

11:40-12:00 WRAP UP, COMPUTER GAME, COLORING ACTIVITY AND ASSESSMENT

GOALS: WHAT CAMPERS WILL LEARN

- To review what was learned through out the camp day.
- To understand that the words in a sentence and where they are placed changes the meaning of a sentence.
- To learn to sing the concluding song **HIP HIP HOORAY**

WHAT YOU NEED

- Coloring Sheets
- HIP HIP HOORAY song
- Assessment tool (If using assessments)
- Computer set to Super Why's Reading Power Bingo Game
- Take-home work

SET-UP FOR ACTIVITY

- Have tables set up with coloring sheets and crayons
- Have assessment tool ready to go (If using assessments)
- Have computer set to Super Why's Reading Power Bingo
- Have take-home sheets ready to go

ACTIVITY INSTRUCTIONS

1) Instructors will review with the campers how changing words in a sentence changes the meaning of the sentence. Each camper is assessed by instructor on their ability to read words in a sentence and change some of those words to make the sentence make sense. (If using assessments)

2) COMPUTER GAME

While students are being assessed, 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 next to the computer so that as many children as possible get to use the computer game today.

If necessary, remind children of the rules; [only play this Super Why's Reading Power Bingo game \(Do not click on any other games\), Play together, Take turns, Play until I call you.](#)

3) The remainder of the campers are given a coloring activity to keep

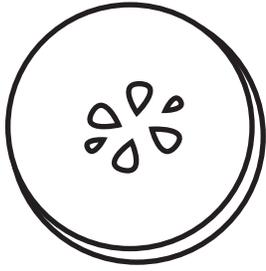
them busy as each camper is assessed. Make sure to have each camper write his or her name and collect the pages at the end of the day to include in the Healthy Foods book the kids will put together on Day 5.

- 4) Campers will learn to sing the concluding HIP HIP HOORAY song
- 5) Clean up: Remove masks and save for Day 5, collect nametags
- 6) Campers are told that the next day will be **SUPER YOU DAY** during which everyone will show their guests what they have learned. Tell campers that they will play and lead their favorite activities from the week. Remind campers to bring a guest.
- 7) Campers are given "Take Home" activities.

A. SUPER WHY'S FILL IN THE SENTENCE

B. SUPER WHY'S SUPER HEALTHY SNACKS

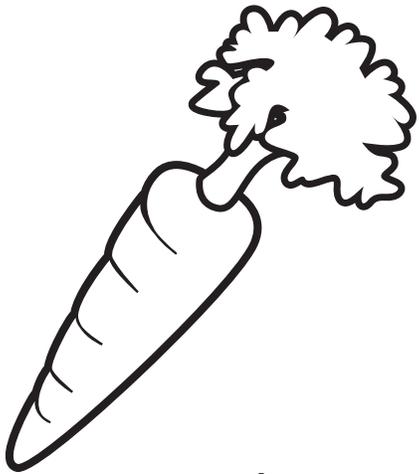
- 8) Campers are sent home with their Healthy House craft



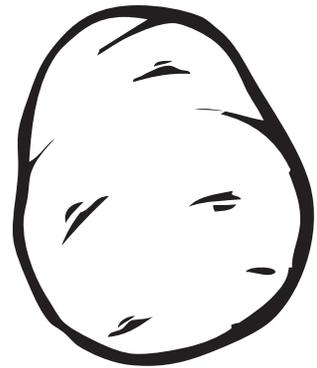
cucumber



broccoli



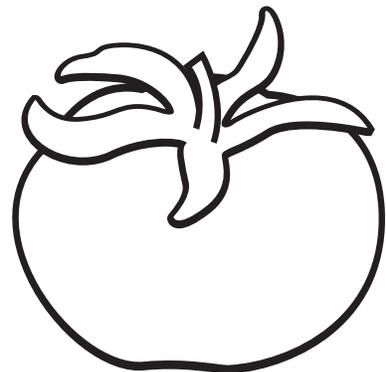
carrot



potato



asparagus



tomato