

CLASSROOM ACTIVITY GUIDE

The Cat in the Hat is the kids' candidate, and he wants to show you that every vote counts! Use this guide to get students exploring our democratic voting process and help them run their own election!



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VISIT CAMPAIGN HEADQUARTERS AT

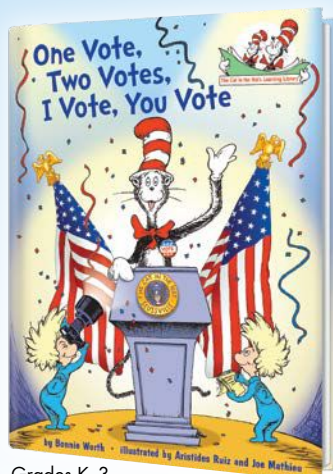
catinhat4prez.com

#catinhat4prez

LEARN ABOUT VOTING WITH THE CAT IN THE HAT

Introduce the book *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*.



Grades K-3
HC: 978-0-399-55598-5
GLB: 978-0-399-55599-2

After reading the book aloud, 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*?

EXTEND THE LEARNING FUN

- 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 he or she occupies. Invite the official to your class to read a favorite Dr. Seuss title aloud, give a talk about the election process, and explain what their job is like.
- Look at the voting rights timeline in *One Vote, Two Votes, I Vote, You Vote* together. Why did some people not have the right to vote? Imagine it is a hundred years ago. Ask students if their parents would have been able to vote. How do they feel about that? Have students figure out how many years they have to wait until they can vote. How do they feel about that? What do your students imagine the next change in voting rights might be?

CAT IN THE HAT 2016

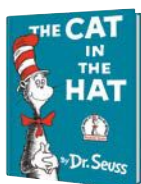
✓ I'D VOTE FOR THAT!

THE CAT IN THE HAT FOR PRESIDENT

The Cat in the Hat is running for president as the kids' candidate! With Thing 1 and Thing 2 as his Vice Presidential candidates, The Cat in the Hat pledges to be a voice for children everywhere.

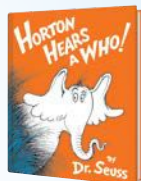
In demonstrating that every voice matters and every voice counts, The Cat in the Hat is inviting students across the nation to help choose his first order of business when he gets into office! Every student is encouraged to cast an official ballot (either online or by mail) to vote for The Cat to work with a fellow Dr. Seuss character(s), and the organization and cause that they represent. Just like voting for a presidential candidate, working on an issue can help to make a difference! The character(s), organization and cause with the most votes will receive a donation of **\$10,000**.

The Cat in the Hat for President campaign is an opportunity for kids to flex their creative muscles and critical thinking skills. To help student voters learn about these issues, split students into five groups. Each group will research a different cause in the Cat's platform, finding out why it is important, how it is relevant to them, and what can be done to help make positive change. Guide student research by encouraging them to develop essential questions about their issues. Then work with each group to decide how they can use their questions to find information to develop a campaign slogan for their cause, create posters, and write and deliver a short speech to their classmates before everyone casts their votes.



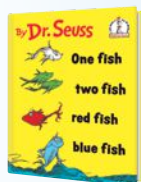
The more that you read,
the more things you will know!

- ✓ Vote for Dick and Sally, who represent First Book, and support education.



A person's a person,
no matter how small!

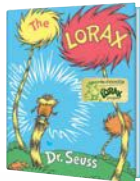
- ✓ Vote for Horton, who represents PACER, and supports kindness toward all.



OCEANA

Small fish can make
a whale of a difference!

- ✓ Vote for the fish, who represent Oceana, and support ocean conservation.

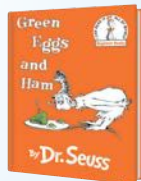


CONSERVATION
INTERNATIONAL



I speak for the trees!

- ✓ Vote for The Lorax, who represents Conservation International, and supports the environment.



FEED THE
CHILDREN.

Would you, could you
help the hungry?

- ✓ Vote for Sam-I-am, who represents Feed the Children, and supports the fight to stop hunger.



ACT NOW! Have students visit the campaign headquarters at

catinhat4prez.com

to cast their votes.*

You can also reproduce the ballots on the last page of this guide and mail them to The Cat in the Hat for President, ATTN: Voting Headquarters, 1745 Broadway MD 9-2, New York, NY 10019 (All mailed ballots must be received by 11/15/2016 for inclusion).

*All votes must be cast online by 11:59 PM on 11/8/2016. Winning organization and cause will be announced on or around 12/1/2016.

GET READY FOR ELECTION DAY

Elections may seem like they are all about campaigns, candidates, and supporters, but there are lots of other things to be done to make sure Election Day goes smoothly!

VOTER REGISTRATION

Having your students register to vote helps reinforce this important step in the voting process. Simplify the registration process by serving as registrar, and provide student voters with the reproducible Voter Registration Card in this guide. Each student can fill in his or her name, grade, and classroom; sign the card; and draw a self-portrait in the photo block. There's an extra blank line on the registration card if your voters need to choose or invent a political party as part of your election activities. Make sure voters keep their cards in a safe place so they can bring them on Election Day!

