

# 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.

Also note that the online Alpha Pig's Amazing Alphabet Matchup 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 instructor, to the days' and week's activities and to the camp rules to make the campers feel comfortable.

### **8:40-9:05 SUPER WHY & AROUND THE WORLD 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 Alpha Pig's Amazing Alphabet Matchup game as a whole class. With the whole class helping and calling out, each camper gets a turn picking two cards. In this Memory-style game, the kids need to make matches with a letter card and a card that has a word that starts with the same letter. Kids help each other remember where the cards are on the board!

### **9:15-9:45 NAME NECKLACES**

Campers will learn to identify the letters in their names as they create and personalize their very own bead necklaces. Campers will have this necklace to wear home as a keepsake and a way to remember the letters in their names.

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

### **10:00-10:30 QUICKITY – LICKITY LETTERS**

Campers learn to identify and discriminate between letters using sensory exploration. Campers will make homemade quicksand (oobleck) and experience tactile sensations as they search for and identify the letters r, o, p, e, s, u, n, and m which will all be hidden in the quicksand.

**10:30-11:00 ALPHA – POKEY AND FINDING SUPER LETTERS**

Campers turn a classic song into a letter learning, movement activity. Campers will create alphabet sticks for letters r, o, p, e, m, a, s, u, and n to use in the Alpha – Pokey song. During this song campers will practice letter identification and discrimination skills. 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 & sing the signature Alpha Pig ABC song and view and play the Alpha Pig game to reinforce identification of and discrimination between the letters r, o, p, e, m, a, s, u, n.

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

Review the lessons of the day with the campers. If using assessments, campers are assessed on identification of the letters r, o, p, e, m, a, s, u, n and learn to sing the HIP HIP HOORAY song to celebrate what they have learned that day. Children also begin creating their final project. Today they will color and cut out continent Australia.