

9:05-9:15 SUPER WHY WHYFLYER ADVENTURE COMPUTER GAME (OPTIONAL)

GOALS: WHAT CAMPERS WILL LEARN

- To use technology to enhance learning and reinforce comprehension and letter identification skills

WHAT YOU NEED

- Computer set to Super Why Whyflyer Adventure 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 Super Why Whyflyer Adventure 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 Super Why Whyflyer Adventures.
- 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 Super Why 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 Super Why Whyflyer Adventure Game. Let's listen and Super Why will tell us what to do (Listen to the Game Intro.). Let's see what the Super

Message is! Ok, does everyone know how to play? What do we have to do? Super Why needs to fly in his Whyflyer to collect all the letters in the secret message.

Class participation Everyone will get a turn to come up and use the mouse to make Super Why fly and pick up letters for the secret message. But everyone should play along every time. I will call on one of you. You come up and together with the class tell me what letters you see. When Super Why collects all the letters, lets identify the letters and read the words of the secret message together!

Call on campers one by one to take a turn using the mouse to make Super Why fly and collect letters in each word of the secret message 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 when they see a letter.

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 Super Why Whyflyer Adventure 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:

INSTRUCTOR: Before Super Why saved the day, what did the sentence say? There once was a...

CAMPERS: Big Bad Wolf.

INSTRUCTOR: And we had to change the words Big and Bad. Big is spelled BIG, everyone with a letter B in their name stand up and move to your table.

Continue with I, G, A and D, W, O, L, F, P, T. Add letters until everyone is seated.