

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

GOALS: WHAT CAMPERS WILL LEARN

- To review what was learned through out the camp day.
- To understand that the words in a sentence and where they are placed changes the meaning of a sentence.
- To learn to sing the concluding song **HIP HIP HOORAY**

WHAT YOU NEED

- Extended Learning activity from earlier in the day.
- Coloring Sheets
- Computer
- Computer to listen to HIP HIP HOORAY song
- Assessment tool
- Computer set to Super Why Whyflyer Game
- Take-home work

SET-UP FOR ACTIVITY

- Have sentences from the extended learning activity written on the dry erase board.
- Have substitution word cards available.
- Have tables set up with coloring sheets and crayons
- Have assessment tool ready to go
- Have computer set to Super Why Whyflyer Game
- Have take-home sheets ready to go

ACTIVITY INSTRUCTIONS

1) Instructors will review with the campers how changing words in a sentence changes the meaning of the sentence. Each camper is assessed by instructor on their ability to read words in a sentence and change some of those words to make the sentence make sense.

2) COMPUTER GAME

While students are being assessed, 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 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 Super Why Whyflyer Adventure 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 YOU DAY** during which everyone will show their guests what they have learned. Tell campers that they will play and lead their favorite activities from the week. Remind campers to bring a guest.
- 7) Campers are given "Take Home" activities.

- a. **SENTENCE CHANGING WORKSHEETS 1 and 2**
- b. **A COPY OF THE ZAP IT INTO THE SENTENCE STORY**