

READING



CAMPS

Week 1 Materials List

“The Three Little Pigs”

READING CAMP DAY 1

Alpha Pig—Alphabet Day!

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

INTRODUCTION

- Storybrook Village Name Tags filled out for each child (PDF – print and cut)
- A list of rules (Brainstorm with campers – see curriculum for ideas)
- Images of each Super Reader (PDF – print)
- The Syllabi (PDF – print)
- INSTRUCTOR’S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

SUPER WHY & “The Three Little Pigs” VIEWING

- Episode The THREE LITTLE PIGS (on website)
- Computer to view episode of THE THREE LITTLE PIGS
- INSTRUCTOR’S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

TRANSFORM INTO SUPERHEROES

- Alpha Pig Mask (PDF – print)
- Scissors
- Hole puncher
- String
- INSTRUCTOR’S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

ALPHA PIG’S ALPHA BRICKS COMPUTER GAME (optional)

- Computer set to Alpha Pig Alpha Bricks (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 (In curriculum)

LICKETY LETTERS CRAFT ACTIVITY

- Felt “paper”
- Felt letters
- Felt shapes
- Glue
- INSTRUCTOR’S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

LETTER ID BINGO GAME

- Computer generated BINGO cards (PDF – print)
- SUPER WHY chip place markers (PDF – print and cut)
- Letter cards (can be pre-printed or written by instructor on index cards) that act as “bingo balls” (PDF – print and cut or write on index cards)
- INSTRUCTOR’S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

LETTER SCAVENGER HUNT GAME

- A LETTER HUNT LIST with letters W, O, L, F, (if time and skill level permits add: B, P, I, G, T, A) (PDF – print)
- Letters W, O, L, F, (B, P, I, G, T, A) should each be written on an index card or piece of paper either as a list or one letter per card. Make sure to have a set of letters for each camper or if they do the activity in groups enough sets of letters for each group of campers.
- Large manila envelopes
- One crayon or marker per group
- 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

- Watch Clip of Alpha Pig Singing the Alphabet song (on website)
- Poster or Chart of Upper Case Alphabet letters
- Individual letter cards for W, O, L, F (B, P, I, G, T, A) for each child (PDF – print and cut)

- Play music of Alpha Pig song ([on website](#))
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT ([In curriculum](#))

WRAP UP, COLORING ACTIVITY AND ASSESSMENT

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

READING CAMP DAY 2

Wonder Red—Words Day!

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

INTRODUCTION AND REVIEW OF PREVIOUS DAY'S 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)
- 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)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

SUPER WHY & "The Three Little Pigs" VIEWING

- Episode The THREE LITTLE PIGS (on website)
- Computer to view episode of THE THREE LITTLE PIGS
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

TRANSFORM INTO SUPERHEROES

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

WONDER RED FREEZE DANCE RHYMING COMPUTER GAME (optional)

- Computer set to Wonder Red Freeze Dance Rhyming game (game is on <http://pbskids.org/superwhy>. This game should be loaded before the day begins.)
- List of campers to track who has used the computer throughout the day
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

TISKET-A-TASKET LET'S MAKE A BASKET CRAFT ACTIVITY

- A plain wood basket
- Glue Sticks
- Foam Alphabet letters
- Pieces of Felt
- Markers
- Newspaper to protect table
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

WORD CHARADES GAME

- Large Basket or trash can
- -ALL Family Word Cards: WALL, TALL, BALL, SMALL, FALL, CALL
- Level 1: Use cards that have visuals of the words alongside the ALL word. The visuals demonstrate how to act out the word. (CHARADES CARDS WITH IMAGES: PDF – print and cut)
- Level 2: For readers, use cards that only have ALL words with no visuals (CHARADES CARDS_NO IMAGES: PDF – Print and cut)
- Super Duper Computer dry erase board or Chalk board
- SUPER LETTERS: E, D (PDF – print and cut)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

FREEZE DANCE RHYMING GAME

- 32 Index Cards: -ALL Family Word Cards and NON-ALL Word Cards. Two cards for each of the -ALL family words (WALL, TALL, BALL, SMALL, HALL, CALL, MALL, FALL) and 16 additional words from the SUPER WHY episode: PIG, BIG, BAD, THREE, LITTLE, RED, DOWN, UP, HILL, STORY, HELP, HOUSE, GOOD, THE, STRAW, BRICK. (PDF – print and cut)
- Basket or trash can
- Play SUPER WHY Music (on website)
- 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

- -ALL Family word cards (PDF – print and cut)
- WONDER WORDS Basket or trash can
- Dry erase board or chalk board
- Markers or chalk
- Watch WONDER RED Clip (on website)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

WRAP UP, COLORING ACTIVITY AND ASSESSMENT

- -ALL Word Cards (PDF – print and cut)
- Coloring Pages (PDF – print)
- Play HIP HIP HURRAY song (on website)
- Assessment tool (PDF – print)
- Take-home work (PDF – print)

READING CAMP DAY 3

Princess Presto—Spelling 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)
- 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 on the previous day: 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)
- A computer to view THE THREE LITTLE PIGS episode
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

