

9:15-9:45

HEALTHY HOUSE CRAFT ACTIVITY

GOAL: WHAT CAMPERS WILL LEARN

- To understand that changing words in a sentence can change the meaning of a sentence
- To practice how to read with fluency and comprehension
- To understand the difference between healthy foods and unhealthy foods

WHAT YOU NEED

- Crayons or Markers
- Bowls of glue
- Popsicle sticks for glue application
- Pictures of healthy foods, fruits and vegetables, grains, chicken, fish, turkey, milk... cut out from supermarket flyers
- Black line picture (provided as PDF) of the witch's cookie and candy house. Under the house is the sentence, The witch lived in a house made of cookies and candy.
- Crayons and or markers
- File folder labels that say fruits and vegetables. (Level 1)
- Blank file folder labels. (Levels 2 and 3)
- Why Writers (PDF)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT

SET-UP FOR ACTIVITY

- Seat the campers at the table and instruct them not to touch the supplies yet
- Put out community glue and crayons and or markers on each table
- Put out "fruits and vegetables" labels on each table in Level 1, blank in 2 and 3
- Put out an ample amount of cut out fruits and vegetables on each table
- Give each student the worksheet with the candy house and sentence
- Cut out and distribute a Why Writer for each student
- Find part in INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT that applies to this activity

ACTIVITY INSTRUCTIONS

1) SKILL LEVEL OPTIONS:

Level 1: After reading the sentence "The witch lived in a house made of cookies and candy," tell the campers that the witch isn't feeling well, what foods can make her feel better? Then ask the campers to tell you which words on the table are healthy foods. Have the campers zap the words "fruits and vegetables" on top of "cookies and candy." Have the class read the new sentence together. Have each camper then cover up the cookie and candy house with healthy fruits and vegetables. They might also want to draw some fruits and vegetables as well as color in the page. Talk to each camper about what fruits and vegetables are on the witch's house now and what makes them healthy!

Level 2: After reading the sentence "The witch lived in a house made of cookies and candy," tell the campers that the witch isn't feeling well, what foods can make her feel better? Then have the campers zap the blank file sticker on top of "cookies and candy." Discuss with the class that we want Witch to have a healthy house now and brainstorm ideas for different types of healthy food to replace the cake and cookies with. Check in with campers one at a time. Have each camper decide what his or her witch's house will be made of and write those words on the blank file sticker for them. Help the child read the new sentence aloud to you and then cover up the cookie and candy house with the healthy foods they chose to write in the sentence. If there are no cutouts of the food available, have the camper draw it over the cookies and candy. Talk to each camper about what foods are now on the witch's house now and what makes them healthy!

Level 3: After reading the sentence "The witch lived in a house made of cookies and candy," tell the campers that the witch isn't feeling well, what foods can make her feel better? Then the campers zap the blank file sticker on top of "cookies and candy." Discuss with the class that we want Witch to have a healthy house now and brainstorm ideas for different types of healthy food to replace the candy and cookies with. Check in with campers one at a time. Have each camper decide what his or her witch's house will be made of and write those words on the blank file sticker themselves. Have the child read the new sentence aloud to you and then cover up the cookie and cake house with the healthy foods they chose to write in the sentence. If there are no cutouts of

the food available, have the camper draw it over the cookies and candy. Talk to each camper about what foods are now on the witch's house now and what makes them healthy!

2) DEMONSTRATE:

Script

Instructor: OK Super Whys! What does Super Why have the power to do?

Campers: He has the Power to Read!

Instructor: How does he save the day?

Campers: He can change the words in a sentence/story!

Instructor: Right on Super Readers! Lets all use our Power to Read to change this story and save the day!

[Find the picture with the Witch's cookie/candy UNHEALTHY house. Begin with your finger on the first word in the sentence (The).] Now let's all read this sentence one word at a time.

Read with me!

THE WITCH LIVED IN A HOUSE MADE OF COOKIES AND CANDY.

Point to each word as you are reading the sentence and encourage everyone to read along.

Level 1: Script:

Instructor: But that's what is making the witch feel sick! What words do we need to change to make her feel better?

Campers: Cookies and Candy!

Instructor: Now what does Super Why use to zap the words into a sentence?

Campers: A Why Writer.

Instructor: Right on! Everyone is going to pick up the Why Writer that is in front of you and the label that says FRUITS AND VEGETABLES. Peel off the back of the sticker and Zzzzap it over the words Cookies and Candy like this. (place the sticker over the words cookies and candy.)

