



Oh, The Places You'll Go

Spirit of Adventure:

Being excited to try new things, even if you don't know if you'll excel.

Objective:

Students will be able to express where they would like to go.

Materials:

Oh, the Places You'll Go! by Dr. Seuss; hot air balloon template (attached); string or ribbon, scissors, glue; picture of each student; Google earth app or Google maps.

Steps:

- Read Oh, the Places You'll Go! or play a YouTube recording of the story.
- Ask students to demonstrate their understanding of the story by retelling it as a class.
- Ask: What traits did the boy in the story have to help him continue to have a Spirit of Adventure when the journey was difficult? When have you had a Spirit of Adventure?
- As a class, discuss places students have been traveling and different journeys they have been on throughout their lives. Allow students to share experiences.
- Make a list of places students would like to go. As a class, use Google Earth to fly to different places or Google Maps and images to show pictures of different places. Allow students to research "places they would like to go." Allow students to
- Pass out the hot air balloon and basket template. Students can write a sentence: I would like to go to _____ because _____. Or, I am on my way to _____.
- Next, ask students to tape or glue their picture in the basket. Cut out the template. Use string or ribbon to attach balloon and basket templates.
- Post hot air balloons throughout the room or on bulletin board.

Personal Reflection:

Will you need a Spirit of Adventure to get to the place on your hot air balloon? Explain.

Group Reflection:

- Do you need a Spirit of Adventure in school and in life?
- How is learning a journey?
- What places will we go as a class?

Extended Learning:

Students should create a road signpost with arrows facing in different directions to show all the different paths they can take! Give each student a craft stick. Provide students with foam arrows or construction paper. On each arrow, have students identify a job or path they would be interested in pursuing: dolphin rehabilitator, learning to snorkel, science fair champion. Glue the arrows on the post.

Explore geography. Go to geoguessr.com and click let's play. Allow students to test their knowledge of geography. Students can see a picture and click on Google Maps guessing where the picture is from. The game will award points based on how close your guess is.

Have students search google maps for places they would like to go. Use Google Maps to create a collaborative map of places students will go! Check out other ideas at <http://maps.google.com/help/maps/education/learn/index.html#development>.

Notes

