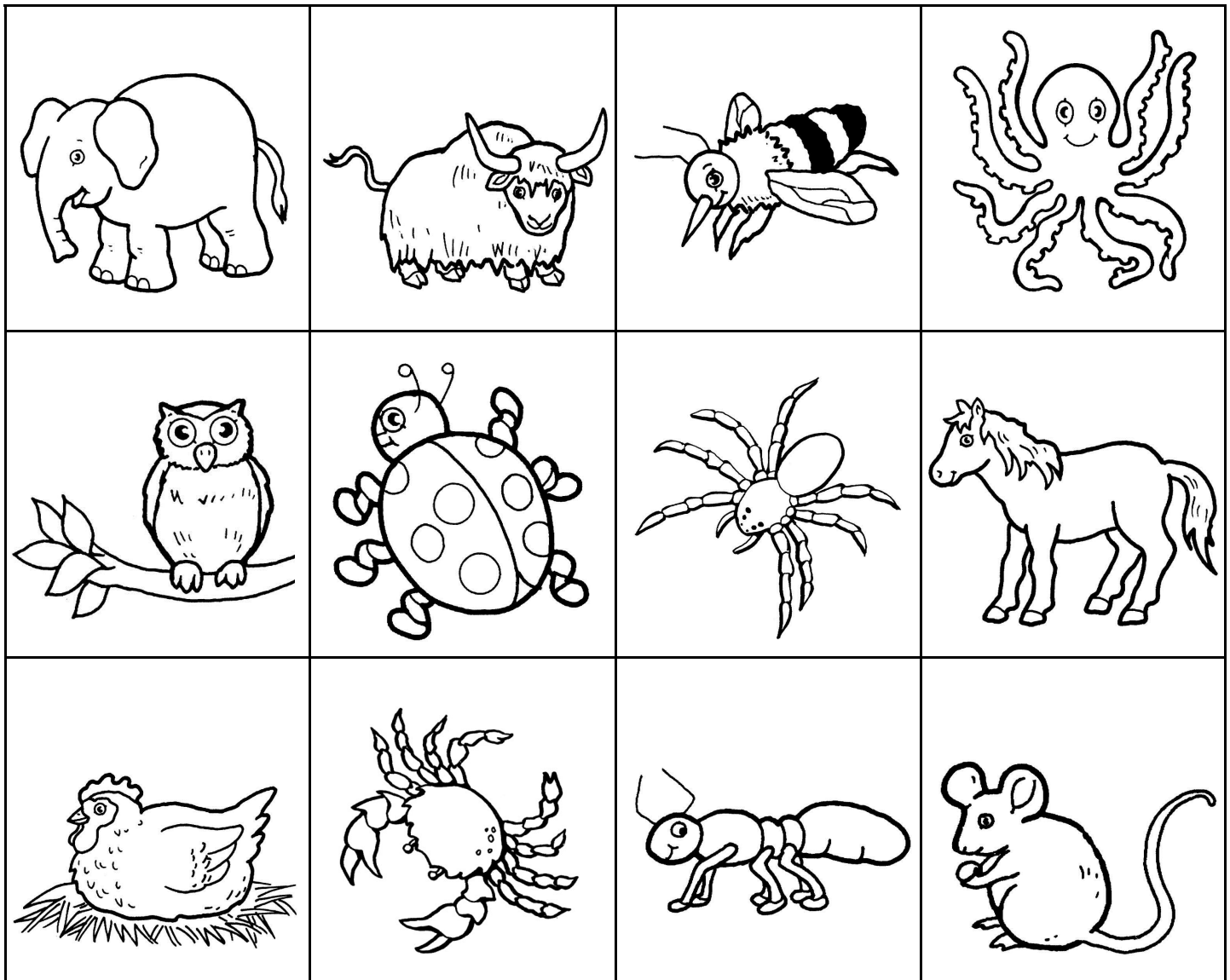
Help the red fish swim to the blue fish by counting your way (1-20) through the maze!

HEADS AND TAILS





Color the animals and cut them out. Sort them by number of legs. Glue them to the appropriate column on the chart on the next page.

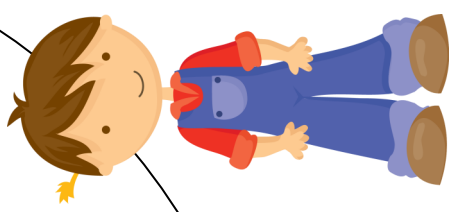


some
have
two

some
have
four

some
have
six

some
have
more!



