

10:00 – 10:30 ALPHA PIG ALPHA BAND

GOAL: What campers will learn

- To reinforce letter sequencing skills
- To reinforce letter identification skills, specifically for the letters b, f, h, c, a, r, o, t
- To practice listening skills

WHAT YOU NEED:

- The entire alphabet written out on the blackboard or whiteboard so that all the children can see it. If no board is available, an alphabet chart can be made on poster board.
 - Level 1: Write all of the letters on the board in lower case (as in the episode)
 - Level 2: Write all of the letters in upper case. (So campers will have to be able to match upper and lower case)
- Musical instruments that can be found around the classroom and labeled with each lower case letter from above. Make sure that you use lower case for both levels.
 - There must be enough instruments for each camper. If there are not enough instruments, homemade maracas can be used by filling up paper bags with dried beans, rice or beads and securing the top with a rubber band. Then write the letter on the front of the bag.
- Alpha Pig Alphabet song (slowed down version)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS AND SCRIPT

SET-UP FOR ACTIVITY

- Label each musical instrument with one letter, either b, f, h, c, a, r, o, t (all lower case). If you have more than eight campers, repeat the letters on the additional instruments.
- Seat children in a semi-circle around the instructor.
- Cue up the Alpha Pig Alphabet song.
- Find part in INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT that applies to this activity

ACTIVITY INSTRUCTIONS:

DEMONSTRATE

- 1) Instructor: Today we are going to make an Alpha Band! Everyone is going to get an instrument to play. Each instrument will have a letter on it. Who can sing Alpha Pig's Alphabet song with me? Let's all sing it together.

Play the Alphabet song (A,B,C....., the slowed down version) and point to each letter as it is sung.

- 2) Demonstrate how the campers will work together to make an Alphabet Band. Use one instrument with one letter on it to demonstrate

Instructor: OK I am going to give each of you an instrument with one letter on it. When you hear Alpha Pig sing the letter on your instrument, play your instrument for everyone to hear! Show campers the instrument you are demonstrating with. My instrument has the letter [INSERT LETTER] on it. So when I hear Alpha Pig sing [INSERT LETTER] I am going to play my instrument nice and loud! Let's all listen for the [INSERT LETTER HERE]. Play the Alphabet Song and play the instrument when the appropriate letter is sung.

- 3) Pass out one instrument to every student. [As you hand out the instruments, ask each camper what letter is on his or her instrument]

- 4) Instructor: OK Alpha Band! Let's practice! Let's all sing Alpha Pig's Alphabet Song together, nice and slow. Remember, when you hear the letter on your instrument, play it loud!

Play the slowed down version of the Alphabet song and encourage campers to play along when the letter on his or her instrument is sung.

Make sure to encourage every camper to participate and play his or her instrument when the appropriate letter is sung.

- 5) Have the campers play by sight only, with no singing, but by letter identification only!

Level 1: With no music playing, point to each letter on the board (which should be lower case). Make sure NOT to point in alphabetical order, this should be random so kids do not expect when their turn will be. As you point to each lower case letter, **b, f, h, c, a, r, o, t**, the campers with the matching instrument should say the name of the letter and play their instrument. Jump from letter to letter with increasing speed to make the game more challenging.

Level 2: Have campers practice matching upper and lower case letters by having the Alpha Band play by sight only. With no music playing, point to each letter on the board (which should be upper case). Make sure NOT to point in alphabetical order, this should be random so kids do not expect when their turn will be. As you point to each upper case letter, **B, F, H, C, A, R, O, T**, the campers with the matching lower case letters on their instruments should say the name of the letter and play their instruments. Jump from letter to letter with increasing speed to make the game more challenging.

- 6) Have the campers switch instruments with their neighbors so kids have the opportunity to play with different letters. Do this three or four times.

TRANSITION INSTRUCTIONS

Transition into the next activity; where the class will have to be split into three groups. Split the class into three groups by asking all of the campers with the letter b in their names to sit to your right, all of the campers with the letter f in their names to sit in the middle and all of the campers with the letter h in their name to sit on your left. Continue splitting up the class by placing the campers with the letters c, a, r, o, and t in their names into one of the three groups. Continue until all campers have been called and there are three even groups.