






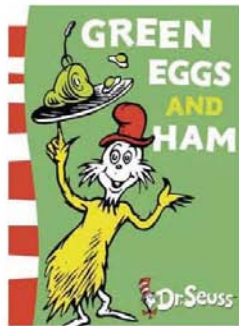
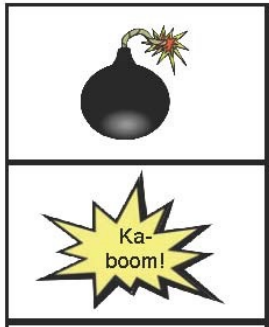


An Alphabetical List of the 50 Words In
Seuss's Book Green Eggs and Ham

a
am
and
anywhere
are
be
boat
box
car
could
dark
do
eat
eggs
fox
goat
good
green
ham

here
house
I
if
that
the
them
there

Short 	Short 	Short 	Short 	Short 
--	--	--	--	--

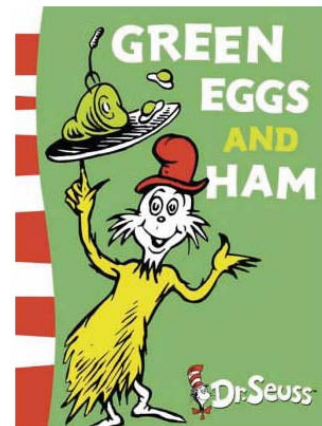


a	am	and	any where	are
be	boat	box	car	could
dark	do	eat	eggs	fox
goat	good	green	ham	here
house	I	if	in	let
like	may	me	mouse	not
on	or	rain	Sam	say
see	so	thank	that	the
them	there	they	train	tree
try	will	with	would	you

Green Eggs and Ham Word Work Packet

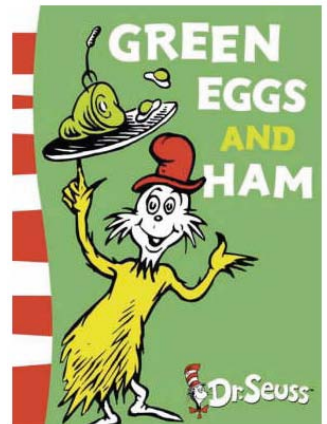
An Alphabetical List of the 50 Words In Seuss's Book Green Eggs and Ham

a	here	that
am	house	the
and	I	them
anywhere	if	there
are	in	they
be	let	train
boat	like	tree
box	may	try
car	me	will
could	mouse	with
dark	not	would
do	on	you
eat	or	
eggs	rain	
fox	Sam	
goat	say	
good	see	
green	so	
ham	thank	



An Alphabetical List of the 50 Words In Seuss's Book Green Eggs and Ham

a	here	that
am	house	the
and	I	them
anywhere	if	there
are	in	they
be	let	train
boat	like	tree
box	may	try
car	me	will
could	mouse	with
dark	not	would
do	on	you
eat	or	
eggs	rain	
fox	Sam	
goat	say	
good	see	
green	so	
ham	thank	



a	am	and	any where	are
be	boat	box	car	could
dark	do	eat	eggs	fox
goat	good	green	ham	here
house	I	if	in	let
like	may	me	mouse	not
on	or	rain	Sam	say
see	so	thank	that	the
them	there	they	train	tree
try	will	with	would	you

These are the 50 words that Dr. Seuss included in *Green Eggs and Ham*, which won the bet.

Print, laminate and trim 3-5 sets of cards, each on a different color of copy or construction paper.

Use them to play **Memory Match Concentration**, and **"I Have; Who Has?"** games. Toss them in a Cat in the Hat Seuss hat and have students pick 3-5 cards. They use those words in sentences. Have students play "Speed".