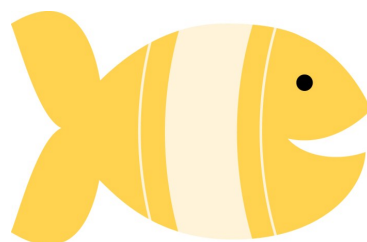
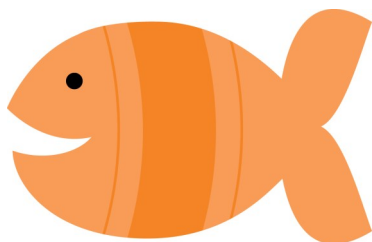
Human



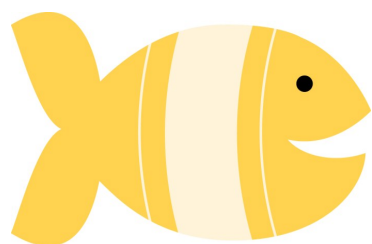
Fish

gills	backbone	breathes air
fins	need food	scales
legs	breathes water	skin
warm- blooded	hair	lay eggs
eyelids	eyes	cold- blooded

2

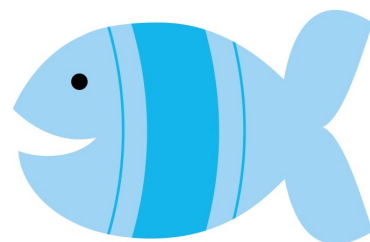


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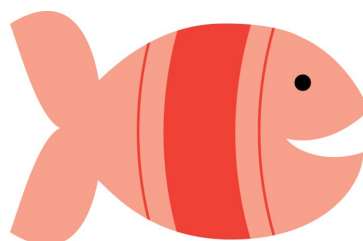
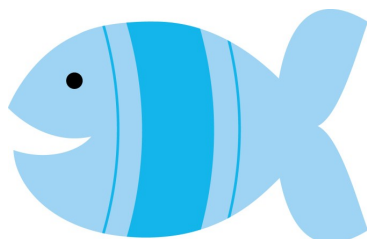


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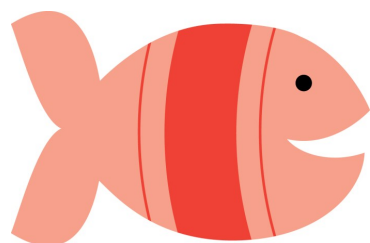
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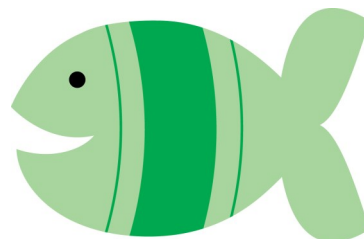


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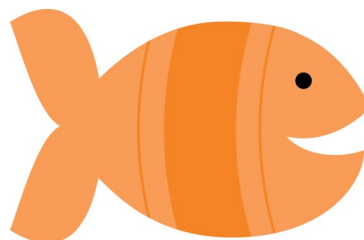
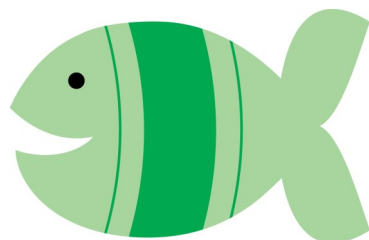


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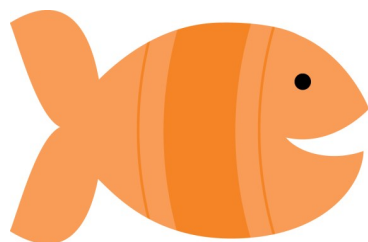
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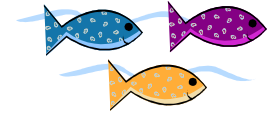
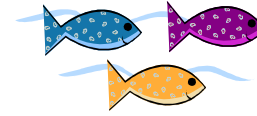
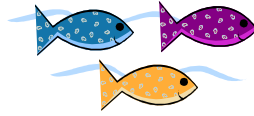
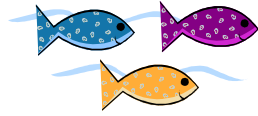
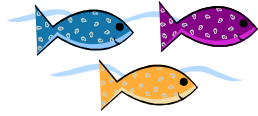
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12



7



10					
9					
8					
7					
6					
5					
4					
3					
2					
1					
	red	orange	green	purple	other