

9:05-9:15 ALPHA PIG'S AMAZING ALPHABET MATCHUP COMPUTER GAME

GOALS: WHAT CAMPERS WILL LEARN

- To use technology to enhance learning and reinforce letter identification

WHAT YOU NEED

- Computer set to Alpha Pig's Amazing Alphabet Matchup game on <http://pbskids.org/superwhy>. This game should be loaded before the day begins
- Mouse
- List of campers to track who has used the computer throughout the day
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT

SET-UP FOR ACTIVITY

- Make sure the computer is placed on a table or chair that is high enough for the children to all see the screen
- Have campers sit in a circle around the computer
- Have computer set up to the Alpha Pig's Amazing Alphabet Matchup game
 - To load, go to <http://pbskids.org/superwhy>. Click on **Games** on the Left side of the screen. Scroll through the games and click on Alpha Pig's Amazing Alphabet Matchup.
- Find part in INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT that applies to this activity.

ACTIVITY INSTRUCTIONS

Demonstrate computer game: Have children sit around the computer so that they can see and interact with the computer as they do with the television screen. Note: If possible, move the computer screen up high enough for all children to see.

Instructor:

Today you are also going to be able to take turns playing an Alpha Pig computer game! We are going to play it here, right now, together. Then throughout our camp day when I tell you, you will be allowed to go to the computer and play this game in small groups.

Demonstrate the Game This is the Alpha Pig's Amazing Alphabet Matchup. Let's listen and Alpha Pig will tell us what

to do (Listen to the Game Intro). It's kind of like the game Memory that you might have played before. We have to pick two cards. To get a match, we need two cards, the first will have a letter on it, and the second will have a word on it, we need to see if the word starts with the same letter that is on the card to see if we have a match! (PICK TWO CARDS TO SEE IF THEY ARE A MATCH)

Class participation Everyone will get a turn to come up and use the mouse to click on two cards. But everyone should play along every time. I will call on one of you. You come up and together with the class choose two cards. Everyone will look at the cards and say if they are a match, if the word on the word card starts with the same letter that is on the other card.

Call on campers one by one to take a turn using the mouse to two cards until everyone has had a chance to play. Make sure that everyone gets a turn to use the mouse. The camper with the mouse should encourage the other campers to help them by saying if they remember where the matching word or letter card is on the board.

After the game is played and before moving on to the next activity, explain the rules for playing during the day, including:

Only play this Alpha Pig's Amazing Alphabet Matchup (Do not click on any other games), Play together, Take turns, Play until I call you and it is time for the next activity. There will be a computer game every day and everyone will have a chance to play. If you haven't had a chance and you want to, be sure to tell me and we will make sure you get a turn.

Throughout the day, allow children who are waiting for the next activity or waiting to be assessed to go play the computer game in groups of 2-3 campers. **DO NOT** allow campers to play on the computer instead of participating in the activities provided in the curriculum.

TRANSITION INSTRUCTIONS:

To transition into the next activity, hold up a letter from the episode (r, o, p, e, s, u, n, m, a). Ask each child to name a letter and go sit at their table.