

## **9:05-9:15 WONDER RED RHYME N' ROLL COMPUTER GAME**

### **GOALS: WHAT CAMPERS WILL LEARN**

- To use technology to enhance learning and reinforce word family and decoding skills

### **WHAT YOU NEED**

- Computer set to Wonder Red Rhyme N' Roll game on <http://pbskids.org/superwhy>. This game should be loaded before the day begins
- Mouse
- List of campers to track who has used the computer throughout the day
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT

### **SET-UP FOR ACTIVITY**

- Make sure the computer is placed on a table or chair that is high enough for the children to all see the screen
- Have campers sit in a circle around the computer
- Have computer set up to the Wonder Red Rhyme N' Roll game – medium level for lower case letters.
- To load, go to <http://pbskids.org/superwhy>. Click on Games on the Left side of the screen. Scroll through the games and click on Wonder Red Rhyme N' Roll
- Find part in INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT that applies to this activity.

### **ACTIVITY INSTRUCTIONS**

Demonstrate computer game: Have children sit around the computer so that they can see and interact with the computer as they do with the television screen. If possible, move the computer screen up high enough for all children to see.

Instructor:

Today you are also going to be able to take turns playing a Wonder Red computer game! We are going to play it here, right now, together. Then throughout our camp day when I tell you, you will be allowed to go to the computer and play this game in small groups.

**Demonstrate the Game** This is the Wonder Red Rhyme N' Roll. Let's listen and Wonder Red will tell us what to do (Listen to

the Game Intro). Oh, we need to help Wonder Red skate through the woods and get to Grandma's house! OK, does everyone know how to play? What do we have to do? Wonder Red is going to say a word family. Listen to the word and then skate to all of the words that rhyme with it! OK, Wonder Red is asking us to find words that rhyme with (FILL IN WORD FAMILY). Does (FILL IN WORD) rhyme with (FILL IN WORD FAMILY)? Great!

**Class participation** Everyone will get a turn to come up and use the mouse to move Wonder Red to a rhyming word. But everyone should play along every time. I will call on one of you. You come up and together with the class choose the word that rhymes with the word family Wonder Red has to follow. When Wonder Red is telling us which word family we need everyone has to listen or else we won't know which rhyming words she needs.

Call on campers one by one to take a turn using the mouse to pick the correct word until everyone has had a chance to play. Make sure that everyone gets a turn to use the mouse. The camper with the mouse should encourage the other campers to help them by calling out where the letter is.

After the game is played and before moving on to the next activity, explain the rules for playing during the day, including:

Only play this Wonder Red Rhyme N' Roll 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. There will be a computer game everyday and everyone will have a chance to play. If you haven't had a chance and you want to, be sure to tell me and we will make sure you get a turn.

Throughout the day, allow children who are waiting for the next activity or waiting to be assessed to go play the computer game in groups of 2-3 campers. **DO NOT** allow campers to play on the computer instead of participating in the activities provided in the curriculum.

#### **TRANSITION INSTRUCTIONS:**

To transition into the next activity, call each camper and ask them to say an -ake word. Probe them by asking them to think of something that rhymes with cake. Then they can sit at their table. Continue until all of the

children are seated.