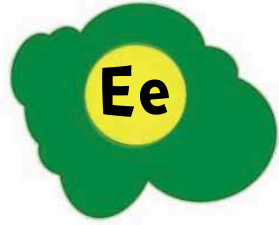
They pick a partner and see who can alphabetize their 10-20 words first.

a	am	and	any where	are
be	boat	box	car	could
dark	do	eat	eggs	fox
goat	good	green	ham	here
house	I	if	in	let
like	may	me	mouse	not
on	or	rain	Sam	say
see	so	thank	that	the
them	there	they	train	tree
try	will	with	would	you

Short



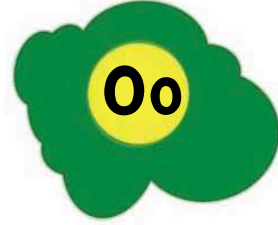
Short



Short



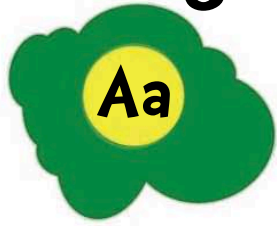
Short



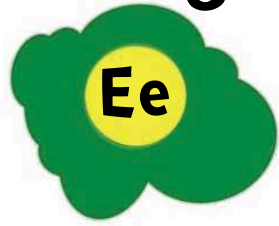
Short



Long



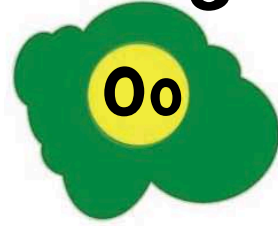
Long



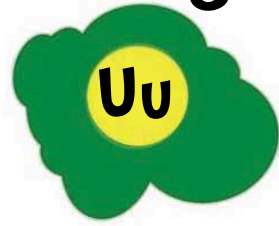
Long



Long



Long



Words that rhyme with Green.
TRACE then write the words in alphabetical order.

clean

bean

glean

lean

dean

mean

between

teen

keen

scene

preen

careen

screen

tween

wean

queen

spleen

gene

seen

sheen

Handwriting practice lines for each word. Each line consists of a solid top line, a dashed middle line, and a solid bottom line.

Name:

Words that rhyme with Sam.
TRACE then write the words in alphabetical order.

ram

Handwriting practice lines for the word 'ram'.

slam

Handwriting practice lines for the word 'slam'.

bam

Handwriting practice lines for the word 'bam'.

tam

Handwriting practice lines for the word 'tam'.

yam

Handwriting practice lines for the word 'yam'.

clam

Handwriting practice lines for the word 'clam'.

ham

Handwriting practice lines for the word 'ham'.

cram

Handwriting practice lines for the word 'cram'.

glam

Handwriting practice lines for the word 'glam'.

lam

Handwriting practice lines for the word 'lam'.

wham

Handwriting practice lines for the word 'wham'.