BALLOT BOX

Where will your voters place their completed ballots until it is time to count the votes? Make a ballot box! Students can decorate an empty tissue box or shoe box with a slit cut into the top and drop their completed ballots inside.

ENGINEERING THE VOTING BOOTH

Voters cast their votes in private. Have students research what voting booths look like. What ideas do they have for creating a private space for voting? Let kids take the lead in designing a voting booth that fits your classroom:

- Turn a cardboard privacy partition into a tabletop voting booth. Decorate the outside to identify the screen as a voting booth.
- Hang a curtain in the doorway of a lighted cloakroom or closet. Place a small desk inside for completing ballots.
- Transform a refrigerator-size box into a walk-in voting booth by removing the top and one side of the box, adding a curtain, and decorating the outside. Add a child-size chair and provide a clipboard for marking ballots in the privacy of this deluxe booth!

ELECTIONS OF A DIFFERENT SORT

Your class may be inspired by the Cat in the Hat's campaign or by *One Vote, Two Votes, I Vote, You Vote* to hold elections of their own design!

Hold an election for class president and vice president.

As a class, discuss and determine the duties and responsibilities of the offices and their duration. Accept nominations, and encourage all students to find ways to participate, whether they run for office or work to support a candidate by making posters or volunteer to register voters. Brainstorm questions for the candidates as a class, and hold a debate before holding the election itself.

Elect a class mascot.

Have students brainstorm a list of animals that might make a good mascot to represent your class. Vote, using a show of hands, to narrow the list to the top two choices. Form two parties, and align an animal candidate with each. Let students choose which party to join, and encourage them to work together to research their animal candidate. Have both parties use photographs and facts about their animals to create a campaign video. Make sure all voters have the opportunity to watch the videos and get to know both candidates before voting day!

VOTE!

On the big day, you may want to ask for parent volunteers to serve as officers of the election, poll workers, or vote counters. Or let students take their turn voting while others fill these duties:

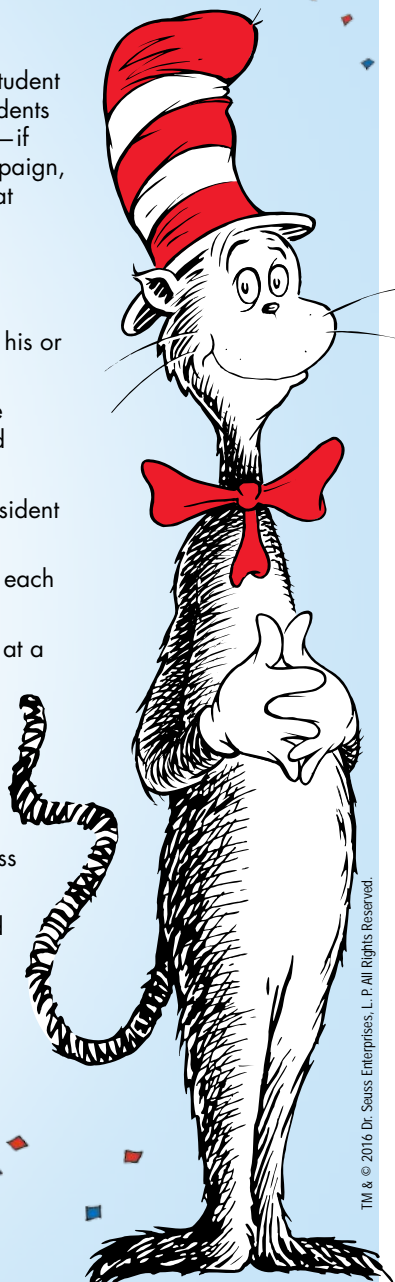
- checking in registered voters
- passing out ballots
- monitoring the ballot box
- passing out "I Voted!" stickers
- counting the votes

Make badges for students to wear when they are serving as an election official. When all the ballots are in, have at least two student officials work with an adult to count the votes and two more students inspect the ballots and the results to make it official. Remember—if your students are voting in The Cat in the Hat for President campaign, you'll also need to have them visit the campaign headquarters at catinhat4prez.com to cast their official votes!

CELEBRATING VOTING AND VICTORIES

A post-election celebration is in order! Everyone who exercised his or her right to vote has earned the right to celebrate!

- Debrief your student voters after the election, and celebrate the learning they did. Give them a chance to reflect on and communicate their new knowledge.
- Celebrate your winning cause in The Cat in the Hat for President campaign with community service. Students could:
 - read *The Cat in the Hat* aloud to a younger student or to each other
 - read *One Fish Two Fish Red Fish Blue Fish* then clean up at a local beach, river, lake, stream, or wetland
 - read *The Lorax* then make terrariums for the classroom
 - read *Green Eggs and Ham* then prepare bag lunches for the homeless
 - read *Horton Hears a Who!* then create a kindness zone in the school cafeteria for practicing small acts of kindness
- If your students voted for a new class mascot, parade a stuffed animal version of the winner through the school and finish in the classroom with cupcakes topped with the mascot's image.
- If your election voted students into office, start their term with an inaugural ball. Just put on some music and let the kids dance!



