11:20-11:40 <u>EXTENDED LEARNING</u>

GOALS: WHAT CAMPERS WILL LEARN
- To learn the Alpha Pig ABC song
- To identify by name the letters: **r, o, p, e**
- If time allowed and campers skill level permitted review the additional letters: **s, u, n, m, a**
- To discriminate between the letters **r, o, p, e, (and if time skill level permit s, u, n, m, a)**

WHAT YOU NEED
- The Alpha Pig Game Clip
- Poster or Chart of Lower Case Alphabet letters
- Individual letter cards for **r, o, p, e (s, u, n, m, a)** for each child
- Alpha Pig song
- INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT

SET-UP FOR ACTIVITY
- Have Alphabet game clip ready
- Have Alphabet poster ready to show
- Have individual letter cards ready to show
- Have music cued to the correct song
- Have campers seated in a semi-circle around instructor with clear view of the screen
- Hand out a set of letters to each child
- Find part in INSTRUCTOR'S ACTIVITY INSTRUCTIONS & SCRIPT that applies to this activity

ACTIVITY INSTRUCTIONS

1) Teach campers Alpha Pig's ABC Song slowly. Play the song on the CD player and then practice by singing it at various speeds. Vary the singing with the following suggestions:

   a. Play the Alphabet song and sing along with the music.
   b. Ask campers to sing without the music to help them. Instructor can help by pointing to the letters on the board as the campers sing. Or the instructor can ask campers to come up and point to the letters as they sing. Amazing Alphabet Singing!

   As many campers as possible, should get a turn.

c. Sing at various speeds. Sing at the speed of Alpha Pig to start and then start to sing faster as the campers get better at it. The alphabet board can be used as the song is being sung to help reinforce Letter Identification.

d. Another option is to have the boys come up and sing the Alpha Pig song to everyone and then ask the girls to come up and sing. Each of these groups can also vary the speed of their singing.

2) Show the Alpha Pig game clip. Talk about the Alpha Pig game and ask campers to retell what Alpha Pig did during the game and why he did it.

Try to get as many campers to tell you the answers as possible.

Script:
Instructor: Who were the Super Readers looking for in The Magical Around the World Adventure book?
Campers: Sophie the seal
Instructor: Sophie the seal! But the Super Readers got stuck in quicksand. Alpha Pig had to save the day. What did he do?
Campers: He used his amazing alphabet tools to make the word rope. He used the rope to pull the Super Readers out f the quicksand.
Instructor: Lickety-Letters! He pulled the Super Readers out by finding the letters r, o, p, e and then he used the rope to pull them out of the quicksand!

3) Show chart of Alphabet and have campers discriminate/identify the letters **r, o, p, e (If time and skill level permit add: s, u, n, m, a)** from the rest of the letters on the Alphabet chart.

Each camper needs to get a turn at pointing to the letters on the board.

Instructor: Ask campers to point to the letter "r" and then "o" and then "p" and then "e".

After they have all successfully pointed to each letter ask them to do it again, but this time ask them to find the letters in a different order.
(Also if time and skill level permits add: s, u, n, m, a,).

4) Next, hand each camper a pile of letters including **r, o, p, e (If time and skill level permits add: s, u, n, m, a).**   Ask the campers to lay the cards out in front of them.

5) **DEMONSTRATE:**

> Instructor: I am going to say the name of a letter. After I say the letter name look in your pile and find that letter. Then when I say "POOF" everyone hold up the letter that I called out.
>
> Look at the letter that each camper has held up before moving on to the next letter. If any camper has not held up the correct letter, identify the letter they held up and ask them to look again for the letter that was called out. Be sure after each letter is called that all of the campers are holding up the letter that was called.

Go through r, o, p, e once in order. Then ask for the letters in a random order. Repeat as many times as campers are still engaged and/or until every time a letter is called out all of the campers are finding the right letter.

r	o	p
e	s	u
n	m	a