Okay now it's your turn.

(When all students are done reread the sentence in the same method you read it the first time.)

Instructor: Will fruits and vegetables make the witch feel better? Yes! We need to change the picture to a house made of fruits and vegetables, just like the sentence says!.

Does everyone see all the pictures of fruit and vegetables in front of you? Like these? (Show the class a picture of a fruit or

vegetable.) This is a yummy [INSERT NAME OF FOOD] it is a very healthy fruit/vegetable. I am going to cover this cookie with this [INSERT NAME OF FOOD] so that the witch has a healthy house! Now everyone, cover all the cookies and candy on the Witches house with these and make her a HEALTHY house.

Raise your hand when you are done so you can tell me all about the witch's new Healthy House!

Level 2: Script:

Instructor: But that's what is making the witch feel sick! What words do we need to change to make her feel better?

Campers: Cookies and Candy!

Instructor: Now what does Super Why use to zap the words into a sentence?

Campers: A Why Writer.

Instructor: Right on! Everyone is going to pick up the Why Writer that is in front of you and the label that is blank. Peel off the back of the sticker and Zzzzap it over the words Cookies and Candy like this. (place the sticker over the words cookies and candy.) Now I want the sentence to say that witch's house is made of something that will make the witch feel good! What new words will make sense in the sentence? (Brainstorm healthy food ideas with the class, write the words on the board)

Oh, I know, I want my witch's house to be made of brown rice and carrots! So I am going to write "brown rice and carrots" onto my blank sticker. Now let's read my new sentence.

(When all students are done reread the sentence in the same method you read it the first time.)

Instructor: OK, now I am going to cover this cookie with this picture of a carrot and draw over this piece of candy with some brown rice so that the witch has a healthy house!

Instructor: OK now it's your turn, everyone zap the blank sticker onto the words cookies and cake. "Why writer zap!" Now everyone think of what healthy foods your witch's house is going to be made of. When I come to your table, tell me and I will write it in your sentence for you. In the meantime, cover up the cookies and candy with the healthy foods you are going to put into the sentence! They might be in the cut up pictures of fruit and vegetables in front of you or you can draw them yourselves.

Level 3: Script:

Instructor: But that's what is making the witch feel sick! What words do we need to change to make her feel better?

Campers: Cookies and Candy!

Instructor: Now what does Super Why use to zap the words into a sentence?

Campers: A Why Writer.

Instructor: Right on! Everyone is going to pick up the Why Writer that is in front of you and the label that is blank. Peel off the back of the sticker and Zzzzap it over the words Cookies and Candy like this. (place the sticker over the words cookies and candy.)

Now what words can I use in the sentence so the witch will feel good? I want my witch's house to be made of something healthy, not cookies and cake! What are some healthy foods that she can have a house made of? (Brainstorm ideas with the class, write the words on the board)

Oh, I know, I want my witch's house to be made of brown rice and carrots! So I am going to write "brown rice and carrots" onto my blank sticker. Now let's read my new sentence.

(When all students are done reread the sentence in the same method you read it the first time.)

Instructor: OK, now I am going to cover this cookie with this picture of a carrot and draw over this piece of candy with some brown rice so that the witch has a healthy house!

Instructor: OK now it's your turn, everyone zap the blank sticker onto the words cookies and cake. "Why writer zap!" Now everyone think of what healthy foods your witch's house is going to be made of and write it in the blank in your sentence. Then, cover up the cookies and candy with the healthy foods you are going to put into the sentence! They might be in the cut-up pictures of fruit and vegetables in front of you or you can draw them yourselves.