pram

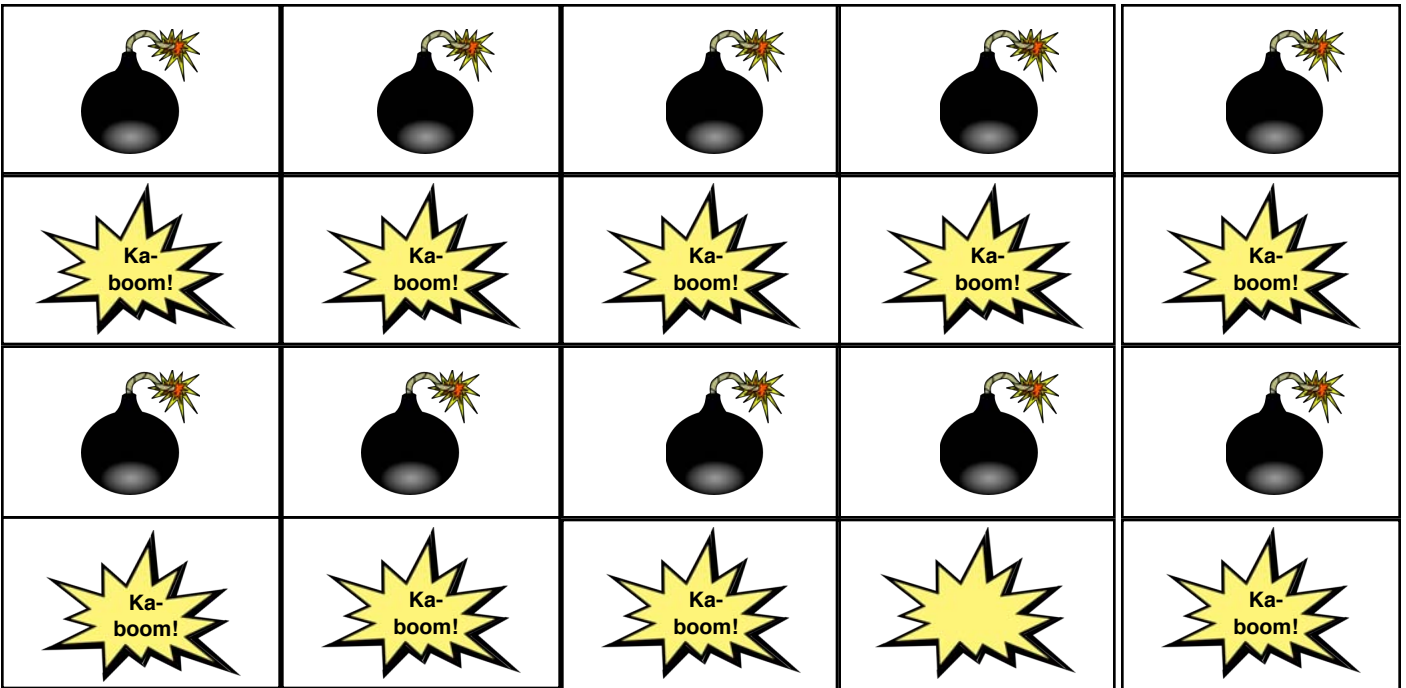
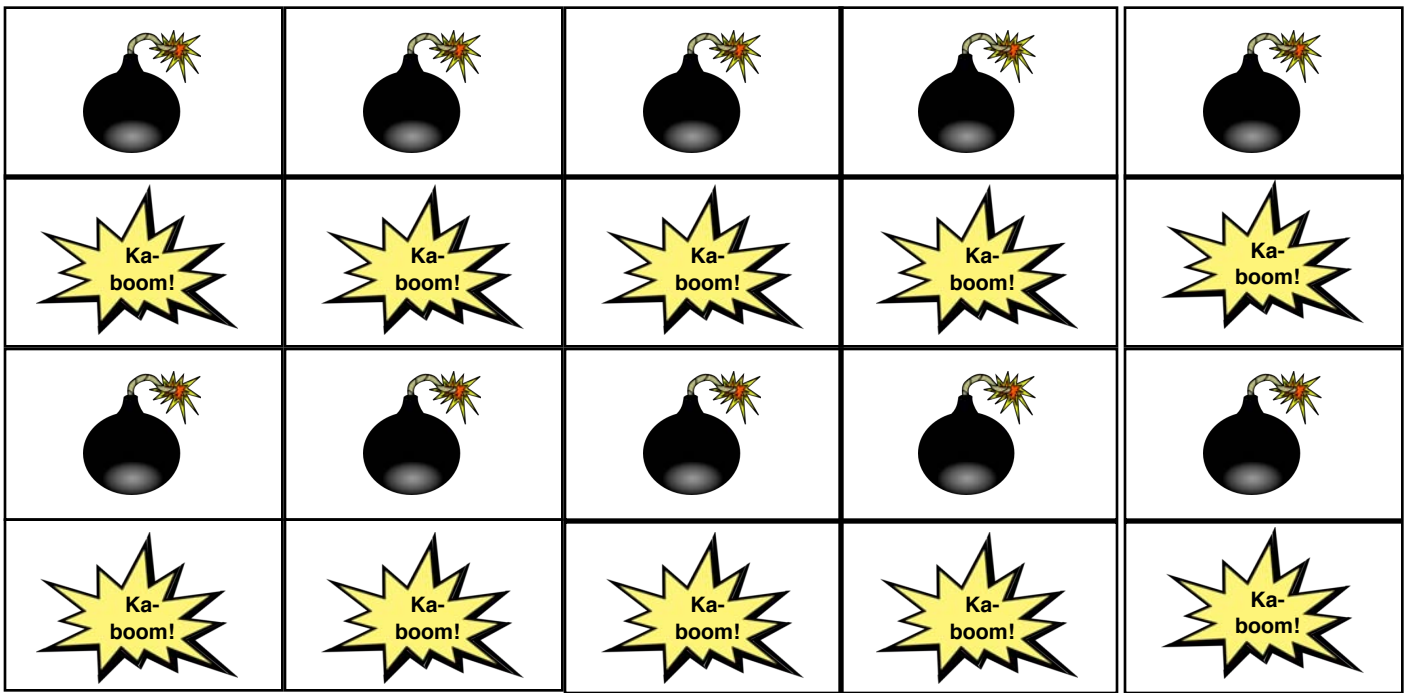
Handwriting practice lines for the word 'pram'.

