

## **READING CAMP DAY 2**

### **Wonder Red—Words 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 Wonder Red Rhyme Time 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 AND REVIEW OF PREVIOUS DAY'S MATERIAL**  
Campers are re-introduced to each other and to the instructor, 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 & AROUND THE WORLD 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 Time Bingo game as a whole class. With the whole class helping and calling out, each camper gets a turn choosing a word that rhymes with the word Wonder Red says. When they rhyme all of the words on the board, a special picture will be revealed!
- 9:15-9:45 FUN WITH MR. SUN**  
Each camper will create a sun-man and learn to recognize -un words as they play with their suns. Campers will learn to read -un words as they express themselves creatively. Campers will practice rhyming using -un words.
- 9:45-10:00 SNACK**

**10:00-10:30 WORD FRIENDS THEATER**

Campers learn about word families. They learn how to use onsets and rimes to create words. They work together to become “-un” friends” and then put on an -un word performance for their peers.

**10:30-11:00 WONDER RED’S WONDERIFFIC -UN RUN AND FINDING SUPER LETTERS**

Red transforms the game “Duck-Duck Goose” into a rhyming fun run where campers get to practice reading - un words. Following the activity, campers 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 Wonder Red Rhyming Song and view & play the Wonder Red game to learn to read/decode (sound out) -un family words.

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

Campers review and are assessed on ability to sound out -un words and learn and sing the HIP HIP HOORAY song to celebrate what they have learned that day. Today campers will also color one more continent for their final projects, Antarctica.