

READING CAMP DAY 1

Alpha Pig—Alphabet Day!

Please note, this is the suggested schedule for the day, based on previous reading camps. The daily schedule can be modified based on your estimates of how long children will be engaged in individual activities and your campers' previous experience with SUPER WHY Reading Camps.

Also note that the online Lickety Letter Bingo game should be loaded and available for children to play throughout the camp day. You will play it together as a class as described below and then campers can play in small groups of 2-3 after they have completed an activity or while they are waiting to be assessed. Campers are not to play the computer games in place of another activity.

8:30-8:40 INTRODUCTION

Campers are introduced to each other, to the teacher, to the day's and week's activities and to the camp rules to make the campers feel comfortable.

8:40-9:05 SUPER WHY! & HANSEL AND GRETEL: A HEALTHY ADVENTURE VIEWING

Campers watch a full episode to familiarize themselves with the series and the literacy skills it teaches. They transform into Alpha Pigs to activate their imaginations and get ready to play alphabet activities.

9:05-9:15 CLASS COMPUTER TIME

Campers participate in playing the online Lickety Letter Bingo game as a whole class. (WHOLE CLASS PARTICIPATES IN GAME).

9:15-9:45 HEALTHY LETTER GARDEN CRAFT ACTIVITY

Campers practice letter identification skills by identifying the first letters of different healthy foods. Campers then create healthy letter gardens in their egg crates to take home.

9:45-10:00 SNACK

10:00-10:30 ALPHA PIG ALPHA BAND

Campers will have a musical letter adventure where they practice their letter identifications and listening skills. Each child will get an instrument with a letter on it. The class will

then form an Alpha-Band, playing along with the Alphabet Song when their letter is sung.

10:30-11:00 ALPHA PIG ROAD AND FINDING SUPER LETTERS

Campers will travel down the Alpha Pig Road to the witch's house. In order to move ahead, they will have to identify one of the letter's from the episode on each stop they make on their journey.

Following the activity children will search the room for Super Letters and discuss the Super Story Answer.

11:00-11:20 FREE PLAY OUTSIDE

11:20-11:40 EXTENDED LEARNING

Campers view and sing the signature Alpha Pig ABC song and view

and play the Alpha Pig game to reinforce identification of and discrimination between the letters learned, **b,f,h** (c, a, r, o, t if time permits)

11:45-12:00 WRAP UP, COMPUTER GAME, COLORING ACTIVITY, AND ASSESSMENT

(IF USING ASSESSMENTS)

If using assessments, campers will review and are assessed on identification of the letters b, f, h, (and if time and skill permits, c, a, r, o, t). The campers will be given a coloring activity to work on while the other classmates are being assessed and sing the HIP HIP HOORAY song to celebrate what they have learned that day.