

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 Freeze Dance 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 teacher, 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 & THE THREE LITTLE PIGS 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 (optional)

Campers participate in playing the online Wonder Red Freeze Dance Rhyming game as a whole class. With the whole class helping and calling out, each camper gets a turn choosing a word that belongs to a certain word family to make Wonder Red dance.

9:15-9:45 TISKET A TASKET LET'S MAKE A BASKET CRAFT ACTIVITY

Campers use letters and markers to decorate wood baskets to reinforce the -ALL family and to express themselves creatively.

9:45-10:00 SNACK

10:00-10:30 WORD CHARADES GAME

Using demonstration flash cards that have both -ALL words and pictures, campers read and act out -ALL family words

while the other campers guess the –ALL word they are performing.

10:30-11:00 FREEZE DANCE RHYMING GAME AND FINDING SUPER LETTERS

Campers use auditory discrimination to decipher between –ALL and non-ALL family words and learn to express themselves through creative movement by dancing to signature SUPER WHY music and freezing when an –ALL family word is called out. 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 Wonder Red Rhyming Song and view & play the Wonder Red game to learn to read/decode (sound out) –ALL Family Words.

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

Campers review and are assessed on ability to sound out –ALL words and learn and sing the HIP HIP HOORAY song to celebrate what they have learned that day.