

READING



CAMPS

Week 1 Syllabi
“The Three Little Pigs”

READING CAMP DAY 1

Alpha Pig—Alphabet Day!

Please note, this is the suggested schedule for the day based on previous reading camps. The daily schedule can be modified based on your estimates of how long children will be engaged in individual activities.

Also note that the online Alpha Pig Alpha Bricks game should be loaded and available for children to play throughout the camp day. You will play it together as a class as described below and then campers can play in small groups of 2-3 after they have completed an activity or while they are waiting to be assessed. Campers are not to play the computer games in place of another activity.

8:30-8:40 INTRODUCTION

Campers are introduced to each other, to the teacher, to the days' and week's activities and to the camp rules to make the campers feel comfortable.

8:40-9:05 SUPER WHY & THE THREE LITTLE PIGS VIEWING

Campers watch a full episode to familiarize themselves with the series and the literacy skills it teaches. They transform into Alpha Pigs to activate their imaginations and get ready to play alphabet activities.

9:05-9:15 CLASS COMPUTER TIME (optional)

Campers participate in playing the online Alpha Pig Alpha Bricks game as a whole class. With the whole class helping and calling out, each camper gets a turn picking the letter brick Alpha Pig is asking for until the wall has been rebuilt.

9:15-9:45 LICKETY LETTERS CRAFT ACTIVITY

Campers practice letter identification skills by finding the letters in their names in a pile of alphabet letters, then make and decorate a sign with their names on it.

9:45-10:00 SNACK

10:00-10:30 LETTER ID BINGO GAME

Campers play a letter version of BINGO to reinforce letter identification and to visually discriminate between letters with

a particular emphasis on mastery of the letters W, O, L, F (and if time and skill level permits, B, P, I, G, T, A).

10:30-11:00 LETTER SCAVENGER HUNT GAME AND FINDING SUPER LETTERS

Campers work individually or cooperatively to find the letters hidden throughout the room to reinforce letter identification by name with a particular emphasis on mastery of the letters W, O, L, F (and if time and skill level permits, B, P, I, G, T, A). Following the activity, children will search the room for Super Letters and discuss the Super Story Answer.

11:00-11:20 FREE PLAY OUTSIDE

11:20-11:40 EXTENDED LEARNING

Campers view & sing the signature Alpha Pig ABC song and view and play the Alpha Pig game to reinforce identification of and discrimination between the letters W, O, L, F, (and B, P, I, G, T, A if time and skill level permits.)

11:40-12:00 WRAP UP, COMPUTER GAME, COLORING ACTIVITY, AND ASSESSMENT (If using assessments)

Campers review and are assessed on identification of the letters W, O, L, F (and B, P, I, G, T, A if time and skill level permitted throughout the day) and learn and sing the HIP HIP HOORAY song to celebrate what they have learned that day.

READING CAMP DAY 2

Wonder Red—Words Day!

Please note, this is the suggested schedule for the day based on previous reading camps. The daily schedule can be modified based on your estimates of how long children will be engaged in individual activities.

Also note that the online Wonder Red Freeze Dance game should be loaded and available for children to play throughout the camp day. You will play it together as a class as described below and then campers can play in small groups of 2-3 after they have completed an activity or while they are waiting to be assessed. Campers are not to play the computer games in place of another activity.

- 8:30-8:40 INTRODUCTION AND REVIEW OF PREVIOUS DAY'S MATERIAL**
Campers are re-introduced to each other and to the teacher, introduced to the days' activities, and provided with a review of the camp rules & the content learned on Day 1.
- 8:40-9:05 SUPER WHY & THE THREE LITTLE PIGS VIEWING**
Campers watch the same full episode to promote mastery of the SUPER WHY series and the literacy skills it teaches. They transform into Wonder Reds to activate their imaginations and get ready to play rhyming/decoding activities.
- 9:05-9:15 CLASS COMPUTER TIME (optional)**
Campers participate in playing the online Wonder Red Freeze Dance Rhyming game as a whole class. With the whole class helping and calling out, each camper gets a turn choosing a word that belongs to a certain word family to make Wonder Red dance.
- 9:15-9:45 TISKET A TASKET LET'S MAKE A BASKET CRAFT ACTIVITY**
Campers use letters and markers to decorate wood baskets to reinforce the -ALL family and to express themselves creatively.
- 9:45-10:00 SNACK**

10:00-10:30 WORD CHARADES GAME

Using demonstration flash cards that have both –ALL words and pictures, campers read and act out –ALL family words while the other campers guess the –ALL word they are performing.

