

## **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 Why Flyer Adventure 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 teacher, introduced to the days' 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 & THE THREE LITTLE PIGS 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 Why Flyer Adventure game as a whole class. With the whole class helping and calling out, each camper gets a turn helping Super Why fly through Storybrook Village and pick up letters to form the Super Message that goes on his Why Flyer banner.
- 9:15-9:45 DRAW YOUR OWN ADVENTURE CRAFT ACTIVITY**  
Campers take turns drawing pictures and telling 'the story' of their picture. If skill level permits, campers collaborate with each other to make a story that makes sense by placing pictures next to each other to practice comprehension and storytelling.
- 9:45-10:00 SNACK**

**10:00-10:30 PIN THE TAIL ON THE WORD GAME**

Campers choose from word choices read by the teacher to put into blank spaces in sentences. The campers then try to act out the sentence to show the effects different phrases have on the meaning of a sentence.

**10:30-11:00 SUPER WHY OPPOSITE RELAY AND FINDING SUPER LETTERS**

Campers are asked to give the opposite of a word. One at a time, they fly to the Why Board at the end of the room with a Why Writer. Once at the Why Board campers 'Zap' the opposite of their given word to practice reading and opposites.

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 & Play the clip of SUPER WHY changing the sentence THERE ONCE WAS A BIG BAD WOLF to THERE ONCE WAS A SMALL GOOD WOLF to 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.