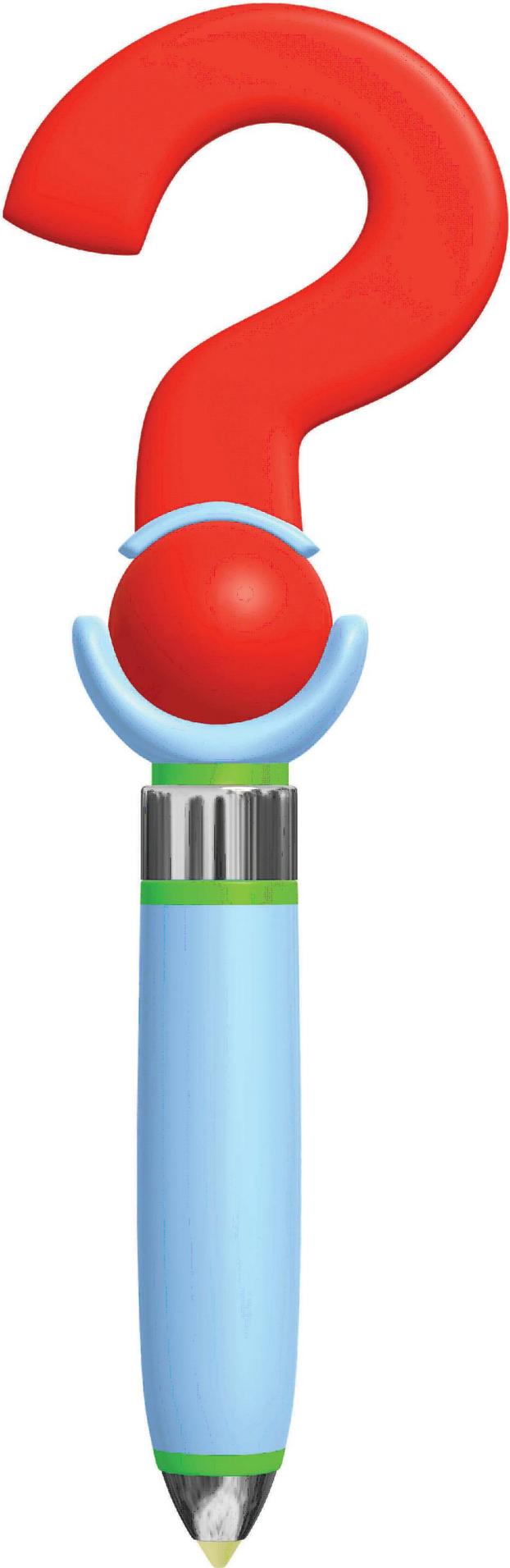
If you need help, raise your hand. And raise your hand when you are done so you can tell me all about the witch's new Healthy House!