10:30-11:00 FREEZE DANCE RHYMING GAME AND FINDING SUPER LETTERS

Campers use auditory discrimination to decipher between –ALL and non-ALL family words and learn to express themselves through creative movement by dancing to signature SUPER WHY music and freezing when an –ALL family word is called out. Following the activity, children will search the room for Super Letters and discuss the Super Story Answer.

11:00 -11:20 FREE PLAY OUTSIDE

11:20-11:40 EXTENDED LEARNING

Campers view & sing the signature Wonder Red Rhyming Song and view & play the Wonder Red game to learn to read/decode (sound out) –ALL Family Words.

11:40-12:00 WRAP UP, COMPUTER GAME, COLORING ACTIVITY, AND ASSESSMENT (If using assessments)

Campers review and are assessed on ability to sound out –ALL words and learn and sing the HIP HIP HOORAY song to celebrate what they have learned that day.

READING CAMP DAY 3

Princess Presto—Spelling Day!

Please note, this is the suggested schedule for the day based on previous reading camps. The daily schedule can be modified based on your estimates of how long children will be engaged in individual activities.

Also note that the online Princess Presto Golden Crown Spelling Bee game should be loaded and available for children to play throughout the camp day. You will play it together as a class as described below and then campers can play in small groups of 2-3 after they have completed an activity or while they are waiting to be assessed. Campers are not to play the computer games in place of another activity.

8:30-8:40 INTRODUCTION AND REVIEW OF PREVIOUS DAYS' MATERIAL

Campers are re-introduced to each other and to the teacher, introduced to the days' activities, and provided with a review of the camp rules and the content learned on Day 1 & 2.

8:40-9:05 SUPER WHY & THE THREE LITTLE PIGS VIEWING

Campers watch the same full episode to promote mastery of the SUPER WHY series and the literacy skills it teaches. They transform into Princess Prestos to activate their imaginations and get ready to play spelling/encoding activities

9:05-9:15 CLASS COMPUTER TIME (optional)

Campers participate in playing the online Princess Presto Golden Crown Spelling Bee game as a whole class. With the whole class helping and calling out, each camper gets a turn picking the letter that makes the sound Princess gives in order to spell a word. The word becomes a gem on the Golden Crown.

9:15-9:45 GROW A LETTER! CRAFT ACTIVITY

Campers practice the association between letters and the sounds they make and create a letter keepsake by making letter flowers and 'planting' them. When the instructor makes a letter sound, they plant the corresponding letter in their flower pots.

9:45-10:00 SNACK

10:00-10:30 PRINCESS LETTER SOUNDS BASKETBALL GAME

When the instructor makes a letter sound, campers find a piece of paper with the corresponding letter, crumble the paper into a ball, and shoot it into a bin to reinforce the association between sounds and letters.

10:30-11:00 PRINCESS-CISE ENCODING ACTIVITY AND FINDING SUPER LETTERS

Campers practice sound production, letter ID, and identifying words that start with P, I, G, B, (and W, O, L, F, T, and A if time and skill level permit) by raising their hands in the air and saying the letter sound, placing their hands on their waists and saying the letter name, and putting their hands on the floor and saying a word that starts with the letter. Following the activity, children will search the room for Super Letters and discuss the Super Story Answer.

11:00-11:20 FREE PLAY OUTSIDE

11:20-11:40 EXTENDED LEARNING

Campers learn to identify letters by hearing their sounds and how to spell PIG and BIG by watching a Princess Presto clip then identifying the card printed with the sound the instructor makes and by learning the letter sounds in PIG and BIG.

11:40-12:00 WRAP UP, COMPUTER GAME, COLORING ACTIVITY, AND ASSESSMENT (If using assessments)

Campers review and are assessed on their ability to hear a letter sound and identify the letter that makes that sound. They will learn and sing the HIP HIP HOORAY song to celebrate what they have learned that day.

READING CAMP DAY 4

Super Why—Reading Day!

Please note, this is the suggested schedule for the day based on previous reading camps. The daily schedule can be modified based on your estimates of how long children will be engaged in individual activities.

Also note that the online Super Why Why Flyer Adventure game should be loaded and available for children to play throughout the camp day. You will play it together as a class as described below and then campers can play in small groups of 2-3 after they have completed an activity or while they are waiting to be assessed. Campers are not to play the computer games in place of another activity.

