

11:40-12:00 WRAP UP, COMPUTER GAME(OPTIONAL),COLORING ACTIVITY AND ASSESSMENT

GOALS: WHAT CAMPERS WILL LEARN

- To review what was learned through out the camp day: Letter Identification of letters **W, O, L, F, (If time and skill level permits - B, P, I, G, T, A)**
- To learn to sing the concluding song **HIP HIP HOORAY**

WHAT YOU NEED

- Coloring Pages
- HIP HIP HOORAY song
- Assessment tool
- Computer set to Alpha Pig Bricks Game
- Take-home work

SET-UP FOR ACTIVITY

- Have LETTER CARDS ready to go
- Have tables set up with coloring pages and crayons
- Have assessment tool ready to go
- Have computer set to Alpha Pig Alpha Bricks Game
- Have take-home sheets ready to go

ACTIVITY INSTRUCTIONS

- 1) Instructors will review the camper's ability to identify letter sounds
- 2) **COMPUTER GAME (optional)**

While students are being assessed, send 2-3 children at a time to use the Alpha Pig Alpha Bricks computer game. Make sure campers restart the game to start from the beginning each time. Check off their names from the list of children next to the computer 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 Pig Alpha Bricks game \(Do not click on any other games\), Play together, Take turns, Play until I call you.](#)

- 3) The remainder of the campers are given a coloring activity to keep them busy as each camper is assessed.

- 4) Campers will learn to sing the concluding HIP HIP HOORAY song.
- 5) Clean up: Collect props and save for Day 5, collect nametags
- 6) Campers are told that the next day will be **WONDER RED DAY**.
- 7) Campers are given "Take Home" activities.

a. FIND THE HIDDEN LETTERS

b. FIND YOUR NAME