

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 and your campers' previous experience with SUPER WHY Reading Camps.

Also note that the online Princess Presto Create Your Own Hero 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 day's activities, and provided with a review of the camp rules and the content learned on Day 1 & 2.

8:40-9:05 SUPER WHY & HANSEL AND GRETEL: A HEALTHY ADVENTURE 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
Campers participate in playing the online Princess Presto Create Your Own Hero game as a whole class

9:15 – 9:45 THE PUZZLING CARROT BOOKMARK CRAFT
Campers will create a carrot bookmark by identifying letter sounds and putting together the letters to form the word carrot. They will decorate the carrot with other words that start with each letter.

9:45 -10:05 SNACK

10:00 -10:30 PIN THE PRINCESS ON THE LETTER
Each camper will close their eyes and hear a letter sound. When they open their eyes, they must find the letter that

matches the given sound on the letter poster and pin the princess on that letter!

10:30–11:00 PRINCESS PING PONG PITCH AND FINDING SUPER LETTERS

Campers will pick a ping pong ball with a letter written on it. In order to reinforce the letter sounds, the child will say what sound the letter makes and then will throw it into the container that is labeled with the picture beginning with the same sound/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 **carrot** by watching a Princess Presto clip then identifying the card printed with the sound the instructor makes and by learning the letter sounds in "carrot".

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. (If using assessments) They will learn and sing the HIP HIP HOORAY song to celebrate what they have learned that day.