

# READING CAMP DAY 2

## Wonder Red—Words Day!

(All PDFs, songs, and episodes are available on the Reading Camps website.)

### INTRODUCTION AND REVIEW OF PREVIOUS DAY'S MATERIAL

- Storybrook Village Name Tags for each camper (same as from previous day) (PDF – print and cut if more are needed)
- The Syllabi (PDF – print)
- A list of rules (Brainstorm with campers – see curriculum for ideas)
- Letter Cards to be used for review - W, O, L, F (If time and skill level permits: B, P, I, G, T, A) (PDF – print and cut)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

### SUPER WHY & "The Three Little Pigs" VIEWING

- Episode The THREE LITTLE PIGS (on website)
- Computer to view episode of THE THREE LITTLE PIGS
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

### TRANSFORM INTO SUPERHEROES

- Wonder Red Mask (PDF – print)
- Scissors
- Hole Puncher
- String
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

### WONDER RED FREEZE DANCE RHYMING COMPUTER GAME (optional)

- Computer set to Wonder Red Freeze Dance Rhyming game (game is on <http://pbskids.org/superwhy>. This game should be loaded before the day begins.)
- List of campers to track who has used the computer throughout the day
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

## TISKET-A-TASKET LET'S MAKE A BASKET CRAFT ACTIVITY

- A plain wood basket
- Glue Sticks
- Foam Alphabet letters
- Pieces of Felt
- Markers
- Newspaper to protect table
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

## WORD CHARADES GAME

- Large Basket or trash can
- -ALL Family Word Cards: WALL, TALL, BALL, SMALL, FALL, CALL
- Level 1: Use cards that have visuals of the words alongside the ALL word. The visuals demonstrate how to act out the word. (CHARADES CARDS WITH IMAGES: PDF – print and cut)
- Level 2: For readers, use cards that only have ALL words with no visuals (CHARADES CARDS\_NO IMAGES: PDF – Print and cut)
- Super Duper Computer dry erase board or Chalk board
- SUPER LETTERS: E, D (PDF – print and cut)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

## FREEZE DANCE RHYMING GAME

- 32 Index Cards: -ALL Family Word Cards and NON-ALL Word Cards. Two cards for each of the -ALL family words (WALL, TALL, BALL, SMALL, HALL, CALL, MALL, FALL) and 16 additional words from the SUPER WHY episode: PIG, BIG, BAD, THREE, LITTLE, RED, DOWN, UP, HILL, STORY, HELP, HOUSE, GOOD, THE, STRAW, BRICK. (PDF – print and cut)
- Basket or trash can
- Play SUPER WHY Music (on website)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

## INTRODUCE AND FIND SUPER LETTERS

- Dry erase board or chalk board with NO hash marks written on it (Hash marks will be written on the board as the Super Letters and Super Duper Computer are explained.)
- Dry Erase Marker or chalk

- Super Letters – F, R, I, E, N, D (PDF – print and cut)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

### **EXTENDED LEARNING**

- -ALL Family word cards (PDF – print and cut)
- WONDER WORDS Basket or trash can
- Dry erase board or chalk board
- Markers or chalk
- Watch WONDER RED Clip (on website)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

### **WRAP UP, COLORING ACTIVITY AND ASSESSMENT**

- -ALL Word Cards (PDF – print and cut)
- Coloring Pages (PDF – print)
- Play HIP HIP HURRAY song (on website)
- Assessment tool (PDF – print)
- Take-home work (PDF – print)