

# **10:30-11:00 SUPER WHY OPPOSITE RELAY and FIND SUPER LETTERS**

## **GOAL: WHAT CAMPERS WILL LEARN**

- To identify a given word's opposite
- To read given words and their opposites

## **WHAT YOU NEED**

- Why Board
- Scotch tape
- Why Writer – assemble using PDF files. You can place a popsicle stick in between the pieces of paper for stability.
- Word sets for Why Board
  - **OUT/IN/FAST/HARD**
  - **RIGHT/WRONG/SILLY/PRETTY**
  - **LOST/FOUND/PURPLE/SMALL**
  - **ASLEEP/AWAKE/HUNGRY/BLUE**
  - **OPEN/CLOSE/CRY/BITE**
  - **GO/STOP/SWIM/RUN**
  - **FAST/SLOW/FUNNY/UP**
  - **YES/NO/YELLOW/POP**
  - **FULL/EMPTY/ROUND/PINK**
  - **BIG/SMALL/BAD/RED**
  - **FRONT/BACK/NOSE/CUP**
  - **HOT/COLD/HUNGRY/TIRED**
  - **GOOD/BAD/BIG/RED**
  - **TOP/BOTTOM/GREEN/HILL**
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT

## **SET-UP FOR ACTIVITY**

- Line up campers at one side of the room next to the instructor
- At the other side of the room, have the assistant spread 3 word cards face up on the Why Board. See Super Why's game in episode for example of how to set up words on Why Board.
- Find part in INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT that applies to this activity

## **DEMONSTRATION**

Set up Red, Small and Bad on the Why Board as an example

## ACTIVITY INSTRUCTIONS

- The first camper in line gets the Why Writer
- The teacher holds up the target words (words in bold) and asks what is the opposite of...?
- The camper flies to the Why Board at the other side of the room and zaps the word that is the opposite of the word.

## SKILL LEVEL OPTIONS

Level 1: Read the words to the camper. If the child needs help with the concept of opposites, give them clues. For example, ask "what is a temperature that is different than hot? (cold) Or "If an answer is not right it is what?" (wrong).

Level 2: Help the campers read the word choices by sounding out the letters. If the child needs help with the concept of opposites, give them clues. For example, ask "what is a temperature that is different than hot? (cold) Or "If an answer is not right it is what?" (wrong).

Level 3: Ask the campers to read all of the word choices before choosing a word. If the child needs help with the concept of opposites, give them clues. For example, ask "what is a temperature that is different than hot? (cold) Or "If an answer is not right it is what?" (wrong).

- The camper then takes the word off the board and runs back to the teachers and hands it to her. And quickly passes the Why Writer to the next camper on line.
- The teacher holds up the two words. If skill level allows, the camper who brought back the word has to demonstrate and talk about how the words are opposites while the assistant then replaces the words on the Why Board.
- **DEMONSTRATE**  
Script:  
Instructor: Are you all ready to be Super Why and fly? We are going to have an Opposite Relay! The person who has the

Why Writer is Super Why. First, I will tell you a word. (Tell the assistant to go find the opposite of BIG) Then you will have to fly over to the Why Board (assistant should run to the Why Board) and Zap the opposite of the word I've said.

Assistant: Hmm, what word is the opposite of BIG? Is it RED? No, oh SMALL. Ready, set, zap! (Assistant should then take the word off the board.)

Instructor: Right on Reader! After you have zapped the word, fly back to me and hand me the word. We will talk about the two words and how they are opposites. Then hand the Why Writer to the next camper on line and it will be his or her turn! (Assistant should run back to the front of the room and hand the opposite to the teacher and hand the Why Writer to the next camper in line.) See, (Show both words next to each other.) What is the opposite of BIG? (Show yourself being Big.) SMALL, like this. (Be small) When I am not BIG I am SMALL!

If children have a hard time grasping the concept of opposites, show more examples such as yes/no in/out hot/cold.

- Campers that have had their turn should go to the end of the line and cheer on their friends. Encourage cheers of "Right on Reader!" "Super Job Super Reader!" "Super Duper!" When the entire line has had a turn, everyone gets a prize!

# SUPER LETTERS

## GOALS: WHAT CAMPERS WILL LEARN

- To identify the purpose of the SUPER DUPER COMPUTER  
*The letters are put together to make a word that represents the answer to the problem identified in THE THREE LITTLE PIGS episode.*

## WHAT YOU NEED

- Dry erase board with NO hash marks written on it (Hash marks will be written on the board as the Super Letters and Super Duper Computer are explained.)
- Dry Erase Marker
- Super Letters
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT

## SET-UP FOR ACTIVITY

- Campers sit in semi-circle around instructor
- SUPER DUPER Dry erase board should be clearly visible to campers.
- Find part in INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT that applies to this activity

## ACTIVITY INSTRUCTIONS

The assistant teacher should quietly and discreetly put the **F, R, I, E, N and D** SUPER LETTERS up somewhere that the campers will find once they begin their search.

