

## **8:30-8:45 INTRODUCTION AND WELCOME CAMPER'S GUESTS**

### **GOALS: WHAT CAMPERS WILL LEARN**

- To make campers feel welcome and comfortable
- To make guests feel welcome and comfortable. To empower campers to show their guests what they have learned over the week.
- To familiarize campers and guests with expectations and to excite campers for the activities of the day.
- To encourage guests to engage in the learning. Guest participation throughout the day is optional.
- To clearly understand the rules of the camp
- To model the kinds of literacy activities that adults and kids can play and learn together in their everyday lives.

### **WHAT YOU NEED**

- Storybrook Village Name Tags for Each Child (same as from previous days) and their guests
- The Syllabi
- Computer
- A list of rules
- INSTRUCTORS INSTRUCTIONS & SCRIPT

### **SET UP FOR ACTIVITY**

- Arrange children seated in semi-circle with instructor as focus and sit each **guest** behind their camper
- Know the activities of the day to be ready to tell campers and guests
- Find part in INSTRUCTORS INSTRUCTIONS & SCRIPT that applies to this activity.

### **ACTIVITY INSTRUCTIONS**

- 1) Instructor will ask each camper to say their name and introduce their guest.
- 2) Instructor will take out the syllabi and tell campers and guests what they will be doing during Day 5

SCRIPT:

Instructor: Today is SUPER YOU DAY. SUPER YOU with alphabet power, word power, spelling power, the power to read and the power to help!

We will watch the show, each camper and their guest can choose which Super Hero they want to be. And we will play some of the games that we played this week. We'll make a picture frame with your name and your guest's name on it, **(EXPLAIN THE TWO LITERACY ACTIVITIES PICKED FOR THE DAY)**, and take a picture with one of the SUPER WHY costume characters to put in your new frames. The campers will be the leaders for the day. And guests, you will get a chance to participate too. Let's watch the show and get started.

- 3) Instructor will review CAMP rules by soliciting them from campers
  - a. Raise your hand to speak (No calling out)
  - b. Listen while others are sharing.
  - c. Don't touch any of your "supplies" (activity manipulatives) until directed to by instructor.
  - d. Have fun!

