

**READING**



**CAMPS**

**Hansel and Gretel; A  
Healthy Adventure  
Syllabi**

## **READING CAMP DAY 1**

### **Alpha Pig—Alphabet 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 Lickety Letter Bingo 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**

Campers are introduced to each other, to the teacher, to the day's and week's activities and to the camp rules to make the campers feel comfortable.

**8:40-9:05 SUPER WHY! & HANSEL AND GRETEL: A HEALTHY ADVENTURE VIEWING**

Campers watch a full episode to familiarize themselves with the series and the literacy skills it teaches. They transform into Alpha Pigs to activate their imaginations and get ready to play alphabet activities.

**9:05-9:15 CLASS COMPUTER TIME**

Campers participate in playing the online Lickety Letter Bingo game as a whole class. (WHOLE CLASS PARTICIPATES IN GAME).

**9:15-9:45 HEALTHY LETTER GARDEN CRAFT ACTIVITY**

Campers practice letter identification skills by identifying the first letters of different healthy foods. Campers then create healthy letter gardens in their egg crates to take home.

**9:45-10:00 SNACK**

**10:00-10:30 ALPHA PIG ALPHA BAND**

Campers will have a musical letter adventure where they practice their letter identifications and listening skills. Each child will get an instrument with a letter on it. The class will then form an Alpha-Band,

playing along with the Alphabet Song when their letter is sung.

**10:30-11:00 ALPHA PIG ROAD AND FINDING SUPER LETTERS**

Campers will travel down the Alpha Pig Road to the witch's house. In order to move ahead, they will have to identify one of the letter's from the episode on each stop they make on their journey.

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 and sing the signature Alpha Pig ABC song and view and play the Alpha Pig game to reinforce identification of and discrimination between the letters learned, **b,f,h** (c, a, r, o, t if time permits)

**11:45-12:00 WRAP UP, COMPUTER GAME, COLORING ACTIVITY, AND ASSESSMENT (IF USING ASSESSMENTS)**

If using assessments, campers will review and are assessed on identification of the letters b, f, h, (and if time and skill permits, c, a, r, o, t). The campers will be given a coloring activity to work on while the other classmates are being assessed and sing the HIP HIP HOORAY song to celebrate what they have learned that day.

## READING CAMP DAY 2

### Wonder Red—Word 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 Wonder Red Rhyme and Roll 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 DAY'S 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.
- 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 Wonder Reds to activate their imaginations and get ready to play rhyming/decoding activities.
- 9:05-9:15 CLASS COMPUTER TIME**  
Campers participate in playing the online Wonder Red Rhyme and Roll game as a whole class. With the whole class helping and calling out, each camper gets a turn playing Wonder Red Rhyme and Roll
- 9:15-9:45 BAKE A FAKE CAKE CRAFT**  
Campers create and -ake cake using paper candles with -ake word family words on them. Campers reinforce the -ake word family by drawing in pictures of the -ake words on each candle.
- 9:45-10:00 SNACK**

**10:00-10:30 PASS THE PEPPER**

Campers will pass around a pepper to the Wonder Red "Word Power" Song. When the music stops they must read an -ake family word.

**10:30-11:00 ALL ACROSS THE -AKE LAKE AND FINDING SUPER LETTERS**

Using a jump rope to represent an -ake lake, campers have to throw in -ake word family words to stop the waves so they can walk over or under the lake and through the woods to the witch's house. Following the activity, children will search the room for Super Letters and discuss the Super Story Answers.

**11:00 -11:20 FREE PLAY OUTSIDE****11:20-11:40 EXTENDED LEARNING**

Campers will sing the signature Wonder Red Rhyming Song and play the Wonder Read game to learn to read/decode (sound out) -AKE family words.

**11:40-12:00 WRAP UP, COMPUTER GAME, COLORING ACTIVITY, AND ASSESSMENT (IF USING ASSESSMENTS)**

Campers review and are assessed on ability to sound out -AKE words (if using assessments) and learn and sing the HIP HIP HOORAY song to celebrate what they have learned that day.

## 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.

## 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

## READING CAMP DAY 5

### Super You 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 Storybook Creator 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.

- 8:30-8:45 INTRODUCTION AND WELCOME CAMPERS' SPECIAL GUESTS**  
Campers welcome their guests and prepare to model the literacy activities that they have learned throughout the week. The teacher tells everyone the days' activities and guests are encouraged to participate in the activities with the campers.
- 8:45-9:25 SUPER WHY & HANSEL AND GRETEL: A HEALTHY ADVENTURE DISCUSSION**  
Campers and their guests watch the same full episode of SUPER WHY to familiarize the guests with the series and for the campers to demonstrate mastery of the SUPER WHY series and the literacy skills it teaches. Campers and their guests transform into the Super Readers to activate their imaginations, talk about finding Super Letters and get ready to play alphabet, rhyming/decoding, spelling/encoding, and vocabulary and comprehension activities.
- 9:25-9:35 CLASS COMPUTER TIME**  
Campers participate in playing the online Super Why Storybook Creator game as a whole class. With the whole class helping and calling out, campers take turns picking new words to create their own version of the Three Little Pigs story.
- 9:35-10:05 LITERACY GAME CHOICE #1**  
Campers show their guests how they play one of their favorite games from the week. Teacher will choose which game to repeat based on favorites of the week.
- 10:05-10:25 SNACK – CELEBRATION**

**10:25-10:55 LITERACY GAME CHOICE #2**

Campers show their guests how they play one of their favorite games from the week. Teacher will choose which game to repeat based on favorites of the week.

**10:55-11:25 MY HEALTHY FOOD BOOK CRAFT AND FINDING SUPER LETTERS**

Campers and their guests decorate covers for the Healthy Food Book they have been working on all week, including a spot for the picture that each camper will get with the SUPER WHY character. Campers and their guests work together to put together the finished book while demonstrating their creativity and literacy skills. Following the activity, children will search the room for Super Letters and discuss the Super Story Answer.

**11:25-12:00 SUPER READERS SNAPSHOT AND COMPUTER TIME**

Campers and their guests take a picture with a SUPER WHY character, sing the Alphabet Song, the Hip Hip Hooray Song and are given SUPER WHY certificates to celebrate what they have learned in Reading Camp!