Instructor will lead campers in a discussion that identifies:

- a. the purpose of the SUPER LETTERS
- b. the problem of the day
- c. what the campers should do if they find SUPER LETTERS
- d. the number of letters the campers will need to find

Try to get as many campers to tell you the answers as possible:

Script:

instructor: Are you ready? We are going to talk about Super Letters one more time before we show them to our guests tomorrow. Tomorrow we are going to see if THEY can find and figure out the Super Story Answer. First, we need to look for...

Campers: SUPER LETTERS!

Instructor: And, then we put them in our Super Duper  
(Pull out the board)

Campers: COMPUTER!

Instructor: And, today we are looking for 16 super letters....

Campers: No.....no we are not! We are looking for 6 super letters.

Instructor: Let's count 1, 2, 3, 4, 5, 6, 7. (write out hash marks).

Oops, I made a mistake! **6**, we are looking for 6 Super Letters!

Thanks for the help. And, the Super Story Answer is **BUDDY**.

Campers: It's not BUDDY, it's FRIEND.....

Instructor: Oh yeah, Buddy is a kind of friend. I got confused.

What are the letters we are looking for?

Campers: F-R-I-E-N-D

Instructor: Super Job Super Readers! Why did we need the word FRIEND?

Campers: Because Jill and the Wolf needed a friend and then they wouldn't be so mean.

Instructor: Yes, because Jill and the Wolf needed a friend and then they weren't so mean. Don't forget to keep your eyes out for Super Letters.

Campers should look for Super Letters. Hopefully, they will notice them. If not, prompt discovery, say "Do you see any Super Letters?" Once they have acknowledged that they have found some ask, "What letters did you find?"

Try to get every camper to identify the letters that were found.

Once the letters are found and identified, have the campers who possess the letters come to the front of the class. Ask the class "what letters did they find?" and place them on the correct hash marks.

### **SUPER STORY ANSWER DISCUSSION**

Super Story Answer is complete on the SUPER DUPER COMPUTER board.

Instructor: We found all of our Super Letters. Super Job, Super Readers! Read the letters in the word along with me: F-R-I-E-N-D

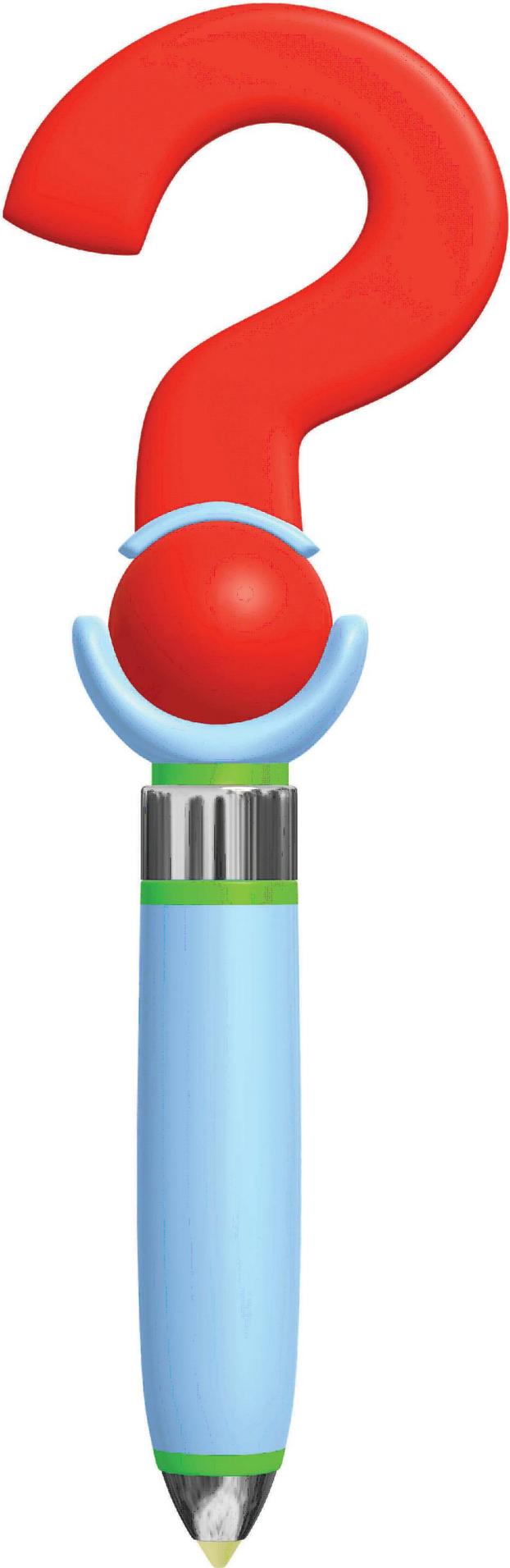
**NOTE:** Instructor should point to each letter as it is said.

