

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

GOALS: WHAT CAMPERS WILL LEARN

To review what was learned throughout the camp day: Hear a letter sound and name the letter sounds for the letters **P, I, G, B (and if time and skill level permits - W, O, L, F, T, A)**

- To learn to sing the concluding song **HIP HIP HOORAY**

WHAT YOU NEED

Letter Cards for letters **P, I, G, B (and if time and skill level permits - W, O, L, F, T, A)**

- Coloring Sheets
- Computer
- Computer to listen to HIP HIP HOORAY song
- Assessment tool
- Computer set to Princess Presto Golden Spelling Crown Game
- Take-home work

SET-UP FOR ACTIVITY

- Have letter cards with letters **P, I, G, B (and if time and skill level permits - W, O, L, F, T, A)** ready
- Have tables set up with coloring sheets and crayons
- Have assessment tool ready to go
- Have computer set to Princess Presto Golden Spelling Crown Game
- Have take-home sheets ready to go

ACTIVITY INSTRUCTIONS

- 1) Instructors will review campers ability to hear a letter sound and identify the letter that makes that sound. Each camper is assessed by instructor on their ability to identify the letters after the letter sounds are made for letters **P, I, G, B (and if time and skill level permitted - W, O, L, F, T, A)**

2) COMPUTER GAME

While students are being assessed, send 2-3 children at a time to use the Princess Presto 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 Princess Presto Golden Spelling Crown Rhyming 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: Remove masks and save for Day 5, collect nametags
- 6) Campers are told that the next day will be **SUPER WHY DAY**
- 7) Campers are given "TAKE HOME" activities:
 - a. **"LETTER" A PICTURE**
 - b. **AROUND THE HOUSE**