



Welcome to SUPER WHY Reading Camp!

We are excited to have you take part in this new and exciting community outreach venture that will extend SUPER WHY's signature educational approach into your community.

SUPER WHY is the first preschool show designed to help children 3-6 learn to read through interactive story adventures. In each episode, we jump into a book to find the answer to a preschool relatable problem. Along the way we play interactive literacy games to move the story forward and to teach kids the skills they need to learn to read.

SUPER WHY features four main characters who are best friends. Each character transforms into a superhero with a literacy based super power (selected based on National Reading Panel Results):

- Alpha Pig...with Alphabet Power! (Letter Identification)
- Wonder Red...with Word Power! (Rhyming/Decoding)
- Princess Presto...with Spelling Power! (Spelling/Encoding)
- Super Why...with the Power to Read! (Read/Reading Comprehension)
- And Super You...with the Power to Help! (Home Viewer)

READING CAMP OVERVIEW:

- SUPER WHY Reading camps are built for 12-15 campers, preferably from a group you have had previous experience with. The camp has been specifically designed for children who are "kindergarten ready" – late four-year-olds and five-year-olds, and participation by younger children should be avoided. Bilingual children should speak and understand English.
- Campers watch the same episode, SUPER WHY & Hansel and Gretel; A Healthy Adventure, every day for a week. This is based on the philosophy that our audience loves repetition and needs it to practice and learn the content presented. The episode and clips can be found on the SUPER WHY Reading Camp website as a streaming video or download.
- Each day highlights one of the four main super hero characters and their literacy skill: Day One is Alpha Pig Day; Day Two is Wonder Red Day; Day Three is Princess Presto Day; Day Four is Super Why Day.
- Day Five is Super You Day! This day is designed for campers to bring an adult guest such as a parent, grandparent, or caregiver. Goals of this day include:

celebrating all that the campers learn throughout the week, empowering campers to demonstrate their knowledge, and modeling literacy games that adults can incorporate into their everyday to help their children learn to read.

- For classrooms that have computers and internet access readily available, we have recommended a computer game from <http://pbskids.org/superwhy> to be played each day. Each day's game reinforces that day's skill set:
 - Day 1: Alpha Pig Lickety Letter Bingo
 - Day 2: Wonder Red Freeze Rhyme and Roll
 - Day 3: Princess Presto Presto Create Your Own Hero
 - Day 4: Super Why Reading Power Bingo
 - Day 5: Super Why Storybook Creator

You will play it together as a class at the start of the day. The game should then be loaded onto the computer and available for children to play throughout the camp day. The game can be played 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 other games on the site or computer, and the computer games are not to be used in place of another activity.

- Each day includes: an introduction; a viewing of the same episode (including transforming into the superhero of the day); a computer game; a craft activity; a game; a movement activity; finding Super Letters; two breaks; an extended learning segment that includes a review of the day's learning; and a wrap up of the day.
 - Each day is geared towards teaching the letters, sounds, or words taught in that character's game directly from the episode. If your campers have mastered the letters or sounds taught in the episode, we have **suggested other letters and sounds to teach** (each of the additional letters and sounds suggested were also presented in the episode). Please be sure to note the letters and sounds that were taught each day on both the *daily facilitator questionnaire* and each camper's *assessment* form.
 - Games and activities are broken out into **different skill levels**. You may want to tailor each activity to the class' skill level as a whole, or use the leveling suggestions to help individual campers who have varying literacy skill levels.
 - Suggestions for literacy related **transitions** from one activity to another have also been included to further extend the learning of the SUPER WHY content. These transitions and ideas are optional. The idea is to

reinforce the literacy skills of the day. If you have other ideas or the transitions are taking too long, feel free to improvise.

- Each game and activity should be demonstrated by the instructor and/or the assistant. Suggestions for how to demonstrate are included in each activity.
- In each day's wrap up, there is time allotted for assessing each child on the day's literacy lessons. This is completely optional and up to the discretion of the teacher. If you would like to use this time for assessments, please see the assessment materials provided.

To help prepare for the week

- Watch SUPER WHY & Hansel and Gretel; A Healthy Adventure episode
- Read through the materials provided
- Play the following games on <http://pbskids.org/superwhy> (Found in the GAMES section)
 - Day 1: Alpha Pig Lickety Letter Bingo
 - Day 2: Wonder Red Freeze Rhyme and Roll
 - Day 3: Princess Presto Presto Create Your Own Hero
 - Day 4: Super Why Reading Power Bingo
 - Day 5: Super Why Storybook Creator

Thank you for participating in the SUPER WHY Reading Camps.

"Super Readers...to the Rescue!"