TRANSFORM INTO SUPERHEROES

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

PRINCESS PRESTO GOLDEN CROWN SPELLING BEE GAME (optional)

- Computer set to Princess Presto Golden Crown Spelling Bee 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)

GROW A LETTER! CRAFT ACTIVITY

- Foam letters P, I, G, B, W, O, L, F, T, A (enough for each camper to have at least one of each letters)
- 10 Popsicle sticks for each camper each with the letters listed above glued onto the popsicle sticks.
- Plastic flower pots
- Modeling compound to act as dirt
- Stickers to decorate the pot.
- White labels to write "BIG" and "PIG" on (will stick onto flower pots)
- Markers
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

PRINCESS LETTER SOUNDS BASKETBALL GAME

- Small paper sheets, each printed with one of the letters:
P, I, G, B, (and if time and skill level permits - W, O, L, F, T, A).
(enough copies should be made so that each camper can find a few different letters) (PDF – print and cut)
- A trash can
- Masking tape
- Marker
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

PRINCESS-CISE ENCODING ACTIVITY

- Letter Cards of P, I, G, B (and if time and skill level permits - W, O, L, F, T, A) (PDF – print and cut)
- 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

- Play PRINCES PRESTO clip (on website)
- Letter Cards, one set for each child, with the letters:
P, I, G, B (and if time and skill level permits - W, O, L, F, T, A) (PDF – print and cut)
- Dry erase board or chalk board
- Dry erase marker or chalk
- INSTRUCTOR’S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

WRAP UP, COLORING ACTIVITY AND ASSESSMENT

- Letter Cards for letters P, I, G, B (and if time and skill level permitted - W, O, L, F, T, A) (PDF – print and cut)
- Coloring Sheets (PDF – print)
- Play HIP HIP HURRAY song (on website)
- Assessment tool (PDF – print)
- Take-home work (PDF – print)

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

- Storybook 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
- 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 [\(PDF – print\)](#)

READING CAMP DAY 5

Super You Day!

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

INTRODUCTION AND WELCOME CAMPER'S GUESTS

- Storybrook Village Name Tags for Each Child (same as from previous days) and their guests (PDF – print and cut)
- The Syllabi (PDF – print)
- A list of rules (Brainstorm with campers – see curriculum for ideas)
- INSTRUCTORS INSTRUCTIONS & SCRIPT (In curriculum)

SUPER WHY & “The Three Little Pigs” VIEWING WITH DISCUSSION

- 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

- All character masks (enough for campers and their guests) (PDF – print)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT (In curriculum)

REVIEW OF LITERACY SKILLS LEARNED IN FIRST FIVE DAYS

- Poster or Chart of Upper Case Alphabet letters
- Individual letter cards for W, O, L, F (B, P, I, G, T, A) for each child (PDF – print and cut)
- -ALL Family word cards (PDF – print and cut)
- WONDER WORDS Basket or trash can
- 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)

SUPER WHY STORYBOOK CREATOR GAME (optional)

- Computer set to Super Why Storybook Creator 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 (In curriculum)

LITERACY GAME CHOICE #1

Please choose from the following activities based on camper's performance and preference during the week to showcase and practice what they have learned:

- Letter ID Bingo Game
- Letter Scavenger Hunt Game
- Word Charades Game
- Freeze Dance Rhyming Game
- Princess Letter Sounds Basketball Game
- Princess-cise Encoding Activity
- Pin the Tail on the Word Game
- Super Why Opposite Relay

Make sure to refer to the activity demonstration and instructions for the game from the previous days.

Additional print outs of materials may be necessary.

LITERACY GAME CHOICE #2

Please choose from the following activities based on camper's performance and preference during the week. Please pick an activity that showcases and practices a different skill from the first game played on Super You day (for instance, if game one was Letter ID Bingo, do not pick Letter Scavenger Hunt Game):

- Letter ID Bingo Game
- Letter Scavenger Hunt Game
- Word Charades Game
- Freeze Dance Rhyming Game
- Princess Letter Sounds Basketball Game
- Princess-cise Encoding Activity
- Pin the Tail on the Word Game
- Super Why Opposite Relay

Make sure to refer to the activity demonstration and instructions for the game from the previous days.

Additional print outs of materials may be necessary.

PERSONALIZE A PICTURE FRAME CRAFT and FIND SUPER LETTERS

- Image of Wonder Red (PDF – print)
- Foam Letters
- Picture frames
- Glue
- Markers
- Newspaper
- 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)

SUPER READERS SNAPSHOT

- Polaroid camera and film
- The photo frames that were made earlier in the day (See above)
- Play SUPER WHY Reading Camp Certificate (PDF – print)
- ALPHABET SONG and HIP HIP HURRAY song (on website)
- SUPER WHY Costume Character - Please FAX your order to The Mascot Organization LLC at 1-877-MASCOT-5 or EMAIL to pbs@mascot.org (THE MASCOT ORGANIZATION MUST RECEIVE YOUR REQUEST NO LESS THAN 14 DAYS PRIOR TO EVENT DATE – early reservation is encouraged.) (Please see costume reservation form for additional details)

OR

- Super Why Character Artwork for standees (on website)