EXERCISE YOUR VOTING RIGHTS OBSTACLE COURSE

Highlight the rights and responsibilities of voters and engage kids' imaginations with an obstacle course that shows students what it means to be active citizens! You'll need a large space like a gym, multipurpose room, or playground for setting up your obstacle course. Plan your obstacles to represent the things that citizens do to vote and participate in our democracy, such as:

VOTER REGISTRATION

Have students follow the "steps" to registration: make a path of large shoe cutouts with registration requirements and personal informations including the words *eighteen years old*, *U.S. citizen*, and *name, address, and birth date*. End the footprints at a table with streamers taped to sides and underside. After kids collect a beanbag from the top of the table, they weave their way under the table.

PICK YOUR PARTY

With beanbag in hand, kids make their way through one of two balloon-filled tunnels. To create these crawl-through obstacles, secure balloons (red for one tunnel, blue for another) on the underside of the table. Attach additional balloons hanging from string at various lengths to opposite side of the table. You can also decorate the table top with balloons. Just be sure to leave a front and back opening.

FOLLOW THE NEWS TO LEARN ABOUT CANDIDATES

Use colored tape to mark two lines about twenty to thirty feet apart. At the starting line, give each child three newspaper pages. Each time kids move toward the finish line, they must put down a sheet of newspaper and step on the newspaper. As they step on the paper, they must pick up the newspaper behind them and place it in front to take another next step forward to continue to the end of this part of the course. Kids should still have their beanbags in hand, which makes this obstacle a little challenging!

SUPPORT YOUR CANDIDATE

Kids back their candidate by crab-walking backward with their beanbags on their bellies all the way to the voting booth.

CAST YOUR VOTE

Hang a curtain or place a room divider to create a privacy screen for kids to cast their votes. Behind the screen, kids get to toss their beanbag into one of two baskets (one red, one blue). While kids should only cast one vote, they can have as many tries as they like to get their beanbag into a basket.

COUNT THE BALLOTS

After everyone gets through the obstacle course, count the ballots! Gather everyone around to count out loud as you take the beanbags from the baskets, and then have everyone jump up and down for the winner.




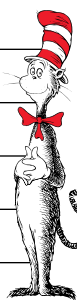


Make sure you test the safety and strength of all the parts of the obstacle course before kids use it. And stagger participants so you don't have too many students on the course at the same time. Explain the course and the meaning behind the activities before you begin, and display a map of the course for students to review as they wait their turn. You should also plan to have signs to label each activity in the course to help students make connections between the activity and the civic action.

After completing this course, call on kids' creativity and problem-solving skills and get them to design a Campaign Trail obstacle course of their own about the process of running for office!



VOTER REGISTRATION CARDS

Each student can fill in his or her name, grade, and classroom; sign the card; and add a self-portrait in the photo block. There's an extra blank line on the registration card if your voters need to choose or invent a political party as part of your election activities.

 TM & © DSE	VOTER REGISTRATION CARD <input type="text"/> (Name) <input type="text"/> (Grade) <input type="text"/> (Classroom) <input type="text"/> (Signature) <input type="text"/>	 TM & © DSE
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HAVE STUDENTS VISIT THE CAT IN THE HAT'S CAMPAIGN HEADQUARTERS AT

catinhat4prez.com

REPRODUCIBLE

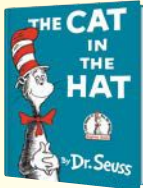
TO VOTE AND FOR MORE INFORMATION!



CAT IN THE HAT FOR PRESIDENT

**OFFICIAL
BALLOT**

Check one of the boxes below to cast your vote for the character(s), organization and cause that you think should be The Cat in the Hat's first order of business in office!



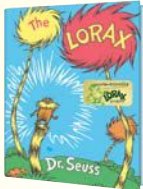
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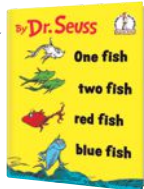


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- Vote for the fish, who represent Oceana, and support ocean conservation.



Would you, could you
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- Vote for Sam-I-am, who represents Feed the Children, and supports the fight to stop hunger.



A cause that is important to me:

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REPRODUCIBLE



EDUCATORS: *All votes must be cast online by 11:59 PM on 11/8/2016. Winning organization and cause will be announced on or around 12/1/2016. You can also mail ballots to The Cat in Hat for President, ATTN: Voting Headquarters, 1745 Broadway MD 9-2, New York, NY 10019 (All mailed ballots must be received by 11/15/2016 for inclusion). Encourage students to return to catinhat4prez.com to see how their cause is trending in the poll.

The activities in this guide can be customized for all different types on elections, such as for a classroom mascot or class president. You can create your own ballot if you choose to go in a different direction.