am

Handwriting practice lines for the word 'am'.

jam

Handwriting practice lines for the word 'jam'.



cTeachWithMe.com

Print, laminate & trim.

Use these Kaboom bomb cards to make games even more fun.

See "Tip list" for game suggestions.



Word Cards

What else can you do with the word cards?

- Print and laminate and cut into puzzles.
- Print and laminate and put on a split ring and use as flashcards for your students.
- When you flash a word, ask them to say real or made up.
- Print and laminate and sprinkle them on the floor. Have students collect the cards before the timer rings.
- Run off sets on two different colors of paper so that you can make **Memory Match** games. This will make the game easier to play and expedite time.
- Put a set in a bag, basket or box and have students pull out a card and read the word. If they can't, they are out of the game. You can also ask them if it is real or made up.
- Put some Kaboom bomb cards in the container along with a set of cards.
- Children take 2 cards out of the basket. Teacher calls on a student to start the game, that child reads their word and asks for another.
- That child with that card reads it and gives their card to that child. They then read their other card and ask for their match.
- Play continues 'til all of the cards are gone.
- When the bomb cards are added a child must use the bomb Kaboom card when they are called on for a match.
- They show the bomb card; everyone yells "Kaboom" and both children are out of the game.
- Run off copies of the cards. Students cut out the cards, and add a cover to make Itty Bitty booklets so they can share them with their families and reinforce lessons learned at school.
- Use them for your Word Wall.

- Have students choose a certain number of cards as time permits and have them alphabetize them.
- Have them sort by vowel sound, real or nonsense words, nouns or verbs, words that are spelled the same backwards and forwards etc.
- Play ***“I Have, Who Has?”***
- Make sure you have only enough pairs of cards so that things come out equal to the number of students present that day.
- Have students choose a partner and play “Speed” against them.
- Each student mixes up their cards. Together they say, “Ready-Set-Go!”
- Each student puts their cards in alphabetical order. The 1st one to do so is the winner.
- Another version of “Speed” is the following: Each child has a set of cards that is in the same order as their partner’s. They place them face down. They say 1-2 flip and then flip a card over. The first one to read the card takes the cards. The student with the most cards wins., or the first one to read the card and say the flip flop backwards matching word, gets the cards.
- Display the cards on the wall in a jumbled mess. Each day take a “mystery” card away. Choose a different child each day to guess which card is missing.
- Put a word card under a question mark poster. Give clues about the mystery word of the day and have students guess what the word is.
- Play “I Spy” with the words. Put them up on your word wall and give clues about the word. i.e. I spy a word that has the vowel ____ in it. It starts or ends with the letter _____, it means, it’s a color etc.
- Play Go Fish
- Have students choose 3-5 cards and write sentences incorporating those words.
- If you use the cards in another way, please drop me an e-mail diane@teachwithme.com so that I can keep adding to this list. Thanks in advance.

