

## **9:15-9:45 LICKETY LETTERS CRAFT ACTIVITY**

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

- To reinforce letter identification and discrimination skills by having campers pick the letters in their names from the alphabet
- To have campers learn to spell their own names.
- To have campers relate the letters **W, O, L, F** (If time and skill level permits add: **B, P, I, G, T, A**) to their own names.
- To experience letters through a different perspective and different sense.

### **WHAT YOU NEED**

- Felt "paper"
- Felt letters
- Felt shapes
- Glue
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT

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

- Campers should be sitting at tables
- Each camper should be provided with a piece of felt "paper", felt shapes, glue and a pile of letters, make sure that they include the letters in the child's name along with 6 additional distracter letters.
- Find part in INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT that applies to this activity

### **ACTIVITY INSTRUCTIONS**

- 1) Campers are instructed to pick the letters in their names from the felt letters on the table.

#### SKILL LEVEL OPTIONS

Level 1: Give each camper a pile of letters that only has the letters of their name in the pile and place a card with the camper's name written in upper case in front of the camper so they can copy it.

Level 2: Provide a pile of letters that has the letters of their name in the pile with one or two distracter letters. Instructors can also help the child sound out the letters in his or her name so they can place the letters in the correct order.

Level 3: Have the child pick the letters of their name on their own with 6 or more distracter letters in their pile of letters.

## 2) DEMONSTRATE

Script:

Instructor: Alpha Pig built the word wolf by finding the letters W-O-L-F. Now we are all going to build our names by finding the letters in our names.

Let me show what we are going to do. Who is this? (Show picture of Alpha Pig) This is PIG. P-I-G, PIG that's his name. And I am going to build his name with my letters. The first letter is... "P" let me find the P. There it is. The next letter is... "I", where is that "I"? There it is. And the last letter is "G". Where is the... "G". Found it. Now I am going to take all the letters in Pig's name and glue them on. (Glue on letters as you say them) P, I, G. (Show the finished product.) And then I can decorate too...like this.

Alpha Pig's...are you ready to build the letters in your name?

- 3) Campers should glue the letters in their names to the felt "paper" and decorate with additional felt shapes.
- 4) Once campers have the felt letters that make up their names, ask questions that will connect the letters **W, O, L, and F**, to the letters in each individual camper's name. (If there is time and/or campers skill level permits, ask questions that will connect with the additional letters; **B, P, I, G, T, A**)

For Example, Whose name has a W in it? You really know your alphabet! Whose name starts with an L? Whose name ends with an O?

## COMPUTER GAME (optional)

If students finish the activity early, send 2-3 children at a time to use the Alpha Pig computer game. Make sure campers restart the game to start from the beginning each time. Check off their names from the list of children so that as many children as possible get to use the computer game today.

If necessary, remind children of the rules; 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.

**DO NOT** allow campers to play on the computer instead of participating in the activities provided in the curriculum.