

10:55-11:25 PERSONALIZE A PICTURE FRAME CRAFT and FIND SUPER LETTERS

GOALS: WHAT CAMPERS WILL LEARN

- To use letters in a creative project
- To make a special keepsake so campers and their guests remember reading camp and their literacy work together.

WHAT YOU NEED

- Image of Wonder Red
- Foam Letters
- Picture frames
- Glue
- Markers
- Newspaper
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT

SET-UP FOR ACTIVITY

- Seat campers/**guests** around the tables
- Line tables with newspaper
- Make sure decorative materials are easily accessible to participants
- Give each camper a frame

DEMONSTRATION

- Demonstrate to the campers and the guests how to decorate their picture frames.

Instructor: Let me show what we are going to do. Who is this? (Show picture of Wonder Red) This is RED. What letter makes the sound /r/? R! I'm going to glue an R onto my frame. OK, the next sound in Red is E, what letter makes the sound /e/? E! OK I'm gluing an E onto my frame. And the last letter in Red is what? What makes the /d/ sound? D! OK, so let me glue a D onto my frame. Now I think I will decorate it with some glitter and maybe make some stars. What will you make?

ACTIVITY INSTRUCTIONS

- Using foam letters, glitter glue, markers, and imagination camper/**guest** will decorate their picture frame.

- Both the guest and camper should be encouraged to 'write' their names using the foam letters on the front of their frames.
- Model sounding out the letters in the children's names when going around the room.

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 Storybook Creator 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.

