

READING CAMP DAY 2

Wonder Red—Word 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 Wonder Red Rhyme and Roll 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 AND REVIEW OF PREVIOUS DAY'S MATERIAL**
Campers are re-introduced to each other and to the teacher, introduced to the days' activities, and provided with a review of the camp rules and the content learned on Day 1.
- 8:40-9:05 SUPER WHY & HANSEL AND GRETEL: A HEALTHY ADVENTURE VIEWING**
Campers watch the same full episode to promote mastery of the SUPER WHY series and the literacy skills it teaches. They transform into Wonder Reds to activate their imaginations and get ready to play rhyming/decoding activities.
- 9:05-9:15 CLASS COMPUTER TIME**
Campers participate in playing the online Wonder Red Rhyme and Roll game as a whole class. With the whole class helping and calling out, each camper gets a turn playing Wonder Red Rhyme and Roll
- 9:15-9:45 BAKE A FAKE CAKE CRAFT**
Campers create and -ake cake using paper candles with -ake word family words on them. Campers reinforce the -ake word family by drawing in pictures of the -ake words on each candle.
- 9:45-10:00 SNACK**

10:00-10:30 PASS THE PEPPER

Campers will pass around a pepper to the Wonder Red "Word Power" Song. When the music stops they must read an -ake family word.

10:30-11:00 ALL ACROSS THE -AKE LAKE AND FINDING SUPER LETTERS

Using a jump rope to represent an -ake lake, campers have to throw in -ake word family words to stop the waves so they can walk over or under the lake and through the woods to the witch's house. Following the activity, children will search the room for Super Letters and discuss the Super Story Answers.

11:00 -11:20 FREE PLAY OUTSIDE

11:20-11:40 EXTENDED LEARNING

Campers will sing the signature Wonder Red Rhyming Song and play the Wonder Read game to learn to read/decode (sound out) -AKE family words.

11:40-12:00 WRAP UP, COMPUTER GAME, COLORING ACTIVITY, AND ASSESSMENT (IF USING ASSESSMENTS)

Campers review and are assessed on ability to sound out -AKE words (if using assessments) and learn and sing the HIP HIP HOORAY song to celebrate what they have learned that day.