

# Inventing with Dr. Seuss: A Whimsical Art Adventure!

## Getting Started: Exploring the World of Dr. Seuss (15-20 minutes)

Hello, super artist! Today, we're going on an adventure into the amazing, wacky, and wonderful world of Dr. Seuss! Let's start by looking at some of his famous books. Pick one or two of your favorites!

1. **Look and Wonder:** Snuggle up and look through a Dr. Seuss book together. As you look at the pictures, talk about what you see.
2. **Seuss-y Discoveries:** What makes Dr. Seuss's pictures so special and fun? Let's be detectives!
  - Do you see any straight lines, or are they mostly curvy and wiggly? (*Guide towards curvy/wiggly*)
  - What kinds of colors does he use? Are they dull, or bright and bold? (*Guide towards bright/bold*)
  - Look at the trees, the houses, the animals, and the people. Do they look like things we see every day, or are they a bit silly and made-up? (*Guide towards silly/made-up*)
  - Do his characters have funny fur, lots of spots, long necks, or peculiar patterns?
3. **Our Favorite Things:** Point out a few things you really like about his drawings. Maybe it's a funny creature, a swirly tree, or a striped hat!

## Time to Create: Your Own Seuss-tastical Masterpiece! (25-35 minutes)

Now it's YOUR turn to be an inventor like Dr. Seuss! We're going to create our very own Seuss-inspired drawing. You can invent:

- A brand new Seuss creature that no one has ever seen before! What funny name will it have? What does it like to do?
- A fantastical Seuss place! Is it a city with twisty buildings? A forest with rainbow trees? A land made of candy?

Here's how to get started:

1. **Gather Your Tools:** Get your paper, crayons, markers, or colored pencils. If you have other fun craft supplies like googly eyes or feathers, get those ready too! (Make sure a grown-up is nearby if you use scissors or glue.)
2. **Think Seuss-y:** Remember all those cool things we saw in Dr. Seuss's books? Try to use some of those ideas in your own drawing:
  - Use lots of **curvy, wiggly lines**.
  - Choose **bright, bold colors**.
  - Make up **silly shapes**.
  - Give your creature or place some **unusual patterns** (stripes, spots, zig-zags).
  - Don't be afraid to be **silly and imaginative**! There are no mistakes in Seuss art, only happy inventions!
3. **Start Drawing!** Let your imagination run wild! If you get stuck, peek back at one of the Dr. Seuss books for a little inspiration, but remember to make your creation unique and your own.

4. **Add Details (Optional):** If you want, you can glue on googly eyes, feathers, yarn for hair, or anything else to make your artwork even more Seuss-tastical!

## **Show and Tell: Welcome to Your Seuss World! (5-10 minutes)**

Wow! Look at what you created! It's fantastic! Now it's time to share your masterpiece.

- Tell me all about your Seuss-inspired creation.
  - If you made a creature, what is its name? What does it eat? Where does it live? What funny things does it do?
  - If you made a place, what is this place called? Who lives there? What happens in this amazing place?
- Point out some of the Seuss-y things you included in your art (like the curvy lines or bright colors).
- Let's hang up your artwork somewhere special so everyone can see your amazing imagination!

Great job today, Dr. Seuss inventor! You used your creativity to make something wonderfully unique!