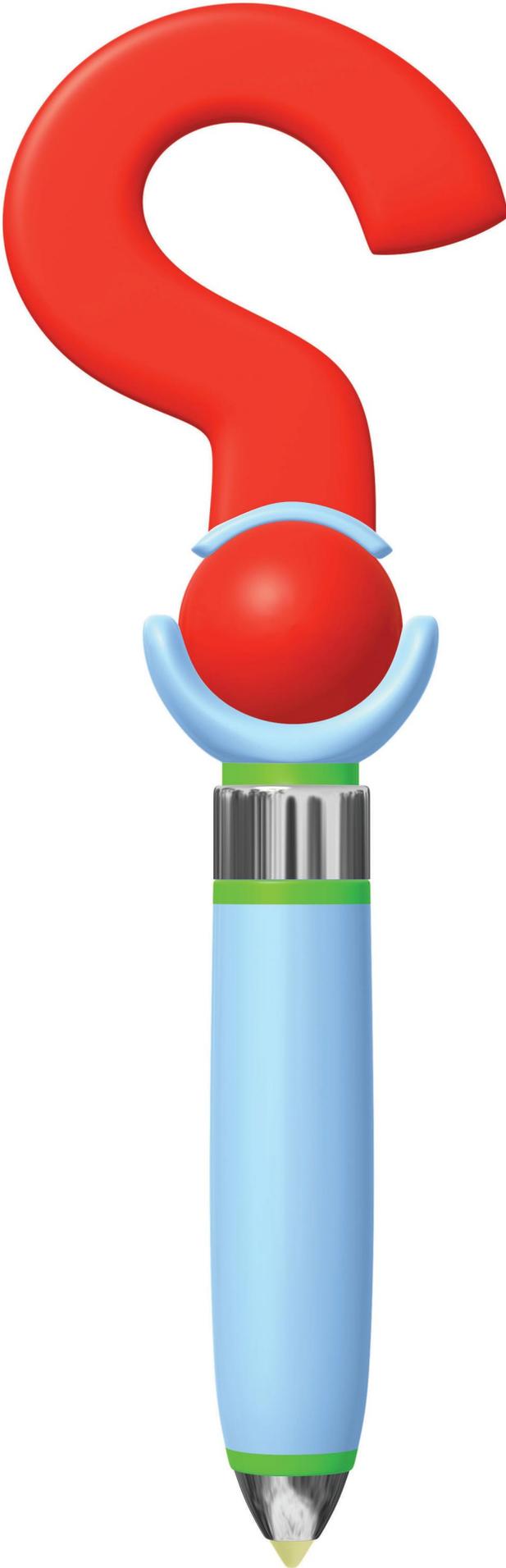
COMPUTER GAME

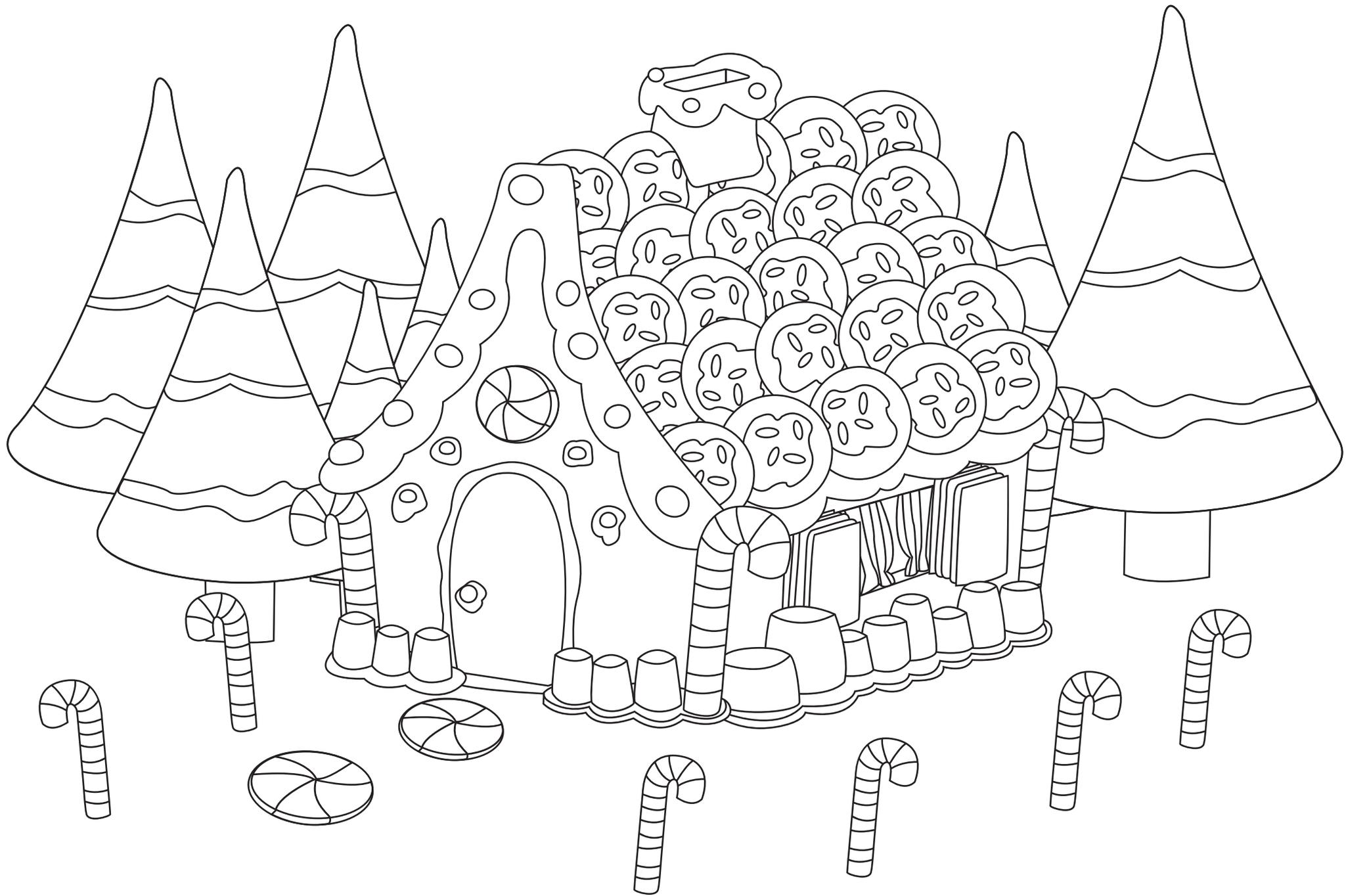
If students finish the activity early, send 2-3 children at a time to use the Super Why computer game. Make sure campers restart the game to start from the beginning each time. Check off their names from the list of children so that as many children as possible get to use the computer game today.

If necessary, remind children of the rules; Only play Super Why's Reading Power Bingo 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.

DO NOT allow campers to play on the computer instead of participating in the activities provided in the curriculum.







The witch lived in a house made of cookies and candy.