

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.

Also note that the online Super Why Right On Reader 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 AND REVIEW OF PREVIOUS DAYS' MATERIAL

Campers are re-introduced to each other and to the instructor, introduced to the day's 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 & AROUND THE WORLD ADVENTURE EPISODE 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 Right On Reader Matchup game as a whole class. With the whole class helping and calling out, each camper gets a turn picking two cards to try to find matching synonyms.

9:15-9:45 POSTCARDS

Campers practice reading and writing skills they learn about continents and climates. Campers learn how to use words to complete sentences as they create their own postcards. Campers use words and illustrations to express themselves creatively.

9:45-10:00 SNACK

10:00-10:30 WOOFSTER WORDS

Campers work on their word power by creating take-home, picture dictionaries. They will learn new vocabulary and will have to match words with pictures. Campers will also use alphabet knowledge to find letters in words.

10:30-11:00 SUPER WHY'S POWERFUL PROPS

Campers try reading a short story about the episode but there are too many words missing. They have to choose a prop from Super Why's Mystery Box and find its corresponding label from a group of words, and then they have to use their reading power and context clues to figure out which blank space the word goes in. Finally, the campers try to act out the sentence to show the effects different words have on the meaning of a sentence.

11:00-11:20 FREE PLAY OUTSIDE

11:20-11:40 EXTENDED LEARNING

Campers View & Play the clip of SUPER WHY changing the sentence WIGGLESBOTTOM HAS A PICTURE OF SOPHIE to WIGGLESBOTTOM HAS A PICTURE OF THE WORLD 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

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 and learn and sing the HIP HIP HOORAY song to celebrate what they have learned that day. Campers will work on completing their final project. Today they will color in Africa and a coloring page of animals from around the world.