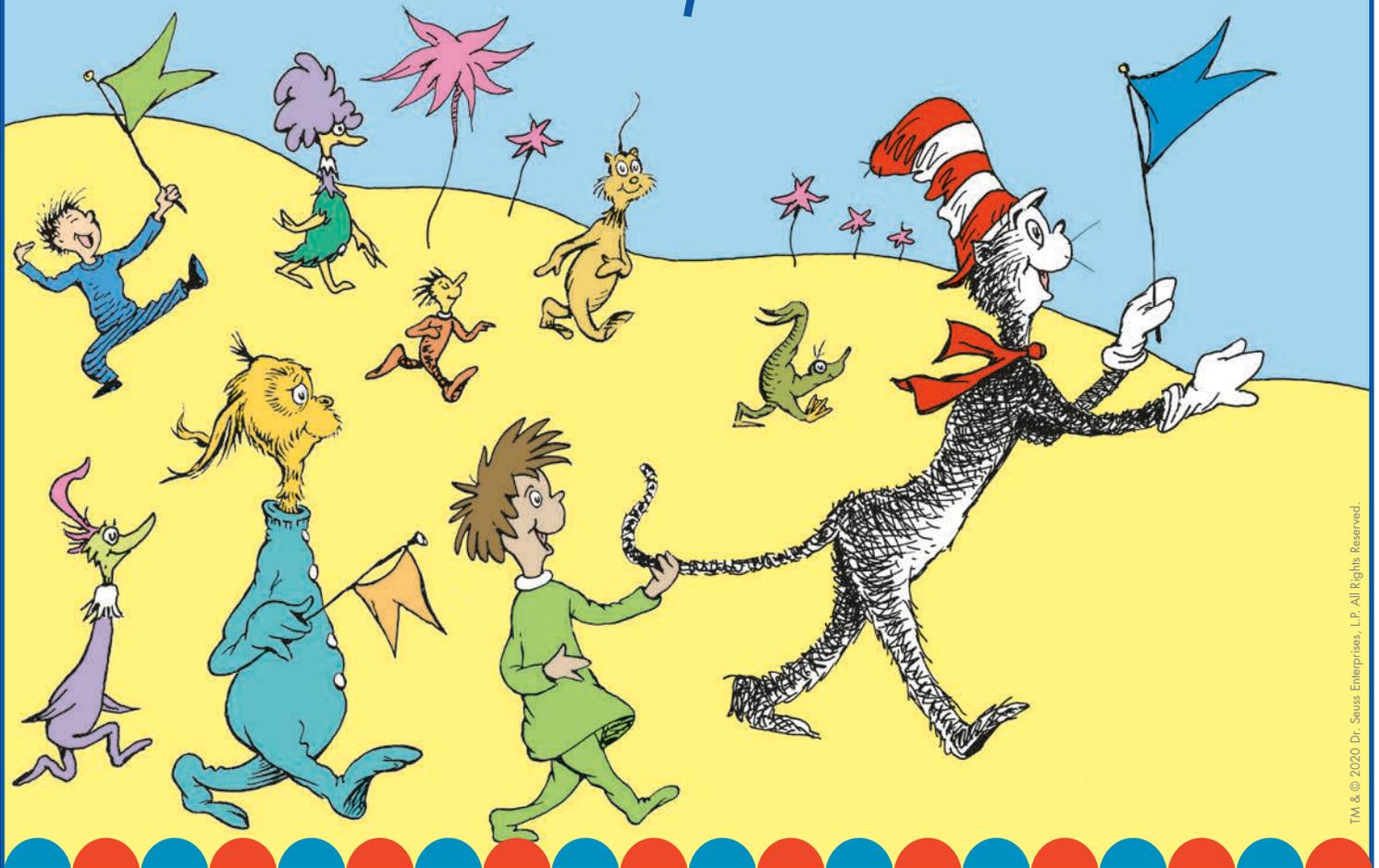


Dr. Seuss's
**EVERY VOICE
COUNTS!**

Classroom and Library
Activity Guide



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Dear Educator,

Dr. Seuss's books make us laugh, encourage us to think, urge us to act kindly, and inspire us to use our imaginations. Whether the characters are teaching young readers the history of our election process and the importance of voting in *One Vote, Two Votes, I Vote, You Vote*, introducing them to the White House in *If I Had Your Vote*, or encouraging them to be advocates for change in *Every Voice Counts*, readers have the opportunity to learn, laugh, and think with Dr. Seuss.



