

8:40-9:05 SUPER WHY & “Hansel and Gretel: A Healthy Adventure” VIEWING

GOALS: WHAT CAMPERS WILL LEARN

- To familiarize campers with the SUPER WHY Series
- To talk about the show and be sure that comprehension is attained.

WHAT YOU NEED

- Computer with internet connection
- Hansel and Gretel: A Healthy Adventure episode
- INSTRUCTOR’S ACTIVITY INSTRUCTIONS & SCRIPT

SET UP FOR ACTIVITY

- Load the episode page from the website in advance.
- Arrange campers in a semi-circle so that each has a clear view of the computer screen
- Find part in INSTRUCTOR’S ACTIVITY INSTRUCTIONS & SCRIPT that applies to this lesson

ACTIVITY INSTRUCTIONS

- 1) Instructor should provide verbal introduction to the show.

Script:

Instructor: Remember the show we watched yesterday?
What was it called?

Campers: SUPER WHY

Instructors: Who were the main characters of the show?

Campers: The SUPER READERS.

Instructors: Does anyone remember what book they jumped into?

Campers: Hansel and Gretel, A Healthy Adventure!

Instructor: Wonderrific! Let’s watch it again. Today we are going to be Wonder Red! .

- 2) Watch episode

- 3) After Viewing: Ask questions about the episode to start conversation.

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

- a. Who is your favorite Super Reader?
- b. What happened to Red while she was playing with her friends?
- c. Why did she feel so tired?
- d. Did someone else have the same problem as Red? Who?
- e. Why did the witch feel so tired?
- f. What did Red need to do to feel better?

TRANSFORM INTO SUPERHEROES

GOALS: WHAT CAMPERS WILL LEARN

- To activate campers' imaginations and make them part of the learning adventure.

WHAT YOU NEED

- Wonder Red Mask (PDF)
- Scissors
- Hole Puncher
- String
- Wonder Red's -AKE Word Family Song
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT

SET-UP FOR ACTIVITY

- Have campers stand in a circle with the instructors leading "arms in."
- Put together the masks
- Have props cut out and ready for the children to wear
- Find part in INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT that applies to this activity.

ACTIVITY INSTRUCTIONS

- 1) Follow the script below to help campers transform into "WONDER RED" just as in the SUPER WHY episode they just watched.

Script:

Instructor: Today is **WONDER RED DAY!!!** In the show Wonder Red was one of the Super Readers. Does anyone know what Wonder Red's Super Power is? (PAUSE for campers to answer question) WONDER RED with WORD POWER! Wonder Red can read words and rhyme! We are all going to be Wonder Red today...with Word Power. It's time to rhyme!

[Discuss rhymes/word families] Who can tell me, what is a rhyme? What word rhymes with tall? [Elicit many answers] What word rhymes with bat? [Elicit many answers]

Red ate a lot of unhealthy food and that made her feel very tired. Who can tell me, what do you think Red could have ate that had so much sugar in it that it made her so tired? (Probe for cake). She might have had cake too.

Cake is an -ake word (show the word family card -ake) and who can tell me, what letter is this? (Show the letter c) c! That's right! What sound the letter c make? (Probe for /c/) Right, /c/ /c/ /c/. So what word does it make if I put together c - /c/ /c/ and -ake? C...ake c...ake - cake! Cake is an ake word!

Who can tell me other words that rhyme with cake? (probe for bake, lake, rake, snake), write them down on the board as children say them). Right these are all ake words! (IF BAKE, LATE, SNAKE or LAKE were not called out, please break down the words into initial letter sound and word family and review with children as in cake above).

Let's listen to Wonder Red sing about some -ake words! **[PLAY SONG]**

Okay, Super Readers let's TRANSFORM and change into WONDER RED. Ready? Ready!

- 2) Teacher and assistant help campers put on masks.
Script continues:
Instructor: "Everyone stand up and put your arm in...Put *your arm in!* (Everyone should be standing in a circle with their arm in.) *Wonder Red...to the Rescue!*" (Everyone raises their arm in unison, as in the episode)
- 3) Make sure to collect the props. These will need to be saved for Day 5 when the campers will choose who they want to transform into.

