

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

Also note that the online Super Why's Reading Power Bingo 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 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 Super Whys to activate their imaginations and get ready to play vocabulary and comprehension activities.
- 9:05-9:15 CLASS COMPUTER TIME**
Campers participate in playing the online Super Why's Reading Power Bingo game as a whole class.
- 9:15-9:45 HEALTHY HOUSE**
Campers will create a house for the witch by changing the sentence, "The Witch lived in a house made of cookies and candy" Then they will illustrate this change to reinforce the power of words in a sentence.
- 9:45-10:00 SNACK**
- 10:00-10:30 "BE" HEALTHY**
Campers come up to the front of the class one by one and are given a secret word from the Super Why Game to

pretend to be. The student gives hints about what word they are pretending to be and the other campers have to figure out the secret word. The class then has to figure out which word makes sense to fill in a sentence.

10:30-11:00 MUSICAL CHAIRS AND FINDING SUPER LETTERS

Campers play the traditional game of musical chairs to Super Why music. The chairs have sentence words from the show on them and when each camper finds a seat, they will have to read the word on the chair on which they sit. When they sit on a seat without a word on it, the child fills in the word to make a new sentence!

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 THE WITCH LIVED IN A HOUSE MADE OF COOKIES AND CANDIES 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 (If using assessments) and learn and sing the HIP HIP HOORAY song to celebrate what they have learned that day