

10:00-10:30 LETTER ID BINGO GAME

GOALS: WHAT CAMPERS WILL LEARN

- To reinforce letter identification
- To be able to visually discriminate between letters

WHAT YOU NEED

- Computer generated BINGO cards
- SUPER WHY chip place markers
- Letter cards (can be pre-printed or written by instructor on index cards) that act as "bingo balls"
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT

SET-UP FOR ACTIVITY

- Distribute BINGO cards to campers
- Give each child a pile of 'chips'
- Sit campers in a semi-circle around instructor
- Find part in INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT that applies to this activity

ACTIVITY INSTRUCTIONS

- 1) Call out bingo letters. Put particular emphasis on the letter identification of W, O, L and F when they are picked.

Try to get as many campers to identify letters as possible and check each of their work.

SKILL LEVEL OPTIONS

Level 1: Teacher pulls the letter and calls out the name.

Level 2: Teacher pulls the letter and asks the students to label the letter.

Level 3: Each student takes turns pulling letters and labeling the letters.

2) DEMONSTRATE

Display the activity with the assistant teacher at the front of the room. Call out letters and show the campers how to mark the board.

Instructor: Here is how to play. I am going to call out a letter. After I call it out look at your bingo card. If the letter that I called is on your bingo card, put a "SUPER WHY chip" on that letter, cover it up. Like this... (PICK A LETTER AND SAY THE NAME OF THAT LETTER. THEN HOLD UP A BINGO CARD. SEARCH THE BINGO CARD FOR THE LETTER THAT YOU CALLED OUT. IF IT IS THERE COVER IT WITH A 'CHIP'. IF IT IS NOT THERE KEEP PICKING A LETTER UNTIL YOU FIND ONE THAT IS ON YOUR BINGO CARD. AND COVER IT WITH A 'CHIP'.) Then explain, that when a camper gets a line of three SUPER WHY chips, yell bingo! (Alternate with the options below; full board, diagonals, four corners depending on skill level and time)

- 3) The assistant teacher can be walking around and checking that each camper is covering letters that they have on their bingo cards and/or not covering letters that have not been called.
- 4) Campers look at their Bingo cards and mark the letter that was called. If the student gets a straight or diagonal line they shout out BINGO. This game can be varied to maintain campers' interest in the following ways:
 - a. Campers can switch cards with each other
 - b. Different configurations could be used to win BINGO: an X, cover the full card, all around the outside, four corners
- 5) During the thirty minutes, play as many times as holds their interest or they show mastery of labeling and finding the letters being called. In between games, if they need a break, have them sing the ABCs.


TRANSITION INSTRUCTIONS (If campers are in a different location from where you will be playing the Letter Scavenger Hunt game):

INSTRUCTOR: WOLF starts with the letter W. What color also starts with the letter W?

CAMPERS: WHITE

INSTRUCTOR: Lickety Letters! That's right, white starts with the letter W! Everyone who is wearing something white come to the circle.

Continue with O for Orange, B for Blue, B for Black, P for Pink and so on until all the campers have been selected.

W	O	L
F	 The logo for the children's television series 'Super WHY!'. It features a blue book with the words 'Super' in green and 'WHY!' in white with a green exclamation point. The book is surrounded by three yellow orbital paths, suggesting a scientific or superhero theme.	P
I	G	T

A

B

I

P



F

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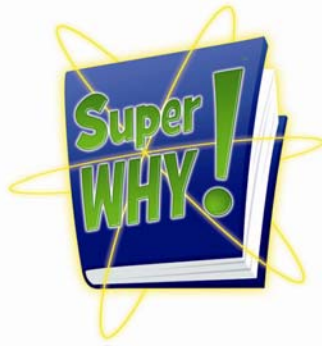
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W



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W	A	B
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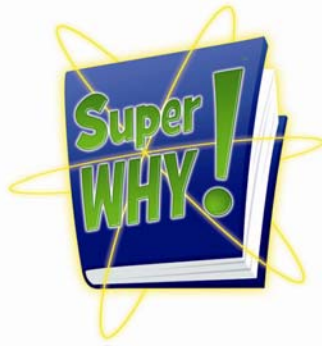
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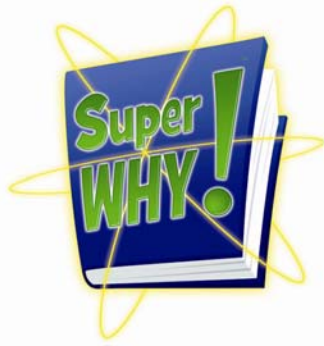
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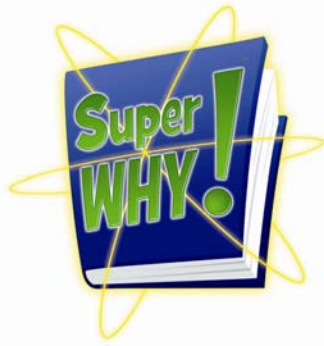
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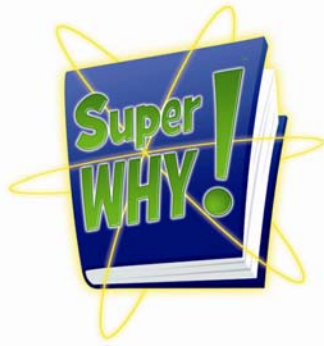
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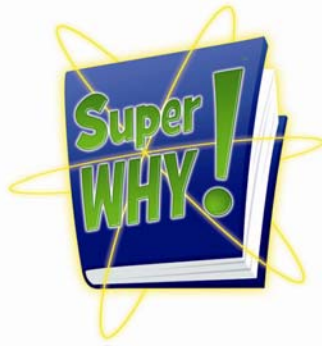
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B	 The logo for the children's television series 'Super WHY!'. It features a blue book with the words 'Super' in green and 'WHY!' in white with a green exclamation point. The book is surrounded by three yellow, glowing, elliptical orbits.	P
T	A	G

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