As the children in our communities grow to be future leaders, advocates, teachers, and environmentalists, it's important for all community members to remind them that every voice counts and many voices together have the power to help create change.

The activities within this guide help to explain our election process and the history of voting, and offer ways to engage readers and encourage them to stand up and make their voices heard.



“So open your mouth—

AND your ears!

**Because EVERY
VOICE COUNTS!”**

Your Friends,

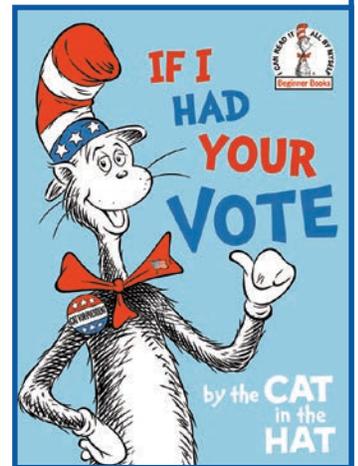
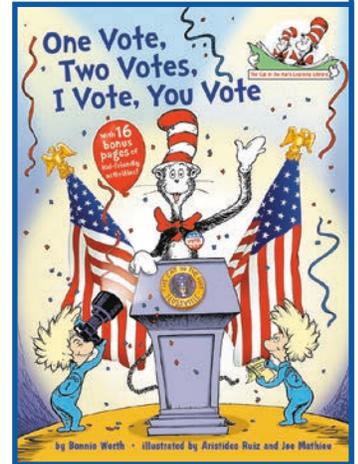
Dr. Seuss Enterprises and
Random House Children's Books



The Cat in the Hat looks at how and why we vote, as well as whom we vote for in a rhyming, nonfiction book that's perfect for Election Day, President's Day, and year-round reading—with 16 bonus pages of kid-friendly voting activities!

Written in simple rhyme, this Cat in the Hat's Learning Library book introduces early readers to the concept and practice of voting—with a focus on the American presidency. Revised to include 16 pages of activities showing kids how to hold their own elections, it's an ideal choice for reading and talking about voting—whether for classroom pet or leader of the free world. Readers will learn the basic principles of democracy, how political parties are made, why Election Day is held in early November, and much more. Fans of the hit PBS show *The Cat in the Hat Knows a Lot About That!* will be delighted to see the Cat knows as much about history and civic responsibility as he does about science!

HC: 978-0-399-55598-5 • GLB: 978-0-399-55599-2 • E: 978-0-593-12648-6



Just in time for Election Day, this hilarious new Beginner Book featuring Dr. Seuss's Cat in the Hat—and the changes he'd make if elected president of the United States—is perfect for introducing young readers to the White House!

Think politics is boring for kids? Think again! If the Cat in the Hat is elected president, life in the White House is about to get a lot more interesting—and funny! On the Cat's agenda: To change the shape of the Oval Office (to make it far more OVAL-ER-ER), to replant the Rose Garden with Seussian shrubbery, to paint smiles on portraits of frowning world leaders, and (among other things) to shoot a SOCK-IT rocket into space to shower the United States with an explosion of socks! Written in rhyme and featuring a cast of characters from *The Cat in the Hat* and *The Cat in the Hat Comes Back*, this is the perfect, kid-friendly way to introduce beginning readers to life in the White House AND to the Cat in the Hat.

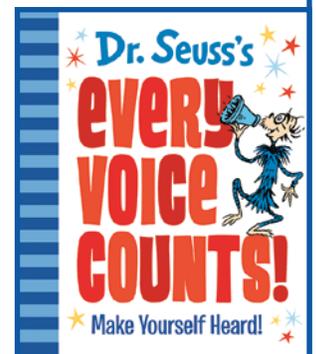
HC: 978-0-593-12797-1 • GLB: 978-0-593-12798-8



Encourage someone to speak up for their beliefs with this small, hardcover book featuring art by Dr. Seuss! It includes lines about using your voice to advocate for change!

Just as Horton the Elephant urged the *Whos* to raise their voices and save their world, this gift book urges readers to speak up and make the world a better place. Illustrated throughout with classic artwork from the books *The Lorax*, *Horton Hatches the Egg*, *Horton Hears a Who!*, and many others, the text gently reminds readers of all ages that every voice counts, and that many voices combined together have the power to create change.

