

9:05-9:15 WONDER RED FREEZE DANCE RHYMING COMPUTER GAME (OPTIONAL)

GOALS: WHAT CAMPERS WILL LEARN

- To use technology to enhance learning and reinforce word family and decoding skills

WHAT YOU NEED

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

SET-UP FOR ACTIVITY

- Make sure the computer is placed on a table or chair that is high enough for the children to all see the screen
- Have campers sit in a circle around the computer
- Have computer set up to the Wonder Red Freeze Dance game
 - To load, go to <http://pbskids.org/superwhy>. Click on **Games** on the Left side of the screen. Scroll through the games and click on Wonder Red's Freeze Dance Rhyming.
- Find part in INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT that applies to this activity.

ACTIVITY INSTRUCTIONS

Demonstrate computer game: Have children sit around the computer so that they can see and interact with the computer as they do with the television screen. If possible, move the computer screen up high enough for all children to see.

Instructor:

Today you are also going to be able to take turns playing a Wonder Red computer game! We are going to play it here, right now, together. Then throughout our camp day when I tell you, you will be allowed to go to the computer and play this game in small groups.

Demonstrate the Game This is the Wonder Red Freeze Dance Rhyming Game. Let's listen and Wonder Red will tell us what to do (Listen to the Game Intro.). Lets see what wondrous

dance moves Wonder Red can do! Ok, does everyone know how to play? What do we have to do? Wonder Red is going to say a word family and we have to find all the words that rhyme with the word to make her dance. OK, Wonder Red is asking us to find words that rhyme with (FILL IN WORD FAMILY) Does (FILL IN THE WORD) rhyme with (FILL IN WORD FAMILY)? GREAT!

Class participation Everyone will get a turn to come up and use the mouse to click on the correct word family word. But everyone should play along every time. I will call on one of you. You come up and together with the class tell me if the new word is a rhyming word. When Wonder Red is telling us which word we need to rhyme with, everyone has to listen or else we won't know which words she needs.

Call on campers one by one to take a turn using the mouse to pick the correct word until everyone has had a chance to play. Make sure that everyone gets a turn to use the mouse. The camper with the mouse should encourage the other campers to help them by calling out whether the word and word family rhyme.

After the game is played and before moving on to the next activity, explain the rules for playing during the day, including:

Only play this Wonder Red Freeze Dance Rhyming Game (Do not click on any other games), Play together, Take turns, Play until I call you and it is time for the next activity. There will be a computer game everyday and everyone will have a chance to play. If you haven't had a chance and you want to, be sure to tell me and we will make sure you get a turn.

Throughout the day, allow children who are waiting for the next activity or waiting to be assessed to go play the computer game in groups of 2-3 campers. **DO NOT** allow campers to play on the computer instead of participating in the activities provided in the curriculum.

TRANSITION INSTRUCTIONS:

To transition into the next activity, call each camper by saying the syllables in his or her name. Ask all the campers to blend the syllables together to figure out who should move to their table next. Continue until all the children are seated.