

READING CAMP DAY 4

Super Why—Reading Day!

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

INTRODUCTION AND REVIEW OF PREVIOUS DAYS' 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)
- Play ALPHABET SONG (on website)
- 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)
- -ALL Family Word Cards (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 THE THREE LITTLE PIGS episode
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

TRANSFORM INTO SUPERHEROES

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

SUPER WHY WHYFLYER ADVENTURE COMPUTER GAME (optional)

- Computer set to Super Why Whyflyer Adventure game (Game is 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 (In curriculum)

DRAW YOUR OWN ADVENTURE CRAFT ACTIVITY

- Construction Paper
- Crayons or Markers
- [OPTIONAL] Story example on Construction Paper
- Masking Tape
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

PIN THE TAIL ON THE WORD GAME

- Have sentences with blanks written on chart paper
- Tape
- Phrase cards: (PDF – print and cut)
BIG BAD, TINY SILLY, LITTLE SCARED
HUFF AND PUFF, JUMP AND LAUGH, SPIN AND WHISPER
BRICK HOUSE, FRIEND, BALL, WALL
ALPHA PIG, PRINCESS PRESTO, SUPER WHY, WONDER RED,
THE POWER TO READ, SPELLING POWER, WORD POWER,
ALPHABET POWER
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

SUPER WHY OPPOSITE RELAY

- Why Board or chalk board (use dry erase board – see Super Why's game in the episode for example of how words appear on the Why Board)
- Masking Tape (Not provided)
- Why Writer (PDF – print, cut, and assemble using the WHY WRITER FRONT and WHY WRITER BACK files. You can use a popsicle stick between the pieces of paper for stability)
- Word sets for Why Board (PDF – print and cut)
 - **OUT/IN/FAST/HARD**
 - **RIGHT/WRONG/SILLY/PRETTY**
 - **LOST/FOUND/PURPLE/SMALL**
 - **ASLEEP/AWAKE/HUNGRY/BLUE**
 - **OPEN/CLOSE/CRY/BITE**
 - **GO/STOP/SWIM/RUN**
 - **FAST/SLOW/FUNNY/UP**
 - **YES/NO/YELLOW/POP**
 - **FULL/EMPTY/ROUND/PINK**

- **BIG**/SMALL/BAD/RED
 - **FRONT**/BACK/NOSE/CUP
 - **HOT**/COLD/HUNGRY/TIRED
 - **GOOD**/BAD/BIG/RED
 - **TOP**/BOTTOM/GREEN/HILL
- 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

- View SUPER WHY clip [\(on website\)](#)
- Dry erase board or chalk board on which to write the two sentences that are being changed
- Cards of words that can be used as substitutes in a sentence: small, good, red [\(PDF – print and cut\)](#)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT [\(In curriculum\)](#)

WRAP UP, COLORING ACTIVITY AND ASSESSMENT

- Coloring Sheets [\(PDF – print\)](#)
- Play HIP HIP HURRAY song [\(on website\)](#)
- Assessment tool [\(PDF – print\)](#)
- Take-home work [\(PDF – print\)](#)