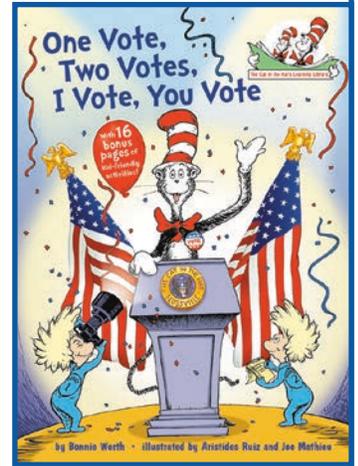
HC: 978-0-593-12328-7



BEFORE YOU READ

Introduce *One Vote, Two Votes, I Vote, You Vote* to your students. Point out the cover illustration, title, and author. Though the cover features the familiar face of one of their favorite characters, the Cat in the Hat, let kids know that the book shares factual information.

Can they predict what the book is about? Is voting something they've wondered about? What kinds of information or facts might they find inside? Get a sense of what they know, and have students share their experiences with voting. As you read aloud, point out and talk about words such as *ballot*, *candidate*, *citizen*, *congresspeople*, *constitution*, *debate*, *democracy*, *elect*, *election*, *nomination*, *poll*, *president*, *rallies*, and *senator*.



AFTER READING

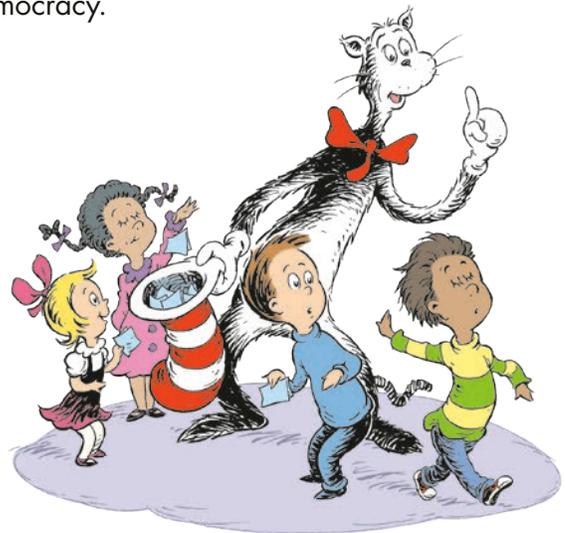
Ask and discuss:

- What is voting? What kinds of things can be voted on?
- Who can vote in a presidential election?
- Why can't kids vote in a presidential election? Do you think that kids should get to vote?
- Why should people vote to elect a president, congressperson, or mayor?
- Why do people in our country vote?
- How does voting in an election help people?
- Where can voters get information?
- What can voters do to find out about candidates?
- Where does voting take place in our community?
- How can kids get involved in an election?

After your discussion, take a vote: Who votes for another reading of *One Vote, Two Votes, I Vote, You Vote*?

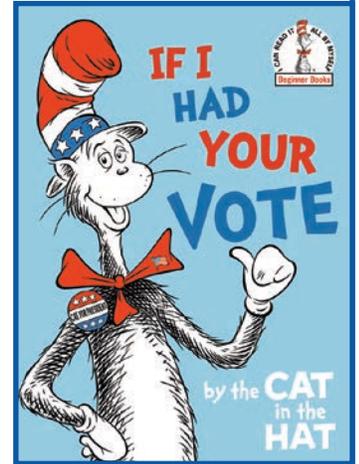
EXTENSION ACTIVITY

Explore how local elections impact your community and affect kids' lives. Safe water, good roads, and parks to play in are all connected to who is in office and running local government. Ask students to think about other ways local government affects them. What improvements could be made in your community? Have your class learn more about a local elected official and the office they occupy. Invite the official to your class to read a favorite Dr. Seuss book or to talk about voting and our democracy.



DEMOCRACY NOW

Read *If I Had Your Vote* with students. Define democracy for students and give examples. Then demonstrate democracy in your classroom by having students vote on what they read! Whenever you have a read-aloud, give students two books to choose from. Show the covers and pitch each book in one sentence. Have students fill out a slip of paper naming the book they would like to read, along with one sentence explaining what piqued their interest. Have students use a ballot box to vote. Make this activity year-round, if possible. Encourage other classes to do the same. You can even have the entire school vote on a favorite read-aloud book and invite a notable community member to do a group read-aloud.

