

9:15-9:45

DRAW YOUR OWN ADVENTURE CRAFT ACTIVITY

GOAL: WHAT CAMPERS WILL LEARN

- To create a single story using each camper's pictures and have the story make sense.

WHAT YOU NEED

- Construction Paper
- Crayons or Markers
- [OPTIONAL] Story example on Construction Paper
- Masking Tape
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT

SET-UP FOR ACTIVITY

- Each camper should have a piece of construction paper in front of them on the table.
- Draw out with pictures an example sentence: **Jill stomped on Pig's block tower.** (Pictures: JILL, JILL STOMPING, PIG, BLOCK TOWER)
Another option is to use a non-SUPER WHY related story topic. Here is another example: **The sun shines over the house that is near the woods.** (Pictures: SUN, SUN SHINING OVER A HOUSE, NEARBY WOODS)
- Find part in INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT that applies to this activity

ACTIVITY INSTRUCTIONS

1) SKILL LEVEL OPTIONS

Level 1: Have all campers draw a picture of anything they want. Check in with campers one at a time and ask them what they plan to draw to help get them started. Everyone then gets a turn to tell the meaning of his/her picture. Help the campers write the sentence that describes the meaning on their picture or write it for them.

Level 2: After completing level one, have each camper pair up next to someone whose picture might make sense with their picture. In pairs, each child tells the story of his/her picture and tries to make it make sense with the person standing next to him/her.

Level 3: Have a brainstorm session with all the campers. Ask campers together to decide what story they all want to tell with the pictures that they make. Be sure that together they all decide on what they want the story to be about, who is in the story, and where the story takes place. Once they have all decided what they want the story to be about each camper states what part of the story he/she will draw. Make sure that all parts of the story are covered. All campers go off to draw their pictures. Once they are finished drawing their picture each camper tells everyone what they drew and their 'story' is written on their piece of paper. Together everyone decides the sequence of all of the drawings. Place campers next to each other in a sequence that once put together, makes sense. Once every camper has been sequenced have the class "read" the picture story together (one after the other). [INSTRUCTOR MAY HAVE TO PROVIDE PROMPT IF STUDENTS ARE HAVING TROUBLE SEQUENCING THEIR STORY IDEAS THEMSELVES.]

Then take the story apart and put aside each camper's "story picture" to take home at the end of the day.

2) DEMONSTRATE:

SCRIPT

Instructor: We are going to draw pictures and write a class story. The pictures that we draw can be about anything that you want. Think about what you want to draw. Let me show you. I'm going to draw my story. What should I draw about? (TAKE A MOMENT TO THINK) Ok, I'm going to draw a picture about Princess Presto and me on a play date. So first I am going to draw Princess Presto. Who else should be in my picture? Me! I'm going to draw me into the picture. In my story, Princess Presto is going to play tea party with me. (Draw them playing tea party) Hmm, I wonder where this story takes place? Should it be a forest? Oh yeah, a forest! (Draw a forest) and it is raining! (Draw rain) We are going to need some umbrellas, I better draw them. Now I am going to write a sentence about my picture: (WRITE) Princess Presto and I enjoy our play date. Now think of your story Super Readers...

COMPUTER GAME

If students finish the activity early, send 2-3 children at a time to use the Super Why 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 Super Why Whyflyer Adventure 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.