

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

### GOALS: WHAT CAMPERS WILL LEARN

- To reinforce lower case letter identification and discrimination skills. Specifically for the letters b, f, h, c, a, r, o, t.
- To have campers learn what fruits and vegetables begin with each letter.
- To learn to identify common and uncommon fruits and vegetables.

### WHAT YOU NEED

- A black board or wipe off board
- An egg crate for each camper
- PDF printable of healthy food pictures cut up for each camper
- Sandwich Bags (picture letters should be put in baggies one set for each student)
- Crayons
- Glue
- Popsicle sticks for glue application
- Dried Beans (ex. Kidney or lima)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS AND SCRIPT

### SET-UP FOR ACTIVITY

- Campers should be sitting at a table
- Each camper should be provided with an egg crate and a sandwich bag filled with the cut out pictures of fruits and vegetables.
- Each table should have a community bowl of glue with popsicle sticks
- Each table should have a community bowl of crayons (don't use markers they will run with the glue)
- Find part in INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT that applies to this activity

### ACTIVITY INSTRUCTIONS

- 1) Introduction:  
Script

Instructor: [Alpha Pig had to follow his Alphabet Map to get to](#)

the witch! Which letters did he have to follow? Do you remember?

Campers: b.....f.....h

Instructor: Lickety Letters you got it! And Alpha Pig's Alphabet Map had lower case letters on it! A lower case b, f and h.  
[Write b, f, and h on the board]

And what was it that Princess Presto made for the witch to eat?

Campers: a carrot!

Instructor: We also had to make a carrot for the witch! Carrot has the letters c, a, r, o, t in it.

[Write the letters c, a, r, o and t on the board.]

Wow, look at all of these letters! There are lots of fruits and vegetables that start with these letters too! Now we are going to make an Alphabet Garden!

- 2) Students are instructed to take a baggie and dump out their bunch of letter pictures.
- 3) Teacher should hold up each fruit and vegetable, and ask the class what fruit or vegetable it is and what letter does it start with. Each student should find the fruit or vegetable being shown in their own pile. **B – BANANAS, F – FIG H- HONEY DEW, C – CARROT, A – APPLE , R – RADISH, O – ORANGE, T – TOMATO**
- 4) Plant the Alpha Crate

### **DEMONSTRATE**

Script:

Instructor: Now I'm going to call out a letter, and I want you to hold up the fruit or vegetable that starts with that letter. So when I call out the letter C, I am going to hold up my carrot! Show the class the carrot. Then we are going to color in the fruit or vegetable like this. Color in the carrot. And glue it in one of the sections of the Alpha Crate! Glue the carrot into the crate. Then when everyone is done, I will call out another

letter.

Call out each letter and make sure that each child has picked the appropriate fruit or vegetable. When every child has glued in the fruit or vegetable, move on to the next letter.

### 5) ALPHA SEEDS (if time permits)

Instructor: Everyone did a great job. Let's clean up our materials but not our garden crate because now it is time to play ALPHA SEEDS.

Put the bowls of beans (seeds) in the center of each table.

Level 1: Call out the name of the letter. Each child should put a bean (seed) in that space of their crate.

Level 2: Do not call out a letter. Instead, write the upper case version of the letter on the blackboard and ask the children to put a bean (seed) in the space with the same lower case letter in it to practice matching upper and lower case letters.

### 6) MAKE SURE TO WRITE EACH CHILD'S NAME ON HIS OR HER GARDEN AND TO SEND IT HOME AT THE END OF THE DAY

## COMPUTER GAME

If students finish the activity early, send 2-3 children at a time to use the Alpha Pig computer game. Make sure campers restart the game to start from the beginning each time. Check off their names from the list of children so that as many children as possible get to use the computer game today.

If necessary, remind children of the rules; only play the Lickety Letter Bingo game on medium skill level (Do not click on any other games), Play together, Take turns, Play until I call you and it is time for the next activity.

**DO NOT** allow campers to play on the computer instead of participating in the activities provided in the curriculum.