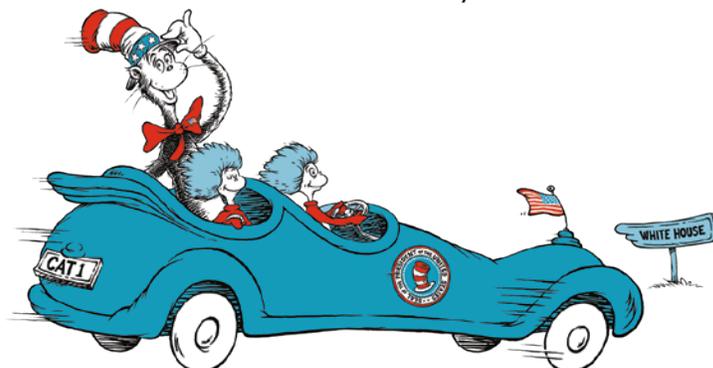


ELECT A SEUSS CHARACTER AS CLASS MASCOT!

Read books about the following Dr. Seuss characters, and determine what each character values:

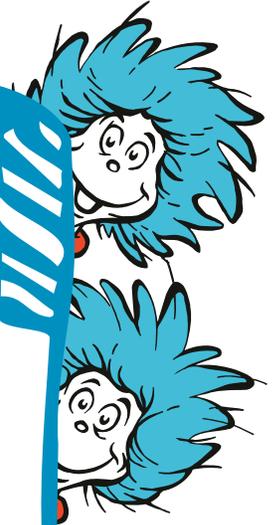
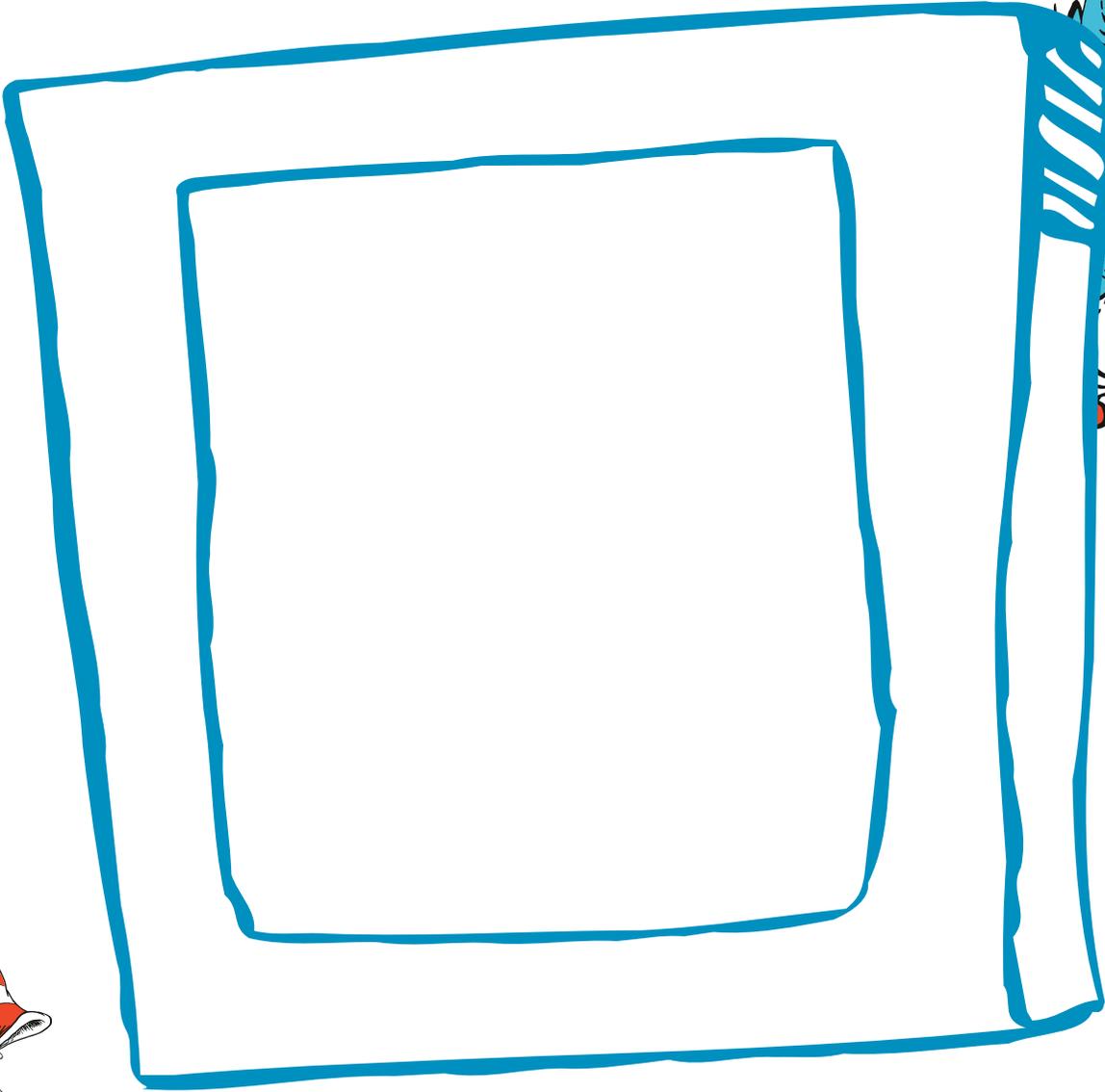
- The Cat in the Hat (*The Cat in the Hat* and *The Cat in the Hat Comes Back*)
- Horton (*Horton Hears a Who!* and *Horton Hatches the Egg*)
- The Lorax (*The Lorax*)
- The Once-ler (*The Lorax*)
- Sam-I-am (*Green Eggs and Ham*)
- Sylvester McMonkey McBean (*The Sneetches and Other Stories*)
- Yertle the Turtle (*Yertle the Turtle and Other Stories*)