- 8:30-8:40 INTRODUCTION AND REVIEW OF PREVIOUS DAYS' MATERIAL**
Campers are re-introduced to each other and to the teacher, introduced to the days' activities, and provided with a review of the camp rules and the content learned on Day 1, 2 & 3.
- 8:40-9:05 SUPER WHY & THE THREE LITTLE PIGS EPISODE VIEWING**
Campers watch the same full episode to promote mastery of the SUPER WHY series and the literacy skills it teaches. They transform into Super Whys to activate their imaginations and get ready to play vocabulary and comprehension activities.
- 9:05-9:15 CLASS COMPUTER TIME (optional)**
Campers participate in playing the online Super Why Why Flyer Adventure game as a whole class. With the whole class helping and calling out, each camper gets a turn helping Super Why fly through Storybrook Village and pick up letters to form the Super Message that goes on his Why Flyer banner.
- 9:15-9:45 DRAW YOUR OWN ADVENTURE CRAFT ACTIVITY**
Campers take turns drawing pictures and telling 'the story' of their picture. If skill level permits, campers collaborate with each other to make a story that makes sense by placing pictures next to each other to practice comprehension and storytelling.
- 9:45-10:00 SNACK**

10:00-10:30 PIN THE TAIL ON THE WORD GAME

Campers choose from word choices read by the teacher to put into blank spaces in sentences. The campers then try to act out the sentence to show the effects different phrases have on the meaning of a sentence.

10:30-11:00 SUPER WHY OPPOSITE RELAY AND FINDING SUPER LETTERS

Campers are asked to give the opposite of a word. One at a time, they fly to the Why Board at the end of the room with a Why Writer. Once at the Why Board campers 'Zap' the opposite of their given word to practice reading and opposites.

Following the activity, children will search the room for Super Letters and discuss the Super Story Answer.

11:00-11:20 FREE PLAY OUTSIDE

11:20-11:40 EXTENDED LEARNING

Campers View & Play the clip of SUPER WHY changing the sentence THERE ONCE WAS A BIG BAD WOLF to THERE ONCE WAS A SMALL GOOD WOLF to learn that words in a sentence can be changed to change the meaning of that sentence and that there is one word written for each word said (one to one correspondence).

11:40-12:00 WRAP UP, COMPUTER GAME, COLORING ACTIVITY, AND ASSESSMENT (If using assessments)

Campers review and are assessed on their abilities to read words in a sentence and change some of those words to change the meaning of the sentence and learn and sing the HIP HIP HOORAY song to celebrate what they have learned that day.

READING CAMP DAY 5

Super You Day!

Please note, this is the suggested schedule for the day based on previous reading camps. The daily schedule can be modified based on your estimates of how long children will be engaged in individual activities.

Also note that the online Super Why Story Book Creator game should be loaded and available for children to play throughout the camp day. You will play it together as a class as described below and then campers can play in small groups of 2-3 after they have completed an activity or while they are waiting to be assessed. Campers are not to play the computer games in place of another activity.

- 8:30-8:45 INTRODUCTION AND WELCOME CAMPERS' SPECIAL GUESTS**
Campers welcome their guests and prepare to model the literacy activities that they have learned throughout the week. The teacher tells everyone the days' activities and guests are encouraged to participate in the activities with the campers.
- 8:45-9:25 SUPER WHY & THE THREE LITTLE PIGS VIEWING WITH DISCUSSION**
Campers and their guests watch the same full episode of SUPER WHY to familiarize the Guests with the series and for the campers to demonstrate mastery of the SUPER WHY series and the literacy skills it teaches. Campers and their guests transform into the Super Readers to activate their imaginations, talk about finding Super Letters and get ready to play alphabet, rhyming/decoding, spelling/encoding, and vocabulary and comprehension activities.
- 9:25-9:35 CLASS COMPUTER TIME (optional)**
Campers participate in playing the online Super Why Story Book Creator game as a whole class. With the whole class helping and calling out, campers take turns picking new words to create their own version of the Three Little Pigs story.
- 9:35-10:05 LITERACY GAME CHOICE #1**
Campers show their guests how they play one of their favorite games from the week. Teacher will choose which game to repeat based on favorites of the week.
- 10:05-10:25 SNACK – CELEBRATION**

10:25-10:55 LITERACY GAME CHOICE #2

Campers show their guests how they play one of their favorite games from the week. Teacher will choose which game to repeat based on favorites of the week.

10:55-11:25 PERSONALIZE A PICTURE FRAME CRAFT AND FINDING SUPER LETTERS

Campers and their guests decorate picture frames for the picture that each camper will get with the SUPER WHY costume character. Campers and their guests work together to demonstrate their creativity and literacy skills. Following the activity, children will search the room for Super Letters and discuss the Super Story Answer.

11:25-12:00 SUPER READERS SNAPSHOT AND COMPUTER TIME

Campers and their guests take a picture with a SUPER WHY costume character, sing the Alphabet Song, the Hip Hip Hooray Song and are given SUPER WHY certificates to celebrate what they have learned in Reading Camp!