

9:15-9:45 NAME NECKLACES

GOALS: WHAT CAMPERS WILL LEARN

- Letter Identification and discrimination
- Identification of the letters in their names

WHAT YOU NEED

- Lower Case Alphabet beads
- Name Cards (index cards)
- Twine or string
- Tape
- Dry erase or black board
- Non-alphabet beads of various shapes and colors/colored noodles
- Pretend play tool box
- Trays (2 per table)
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT

SET-UP FOR ACTIVITY

- Campers should be sitting at tables
- Instructor cuts pieces of string long enough to be tied and still fit over each camper's head. Include a few extra inches for tying the string once the necklace is completed
- Tie a knot at one end of each string so the beads stay on and wrap small piece of tape around the other end to make it easier for campers to string the beads
- Give each table two trays of beads (one tray per two campers), using a tray will make searching for letters easier
- Put pre-cut string/twine in a tool box
- Write each camper's name on an index card and scatter them on the tables
- Find part in INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT that applies to this activity

ACTIVITY INSTRUCTIONS

- 1) Campers are instructed to find their name cards and place it in front of them.
- 2) Campers take time to search through all the beads for the letters in their names. When a child spells his/her name 1-2 times and fills the rest of the string with other decorative beads, instructor can tie the two ends together to secure the necklace.

SKILL LEVEL OPTIONS

Level 1: Instructor gives campers only beads that have the letters their names. Campers match letter beads to letters on their name cards and then put them on their necklaces.

Level 2: Instructor gives campers a random mix of letter beads and campers must search for correct letters. Campers use their name cards to help them put letter beads in the correct order.

Level 3: Instructor gives campers a random mix of letter beads and campers must try to spell their names without looking at a name card. Campers can also try spelling their last names or initials.

DEMONSTRATE

Script:

Instructor: Hold up tool box. Alpha Pig let me borrow his tool box for our next activity. He said we can make an amazing alphabet craft with what is inside (stick hand inside but don't pull string out yet). Let's see if you can guess what alphabet tool we are going to use today. I'll give you a hint. These are the letters we need to make this alphabet tool. Write the word rope on the board one letter at a time and have campers label each letter. Here's another clue, it's what Alpha Pig used to pull the Super Readers out of the quicksand!

Campers: Rope!

Instructor: Pull out twine/strings. Lots of rope! I have a rope for each camper in the class. Alpha Pig saved the day with his rope by pulling the Super Readers out of the quicksand with it. We are going to use our rope to make Super Duper name necklaces!

Pass out one string to each camper.

Erase the word rope from the board.

Pass out trays of beads. Now that you all have beads, you are going to have to search for the letters in your name and then string them onto your necklace. I'll do the word rope first. Instructor models searching for letters and then stringing them onto his/her string. First we need the letter r, can everyone find an "r" in their letter pile? Hold up that r! OK, I'm going to put the r bead on my necklace.

Instructor demonstrates how to hold each bead with one hand while sliding the bead onto the string through the hole in the middle.

Continue asking for each letter o, p and e and stringing them onto your necklace

Campers will have to put the knot in their left hands so beads slide on from right to left in order for the beads to end up in the correct order

Now I want all of you to find the letters in your NAMES! Once everyone has made their names on their necklaces, I will pass out other beads/noodles for decorating your necklace. Once campers complete their necklaces instructor will tie the two ends together to secure the beads in place.

Campers can walk around and show each other their necklaces.

Sit in a circle and have each child spell out his/her name.

Play a letter game with names to reinforce the letters r, o, p and e.
Instructor: If you have an r in your name stand up, if you have a p in your name jump up and down, if you have an o in your name clap your hands, etc...

COMPUTER GAME

If campers finish their necklace early, and you are not ready to start the group game, 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 Alpha Pig Amazing Alphabet Matchup game (Do not click on any other games), Playtogether, 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.

TRANSITION INSTRUCTIONS:

Instructor: I am going to hold up a name card. If your name is on the card, raise your hand and tell me the first letter of your name. Then you may go wash your hands for snack.

9:45-10:00 SNACK BREAK