Have students select their favorite candidate and make campaign flyers that represent their preferred character's values using the reproducible template on the next page. Hang them around the classroom. Create a ballot paper and box, and have students vote for a character to be class mascot. Leave space for a write-in candidate—another Seuss character not on the ticket that they might want to suggest for class mascot—on your ballots. The winning character can become the class's champion for the month, and serve as a reminder of the values that character embraces. Post the winning character on the outside of your classroom door, and encourage other classes to vote on admirable Seuss characters as well. See which characters populate the hallways of your school!



VOTE FOR

FOR CLASS MASCOT!

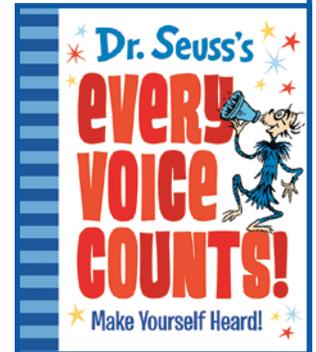


BECAUSE



HEAR EVERY VOICE IN THE SCHOOL

Hold a pep rally in your school (virtual or in-person), including every grade level. As a class, work together to create a cheer that represents your class's identity. Then coordinate as a grade to make a grade-wide cheer. Encourage other classes and grades to do the same. At the pep rally, share your grade cheers (or play them, if they were prerecorded in a virtual event) and discuss with the students the power of voices coming together.



EVERY CLASSMATE COUNTS!

Have a discussion with your class about rights and responsibilities. What rights do students have? What rules do they have to follow? How do the rights and rules work together to help the classroom function? What would happen if there were no rules or responsibilities? How does following the rules give us certain rights? Ask students to imagine someone new is coming to join the class. In small groups, have them choose one right and its corresponding rule. For example, everyone is allowed to use the colored pencils, but we must clean them up properly when we are done. Have the groups create a welcome letter for the new student, explaining one right and one responsibility and how it helps your classroom work. If a new student does join your class, you'll have a welcome kit ready to go!

GIVE A SHOUT-OUT

Have students encourage and praise each other for positive behavior. Start it off by saying, "I have a shout-out," cueing a chorus response: "Shout-out!" "I'd like to shout out [name] for [very specific action that suggests leadership, kindness, conscientiousness]." Invite students to shout out other students. Peer-to-peer encouragement is a great way to build community and validate student voices. Share this template with other teachers and leaders at your school. Shout-outs are a great way to begin whole-school gatherings and meetings! Give everyone time to think and have them fill out the template. Have public shout-outs, and then hand the sheet to the shout-out recipient after the public acknowledgment.



