

10:00-10:35 PIN THE TAIL ON THE WORD GAME

GOAL: WHAT CAMPERS WILL LEARN

- To show the effect different words have on the meaning of a sentence.

WHAT YOU NEED

- Have sentences with blanks written on chart paper
- Tape
- Phrase cards:
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

SET UP FOR ACTIVITY

- Have each sentence with blanks written on a piece of chart paper
 - THERE ONCE WAS A _____ WOLF.
 - I AM GOING TO _____ AND BLOW THE HOUSE DOWN.
 - _____ TO THE RESCUE!
 - THE WOLF JUST WANTED A _____.
 - SUPER WHY HAS _____!
- Store phrase cards close by
- Put tape on the back of the phrase cards
- Find part in INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT that applies to this activity

ACTIVITY INSTRUCTIONS

- 1) Show one of the sentences above with a blank. Read it. Put out a set of choices comprised of a few different phrase cards and ask the below contextualized question.

THERE ONCE WAS A _____ WOLF. (*What kind of Wolf was in the beginning of the story?* Use word cards - BIG BAD, TINY SILLY, LITTLE SCARED)

I AM GOING TO _____ AND BLOW THE HOUSE DOWN. (*What did the wolf say?* Use word cards - HUFF AND PUFF, JUMP AND LAUGH, SPIN AND WHISPER)

_____ TO THE RESCUE! (Who changed the story and saved the day? Use word cards – ALPHA PIG, WONDER RED, SUPER WHY, PRINCESS PRESTO)

THE WOLF JUST WANTED A _____. (Why was he huffing and puffing? What did the wolf want in the story? Use word cards - BRICK HOUSE, FRIEND, BALL, WALL)

SUPER WHY HAS _____. (What power does Super Why have? Use word cards - THE POWER TO READ!, SPELLING POWER!, WORD POWER!, ALPHABET POWER)

- 2) Have one camper “pick” a phrase card from the set of choices.
- 3) Put the word in the sentence blank and read it with the campers to see if it makes sense. (Point to each word as it is read.) Ask if that sentence makes sense with the SUPER WHY episode or not.

SKILL LEVEL OPTIONS

Level 1: Read the sentence out loud to the children. Above the sentence draw a representation of the sentence ask them if that sentence makes sense.

Level 2: Read the sentence out loud to the the children. Ask the campers to act out the sentence that was read and then ask them all if that sentence makes sense.

Level 3: Without any visual or dramatic representation of the sentence ask campers to read the sentence and decide if the sentence makes sense.

- 4) Encourage campers with, “Right on Reader!” “Super Job Super Reader!” “Super Duper!”
- 5) If the sentence doesn’t make sense, ask another camper to pick a different phrase card and put it in the blank. Then repeat the leveling above and ask campers if this sentence makes sense.
- 6) Repeat this procedure for the rest of the sentences.

- 7) When all the sentences are filled, put the sentences together and read them all together. Have the children act out the entire story together.

DEMONSTRATE

Instructor: Now we are going to play Pin the Tail on the Word. How many of you have played Pin the Tail on the Donkey? This is the same idea. Except instead of finding where the tail goes we are going to put words in the blanks. I am going to put up a sentence. (SHOW SENTENCE) The sentence has a blank in it (POINT TO THE BLANK). Let's read the sentence (READ THE SENTENCE SAYING BLANK AT THE BLANK). And here are three (say #) word choices. Let's read them. (READ THE CHOICES) You are going to take one of these and put it in the blank. Then we will read the sentence with the word(s) you put in and see if it makes sense. Like this. (TRY IT USING SUPPORT IN LEVELING INSTRUCTIONS) Does that make sense?

TRANSITION INSTRUCTIONS:

INSTRUCTOR: What word did we change Big to?

CAMPERS: SMALL!

INSTRUCTOR: That's right, small, so small is spelled S M A L L. Everyone with the letter S in your name line up next to me/against the wall.

Continue with A and L

INSTRUCTOR: What word did we change Bad to?

CAMPERS: GOOD!

INSTRUCTOR: That's right, good, so good is spelled G O O D. Everyone with the letter G in your name line up next to me/against the wall.

Continue with O and D then B A I W F P T if necessary. Add letters until everyone is lined up and ready to play Opposite Relay.

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