

## Oh, the Places You'll Go! By Dr Seuss

*Congratulations!*

*Today is your day.*

*You're off to Great Places!*

*You're off and away!*

*You have brains in your head.*

*You have feet in your shoes.*

*You can steer yourself*

*any direction you choose.*

*You're on your own. And you know what you know.*

*And YOU are the guy who'll decide where to go.*

*You'll look up and down streets. Look 'em over with care.*

*About some you will say, "I don't choose to go there."*

*With your head full of brains and your shoes full of feet,  
you're too smart to go down any not-so-good street.*

*And you may not find any*

*you'll want to go down.*

*In that case, of course,*

*you'll head straight out of town.*

*It's opener there*

*in the wide open air.*

*Out there things can happen*

*and frequently do*

*to people as brainy*

*and footsy as you.*

*And then things start to happen,*

*don't worry. Don't stew.*

*Just go right along.*

*You'll start happening too.*

*OH!*

*THE PLACES YOU'LL GO!*

*You'll be on your way up!*

*You'll be seeing great sights!*

*You'll join the high fliers*

*who soar to high heights.*

*You won't lag behind, because you'll have the speed.  
You'll pass the whole gang and you'll soon take the lead.  
Wherever you fly, you'll be best of the best.  
Wherever you go, you will top all the rest.*

*Except when you don't.  
Because, sometimes, you won't.*

*I'm sorry to say so  
but, sadly, it's true  
that Bang-ups  
and Hang-ups  
can happen to you.*

*You can get all hung up  
in a prickle-ly perch.  
And your gang will fly on.  
You'll be left in a Lurch.*

*You'll come down from the Lurch  
with an unpleasant bump.  
And the chances are, then,  
that you'll be in a Slump.*

*And when you're in a Slump,  
you're not in for much fun.  
Un-slumping yourself  
is not easily done.*

*You will come to a place where the streets are not marked.  
Some windows are lighted. But mostly they're darked.  
A place you could sprain both your elbow and chin!  
Do you dare to stay out? Do you dare to go in?  
How much can you lose? How much can you win?*

*And IF you go in, should you turn left or right...  
or right-and-three-quarters? Or, maybe, not quite?  
Or go around back and sneak in from behind?  
Simple it's not, I'm afraid you will find,  
for a mind-maker-upper to make up his mind.*