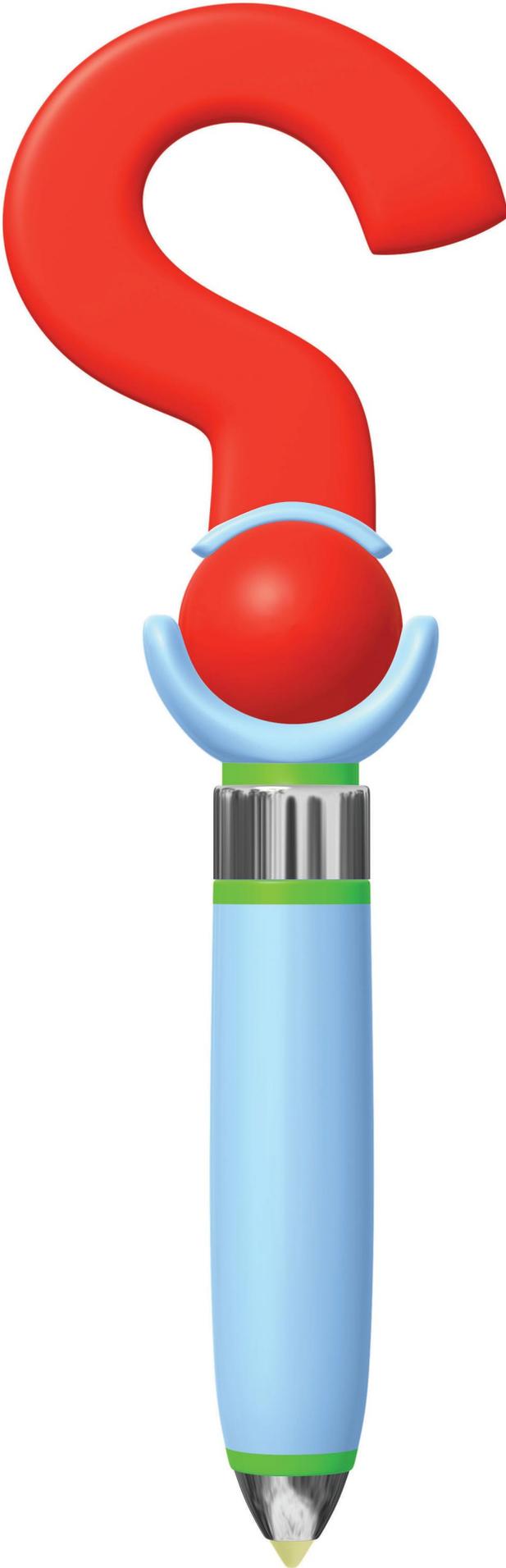
Instructor: And the SUPER STORY ANSWER is...

Campers: **FRIEND**

Instructor: Who can tell me what they think would have happened if WOLF did not get a friend (skill: predicting outcomes)? And what would have happened if Pig had not

gotten the answer FRIEND? What would Jill do? What would Pig do? Is that good or bad? Why? Work with the answers that the campers come up with.





**OUT**

**IN**

**FAST**

**HARD**

**RIGHT**

**WRONG**

**SILLY**

**PRETTY**

**LOST**

**FOUND**

**PURPLE**

**SMALL**

**ASLEEP**

**AWAKE**

**HUNGRY**

**BLUE**

**OPEN**

**CLOSE**

**CRY**

**BITE**

**GO**

**STOP**

**SWIM**

**RUN**

**FAST**

**SLOW**

**FUNNY**

**UP**

**YES**

**NO**

**YELLOW**

**POP**

**FULL**

**EMPTY**

**ROUND**

**PINK**

**BIG**

**SMALL**

**BAD**

**RED**

**FRONT**

**BACK**

**NOSE**

**CUP**

**HOT**

**COLD**

**HUNGRY**

**TIRED**

**GOOD**

**BAD**

**BIG**

**RED**

**TOP**

**BOTTOM**

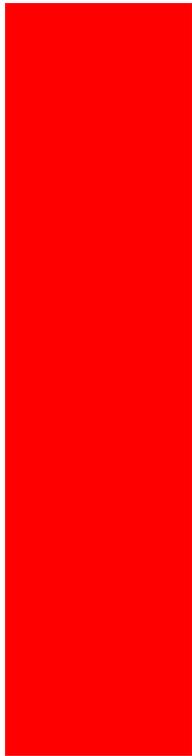
**GREEN**

**HILL**



**F**

**R**



**E**

**N**

**D**