

## **9:05-9:15 ALPHA PIG ALPHA BRICKS COMPUTER GAME (OPTIONAL)**

### **GOALS: WHAT CAMPERS WILL LEARN**

- To use technology to enhance learning and reinforce letter identification

### **WHAT YOU NEED**

- Computer set to Alpha Pig Alpha Bricks game on <http://pbskids.org/superwhy>. This game should be loaded before the day begins
- Mouse
- List of campers to track who has used the computer throughout the day
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT

### **SET-UP FOR ACTIVITY**

- Make sure the computer is placed on a table or chair that is high enough for the children to all see the screen
- Have campers sit in a circle around the computer
- Have computer set up to the Alpha Pig Alpha Bricks game
  - To load, go to <http://pbskids.org/superwhy>. Click on **Games** on the Left side of the screen. Scroll through the games and click on Alpha Pig's Alpha Bricks.
- Find part in INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT that applies to this activity.

### **ACTIVITY INSTRUCTIONS**

Demonstrate computer game: Have children sit around the computer so that they can see and interact with the computer as they do with the television screen. Note: If possible, move the computer screen up high enough for all children to see.

Instructor:

Today you are also going to be able to take turns playing an Alpha Pig computer game! We are going to play it here, right now, together. Then throughout our camp day when I tell you, you will be allowed to go to the computer and play this game in small groups.

**Demonstrate the Game** This is the Alpha Pig Brick Game. Let's listen and Alpha Pig will tell us what to do (Listen to the Game Intro.). Yikes, the Wolf is coming! Ok, does everyone know

how to play? What do we have to do? Alpha Pig is going to say the name of a letter and we have to click on it and build the wall to make us safe from the Wolf. OK, Alpha pig is asking us to find the letter (FILL IN LETTER) Which is the letter (FILL IN THE LETTER)? GREAT!

**Class participation** Everyone will get a turn to come up and use the mouse to click on the letter. But everyone should play along every time. I will call on one of you. You come up and together with the class choose the letter that Alpha Pig told us he needed. When Alpha Pig is telling us which letter we need everyone has to listen or else we won't know which letter he needs.

Call on campers one by one to take a turn using the mouse to pick the correct letter until everyone has had a chance to play. Make sure that everyone gets a turn to use the mouse. The camper with the mouse should encourage the other campers to help them by calling out where the letter is.

After the game is played and before moving on to the next activity, explain the rules for playing during the day, including:

Only play this Alpha Pigs Brick Game (Do not click on any other games), Play together, Take turns, Play until I call you and it is time for the next activity. There will be a computer game everyday and everyone will have a chance to play. If you haven't had a chance and you want to, be sure to tell me and we will make sure you get a turn.

Throughout the day, allow children who are waiting for the next activity or waiting to be assessed to go play the computer game in groups of 2-3 campers. **DO NOT** allow campers to play on the computer instead of participating in the activities provided in the curriculum.

## **TRANSITION INSTRUCTIONS**

To transition into the next activity, call out a letter in WOLF, and tell all of the kids that have that letter in their name to go find their seats at the table. Continue with different letters. As much as can be done, try to find a way to emphasize the letters of the day W, O, L and F, (B, P, I, G, T, A) and so on until all the children are seated.

